



FILM & DIGITAL ARTS

Film and Digital Arts Fall 2025 Courses

FDMA 1210 Digital Video Production I (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
76644	001	M	5:30pm-9:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu
76645	002	T	5:30pm-9:00pm	CERIA 337	Andrew Barrow	abarrow@unm.edu
76646	003	W	5:30pm-9:00pm	CERIA 337	Emilie McDonald	emiliemcdonald@unm.edu
65788	004	T	5:30pm-9:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu
74246	005	M	5:30pm-9:00pm	CERIA 337	Steven Blacksmith	sblacksmith@unm.edu
71712	006	R	9:00am-12:30pm	CERIA 365	Gustavo Martinez	gustavomc@unm.edu
76647	007	R	5:30pm-9:00pm	CERIA 337	Andrew Barrow	abarrow@unm.edu
74476	008	T	1:30pm-5:00pm	CERIA 365	Ramona Emerson	rdemerson@unm.edu
76648	009	W	9:00am-12:30pm	CERIA 365	Jason Pangilinan	jasonpangilinan@unm.edu
79555	010	R	5:30pm-9:00pm	CERIA 365		

Course Description: Through a hands-on approach, you'll learn the technical and operational foundations of video production equipment and procedures, becoming knowledgeable about the responsibilities and techniques of individual and group production. This studio course will take you through the phases of production from pre- through post-production. You'll gain awareness of the creative potential of motion pictures (including video and film) as art. Focusing on narrative and non-narrative vocabularies, we will explore the art of moving images as you develop your own work with in-class critiques, exercises, and projects.

FDMA 1520 Introduction to Digital Media (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65347	001	M	1:30pm-4:30pm	Hartung 108	Eden Radfarr	eradfarr@unm.edu

Course Description: This course introduces students to a survey of the histories, innovative concepts, and creative possibilities of digital media arts. This course applies a variety of digital media tools, processes, and applications within a contemporary social context. Students will learn fundamental skills in teamwork, storytelling, and design to create digital studio projects.

FDMA 2110 Introduction to Film Studies (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65371	001	M	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Eric Lackey	elackey@unm.edu

Course Description: An overview of more than a century of film history and study, this course will feature a broad range of film types (narrative, experimental, documentary), as well as a range of approaches to understanding the aesthetic and cultural significance of the medium.

FDMA 2120 Film Crew I (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
77583	001	R	1:30pm-5:00pm	Mesa del Sol 110	Steven Blacksmith	sblacksmith@unm.edu
79361	002	R	9:00am-12:30pm	Mesa del Sol 110	Steven Blacksmith	sblacksmith@unm.edu

Course Description: An introduction to the film industry. This class teaches film production processes, film crew hierarchy, and film production set-safety and etiquette, and provides hands-on training in industry standard film production equipment. The course will offer an overview of the primary below-the-line craft areas of film production.

FDMA 2520 Introduction to Cinematography (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65498	001	T	1:30pm-5:00pm	Mesa del Sol 110	Sylvia Johnson	sylviafilms@unm.edu
76541	002	T	5:30pm-8:00pm	Mesa del Sol 110	Dr. Monique Anair	

Course Description: This course utilizes the Canon C200 Motion Picture Camera to build not only a fundamental understanding of working with advanced camera systems, but a practical yet thorough understanding of cinematographic techniques and practices.

Develop a creative eye for composition and esthetics with the modern motion picture camera. The course will be divided into three basic themes: technical, practical, and aesthetics. Through example, develop an understanding of light, color, camera movement, composition, and lens selection to develop an understanding of varied cinematic emotions and storytelling. Fundamental photography and motion picture technical principles will be learned with an emphasis on professional camera systems.

Prerequisite: FDMA 2525 Video Production II or permission of instructor.

FDMA 2525 Video Production II (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69187	001	M	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
69190	002	W	5:30pm-9:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu

Course Description: This course continues the study of technical and aesthetic concerns in video production with sections of concentration in lyrical, documentary, and narrative forms. The class will consist of practical hands-on exercises along with the analytical study of existing film and video. Students will improve technical skills, understanding, and application of creative processes. Camera, sound, lighting, and editing techniques will be explored in each section of the class. Students will work collaboratively as well as independently on class projects and exercises.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 2530 Introduction to 3D Modeling (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
77584	002	M	5:30pm-8:00pm	Mesa del Sol 210	Trevor Jones	tjones15@unm.edu

Course Description: This course will set the foundation for your future production work utilizing 3D computer graphics. The concepts, techniques, and theories covered in this course will help prepare you for work in the industries of animation, film, games, or others utilizing computer graphics. During the first half of the semester, we will be exploring each of the main aspects of the 3D production pipeline. In the second half of the semester, we will take a step back and look at the big picture of pre and post production pipeline planning. The course will culminate with a group project utilizing the skills learned in the course.

FDMA 2610 Directing I (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
76442	001	W	9:00am-12:30pm	Mesa del Sol 110	Jacob Kader	jkader@unm.edu
75953	002	W	1:30pm-5:00pm	Mesa del Sol 110	Jacob Kader	jkader@unm.edu

Course Description: Students in this introductory class will explore the processes and concerns of the narrative fiction film director through critical analysis and short, hands-on exercises. Students will work with existing screenplays to learn how to move the story from the page to the screen, including analyzing the narrative, breaking down the script, blocking and framing, casting, working with actors, and working with crew.

Prerequisites: FDMA 1210 Digital Video Production I; and 310 Writing Digital Narrative or 324 Introduction to Screenwriting; or permission of instructor.

FDMA 2714 Introduction to 3D Animation (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66109	001	R	4:00pm-6:30pm	Mesa del Sol 100/210	Brad Swardson	swardson@unm.edu
72906	002	R	4:00pm-6:30pm	Mesa del Sol 100/210	Brad Swardson	swardson@unm.edu
77585	003	W	5:30pm-8:00pm	Mesa del Sol 210	Trevor Jones	tjones15@unm.edu

Course Description: This class will be entirely focused on laying the foundation of animation around the twelve principals of animation as defined by Disney master animators Frank Thomas and Ollie Johnston. Each week we will practice and illustrate these principles in action through simple animation tests and assignments. We will study the process, the pipeline, the tools, and the workflow of CG Character Animation. We will also look at the history of animation and explore how the industry got to where it is today including what has worked, what hasn't and where the future of animation as an art form and career may go.

FDMA 2768 Introduction to Game Development (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
76334	002	Arranged	Arranged	Online	Jonathan Whetzel	jonwhetzel@unm.edu

Course Description: In tandem with innovations of modern computing machines, people have been devising ways to "play" with these systems through programming games on these devices. Video games have matured into an expressive medium rooted in using algorithms as the means for constructing interactive experiences. Building these games requires an understanding of principles of interactive design, computer science, and storytelling. This course serves to provide fundamental knowledge on the process of video game development. Students will gain this hands-on experience on through altering existing games and making their own creations.

Prerequisite: CS 105L Introduction to Computer Programming, or CS 152L Computer Programming Fundamentals, or permission of instructor.

FDMA 303 Moving Image Art (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
75952	001	W	9:00am-12:30pm	Mesa del Sol 210	Marie Alarcón	alamar08@unm.edu
78541	002	W	1:30pm-5:00pm	Mesa del Sol 210	Marie Alarcón	alamar08@unm.edu

Course Description: In this hybrid studio/seminar course students will examine a variety of moving image arts practices and produce creative work of their own. Practices will include, but aren't limited to, 360 video production and storytelling, hybrid creative non-fiction, installation art, and interactive online storytelling. The objective of this class is for students to challenge their personal arts practices, find their artistic voice, and provoke and/or invoke notable currents in the history of their medium.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 310 Writing Digital Narrative (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
66530	001	W	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
77548	002	M	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
77549	003	R	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu

Course Description: The intention of this course is to introduce students to the techniques and principles of writing digital narrative, exploring the possibilities of story, structure, and strategy. This is ideally a class on the art, craft, and business of writing digital narrative related to the entertainment industry at large. This might include but is not limited to: Film and Television, Short Films and Short Form Media, Podcasting, Publishing, Graphic Novels, Storyboarding, Video Games, Music, Etc.

FDMA 314/*414 History of Animation (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
314-77550	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Nathan Kosub	nkosub@unm.edu
414-77561	001	R	5:30pm-9:00pm	Ctr for Arts 2018	Nathan Kosub	nkosub@unm.edu

Course Description: “One group of animators was responsible for the initial sketches, another for painting these drawings onto cels, a third for taking each photograph,” the late scholar Hannah Frank wrote about the classical era of animation in the United States, from the 1920s to the 1960s. “But the paradox of cartoons is that all of this carefully choreographed work disappears the moment the image springs into motion.” This course takes as its starting point Frank’s assertion that “this object existed, this object was made by human hands.” In tracing the development of animation from its earliest pre-filmic examples to the present day, we will study the technological advancements and aesthetic shifts that define this often-neglected cinematic art. Particular attention will be paid to the labor of animation—to the work and time necessary to produce a single frame of “Gertie the Dinosaur” (1914) or “Popeye the Sailor Meets Sindbad the Sailor” (1936), and the work and time necessary to secure living wages for the men and women employed as animators. We will celebrate the personal in place of the corporate and anonymous: lightning sketches, newspaper cartoons, cel animation, and stop-motion animation from around the world.

FDMA 317/*417 Queer Cinema History (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
317-80204	001	W	1:30pm-5:00pm	Mesa del Sol 100	Dr. Angela Beauchamp	abqbeach@unm.edu
417-80205	001	W	1:30pm-5:00pm	Mesa del Sol 100	Dr. Angela Beauchamp	abqbeach@unm.edu

Course Description: Queer people have been both on the screen and behind the scenes of the movies since the earliest days of the silent era. Examining more than a century of LGBTQIA+ moving images shows us that a history of queer representation in film and television does exist, despite the attempts of studios, the Production Code, politicians, archivists, and other gatekeepers to systemically marginalize or erase non-heteronormative depictions, stories, and biographies. This course challenges the dominant narrative to identify key moments, movements, themes, and issues in lesbian, gay, bisexual, transgender, non-binary, and queer+ cinema history. Students will read these works as cultural texts that shed light on the ongoing intersectional historical struggles over gender identity and sexual orientation, as well as celebrating artists and movies from the past and their connections to the present.

FDMA 324 Introduction to Screenwriting (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65500	001	T	1:30pm-4:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
69192	002	M	5:30pm-8:00pm	Mesa del Sol 200	Jaymes Thompson	jaymesthompson1@unm.edu
77551	003	T	5:30pm-8:00pm	Mesa del Sol 200	Jaymes Thompson	jaymesthompson1@unm.edu
77552	004	R	1:30pm-4:00pm	Hartung 100	Jason Pangilinan	jasonpangilinan@unm.edu
80207	005	F	1:30pm-4:00pm	Hartung 100	Jason Pangilinan	jasonpangilinan@unm.edu

Course Description: An in-depth workshop on the basics of character, structure, scenes, dialogue, conflict, visualization, and good old storytelling as it applies to the screenplay format. Open to variations (including television, graphic novels, documentary). We'll read scenes from scripts, watch film clips, and write at least forty pages of an original screenplay. Crosslisted with ENGL324.

FDMA 326/*426 History of Film I (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
326-65514	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu
426-65793	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu

Course Description: History of Film I examines the history of cinema and important developments in filmmaking from its birth, through the silent era and the invention of synchronized sound, up to the impact of television and the decline of the classic Hollywood studio system in the 1950s. We will cover key historical movements and moments based on an anti-racist approach in our survey of cinematic traditions and genres, discussing and analyzing selected films while grounding them in cultural, historical, and aesthetic contexts. We will develop our understanding of cinema history from a variety of perspectives, styles, filmmaker identities, countries, and subject matter.

Prerequisite: FDMA 2110 Introduction to Film Studies or permission of instructor.

FDMA 327/*427 History of Film II (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
327-80209	001	M	1:30pm-5:00pm	Mesa del Sol 100	Jared Gallardo	jagallardo@salud.unm.edu
427-80210	001	M	1:30pm-5:00pm	Mesa del Sol 100	Jared Gallardo	jagallardo@salud.unm.edu

Course Description: History of Film II begins with an examination of new wave and post-colonial cinemas across the world in the 1950s and '60s, New Hollywood in the late 1960s and '70s, the development of the blockbuster, independent filmmaking, the impact of new technologies, and contemporary transnational and transmedia trends. We will cover key historical movements and moments based on an anti-racist approach in our survey of cinematic traditions and genres, discussing and analyzing selected films while grounding them in cultural, historical, and aesthetic contexts. We will develop our understanding of cinema history from a variety of perspectives, styles, filmmaker identities, countries, and subject matter.

Prerequisite: FDMA 2110 Introduction to Film Studies or permission of instructor.

FDMA 330.004/*430.004 T: Cinema of David Lynch (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-77553	005	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu
430-77565	005	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: David Lynch, director, screenwriter, producer, and visual artist, has been described by *The Guardian* as “the most important director of this era.” This class explores specifically the cinematic work of the iconic filmmaker, his influences, themes, collaborations, and artistic trajectory.

FDMA 330.008/*430.008 T: Screwball Comedies (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-80213	008	T	1:30pm-5:00pm	Mesa del Sol 100	Nathan Kosub	nkosub@unm.edu
430-80214	008	T	1:30pm-5:00pm	Mesa del Sol 100	Nathan Kosub	nkosub@unm.edu

Course Description: As President Franklin Delano Roosevelt shepherded the United States out of the Great Depression in the early 1930s with a raft of progressive federal legislation—including the Works Progress Administration, the National Labor Relations Act, the Fair Labor Standards Act, and the Social Security Act—in service of helping the country’s working class, the humorless enforcers of Will H. Hayes’s Motion Picture Production Code set to work policing “licentious,” “suggestive,” and “lecherous” behavior in Hollywood films. In response, industry radicals committed themselves to a decade or so of smuggling effervescent art past Hays Code administrator Joseph Breen and onto an unsuspecting, smitten public. The only film genre named after a baseball pitch, screwball comedies lampooned the rich, celebrated sex, and marshalled double takes, double entendres, and pratfalls in service of love. These are the most romantic and the silliest movies ever made, embodied in dizzy and graceful performances by actors including Miriam Hopkins, Claudette Colbert, Jean Arthur, Carole Lombard, and Barbara Stanwyck. A better world was possible, for awhile: one full of the same yearning and regret as ours, but beautiful, stylish, and light as air.

FDMA 331/*431 Film Theory (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
331-77554	002	W	5:30pm-9:00pm	Hartung 100	Nathan Kosub	nkosub@unm.edu
431-77566	002	W	5:30pm-9:00pm	Hartung 100	Nathan Kosub	nkosub@unm.edu

Course Description: Film theory helps us understand the movies: how to imagine the silver screen in relation to art, to commerce, and to generations of audiences dreaming their dreams in the dark. This course embraces the pleasure principle inherent in the medium

of motion pictures—the sensory experiences of light and time, of the close-up and the gaze. But those pleasures are intimate and personal, at odds with a multibillion-dollar entertainment industry structured to be frictionless and familiar. Classical film theories still inform current film practices; knowledge of those theories, it follows, helps enlarge what we imagine the movies can be. Students will read a wide variety of texts from generations of writers around the world in hand with screenings that allow the spontaneous and the fragile—the glance, the touch—room to breathe.

Prerequisite: FDMA 2110 Introduction to Film Studies, junior or above standing, or permission of instructor.

Note: Film History and Criticism majors are required to take this class at the *431 level.

FDMA 350 Advanced Screenwriting (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65508	001	R	5:30pm-8:00pm	Hartung 100	Matthew McDuffie	mcduffie@unm.edu
77556	002	T	5:30pm-8:00pm	Hartung 100	Matthew McDuffie	mcduffie@unm.edu
80217	003	M	1:30pm-4:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu

Course Description: This is a continuation of the introductory course. Emphasis will be on developing story ideas, dramatic conflict, sequencing, and scene work. Intense workshops will lead to a completed 120-page screenplay.

Prerequisite: FDMA 324 Introduction to Screenwriting, ENGL324, or permission of instructor.

FDMA 375 Producing for Film and Digital Media (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65794	001	M	5:30pm-8:00pm	Hartung 100	James Cogswell	jcogswell@unm.edu
77667	002	T	9:00am-11:30am	Hartung 100	Ramona Emerson	rdemerson@unm.edu

Course Description: In this course, students will learn the many roles of a producer in films, television, and digital and streaming platforms. The course aims to give the student a real-world lead-out towards how to become a producer and learn the responsibilities and leadership required by the profession. Through project based learning, lectures, discussions, and workshops we will cover preproduction, production and post, budgeting, breakdowns, scheduling, and dealing with clients, as well as the strategies and skills involved. The course will approach the different ways of producing in the industry work spaces and how to adjust to the creative and economic dimensions of a project. Crosslisted with ALBS375.

FDMA 391 16mm Filmmaking (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
77557	001	F	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu

Course Description: Students will learn basic filmmaking techniques using (mainly) Bolex cameras, Moviscop viewers, Eiki projectors, and guillotine splicers in this hands-on workshop in the materials and methods of 16mm making, from an experimental filmmaking perspective. From planning through the final edit, you'll become familiar with the myriad technical and aesthetic challenges in making short films in this distinctive medium. Along the way, we will look at how films from 16mm's history have richly explored the material aspects of this form of image making, and consider how we can derive artistic inspiration from these works—including and beyond simple storytelling. We will cover the use of the cameras, lenses, lighting, film stocks and exposure, editing techniques, and preparing the film for the lab. Students will be responsible for purchasing their own material for the class (film stock, processing, shipping)—and this may run \$300-\$500 over the course of the semester.

FDMA *401 Digital Post Production (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
73012	001	W	9:00am-12:30pm	Hartung 108	Meredith Pangilinan	mscpangilinan@unm.edu
72910	002	R	1:30pm-5:00pm	Hartung 108	Meredith Pangilinan	mscpangilinan@unm.edu
74196	003	R	9:00am-12:30pm	Hartung 108	Peter Lisignoli	plisign@unm.edu
77558	004	F	1:30pm-5:00pm	Hartung 108	Meredith Pangilinan	mscpangilinan@unm.edu

Course Description: Digital Post Production is designed to facilitate the expansion of the student's editing process. We will explore a wide range of films in order to better understand the roles of the editor. Additionally, students will learn the essential tools and theories of montage to develop a distinctive artistic practice. Alongside class discussion and course readings, we will be working with Adobe Premiere as our primary editing platform, Adobe After Effects for compositing and motion graphics, DaVinci Resolve for color correction, Adobe Media Encoder for compression, and Adobe Audition for sound.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *402 Documentary Film Production: Community Documentary (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
81055	001	W	1:30pm-5:00pm	CERIA 365	Sylvia Johnson	sylviafilms@unm.edu

Course Description: This class will partner with local and national organizations giving students the opportunity to make short documentary films about needs and topics relevant to New Mexico that will be used by the partner organizations.

Prerequisite: FDMA 2525 Video Production II or permission of instructor.

FDMA *405 Advanced Maya Production (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65692	001	-	Arranged	Online	Brad Swardson	swardson@unm.edu

Course Description: In this course, you will use Autodesk Maya to explore advanced topics in Animation and Visual Effects including, but not limited to, organic modeling, character rigging, advanced lighting and rendering, dynamics, and simulation.

Prerequisite: FDMA 2530 Introduction to 3D Modeling or permission of instructor.

FDMA *407 Compositing for Visual Effects (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
80223	001	R	5:30pm-8:00pm	Mesa del Sol 110/210	Brad Swardson	swardson@unm.edu

Course Description: Digital Compositing is the art of combining and manipulating images. Compositing is a cornerstone of Special Effects and Animation. This course covers the basics of compositing using The Foundry's Nuke software including "Green Screen" matte extraction and more advanced concepts like "Tile Worlds," three-dimensional camera tracking and compositing, which allows for placing people in virtual three-dimensional environments.

FDMA *410 Business and Law of Film and New Media (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65795	001	M	9:00am-11:30am	Mesa del Sol 100	Nicole Kesel	nkesel@unm.edu

Course Description: This course is designed to provide a business and law foundation for students in any discipline of film and new media who may be entrepreneurially-minded and/or desiring a successful career as a practicing creative in any of the many film and new media professions. Through lectures, discussions, readings, industry research, and exercises, the course will introduce students to fundamentals of film and new media business operations, budgeting, legal issues, distribution, and career development strategies. Students will be guided through a personal/professional strategic planning process as a basis for developing their careers and effectively navigating the business and legal realms of film and new media marketplaces. Crosslisted with MGMT741.

Prerequisite: Junior or above standing, or permission of instructor.

FDMA *411 Cinematography II (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52639	001	M	9:00am-11:30am	Mesa del Sol 110	Barry Kirk	barrykirk@unm.edu

Course Description: Cinematography II will focus on the art of seeing through a motion picture camera. Working in teams with Canon and RED cameras, students will shoot independent projects and participate closely with Capstone students.

Prerequisite: FDMA 2520 Introduction to Cinematography or permission of instructor.

FDMA 412 Fundamentals of Audio Technology (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
77560	001	T	9:00am-12:30pm	CERIA 365	Robert Stokowy	rstokowy@unm.edu

Course Description: Students will learn the basics of sound production for radio & podcasting, TV, and film. Hands-on experience includes learning to use recording equipment, setting up recording environments, as well as fundamentals of editing and mixing techniques. The theoretical foundation of this course consists of media examples, articles and book chapters. Listening exercises, analysis and reflection on productions and reading materials will be used to build skills in media literacy, production strategies, and how sound is used to shape the listener's / viewer's experience. Crosslisted with MUS412.

FDMA *415 3D Animation III (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
77562	001	Saturday	9:00am-11:30am	Hartung 100	Brad Swardson	swardson@unm.edu

Course Description: Students will use animation software to create facial animations and speech for single and multiple characters. Small animation and posing exercises will culminate in the creation of full acting performances to pre-recorded dialog.

Prerequisites: FDMA *404 3D Animation II or permission of instructor.

FDMA *416 Advanced Post Production (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
77563	001	W	1:30pm-5:00pm	Hartung 108	Peter Lisignoli	plisign@unm.edu

Course Description: Advanced Post Production continues the study of color grading, VFX, sound, and editing covered in Digital Post Production. Students will develop disciplines in color management and finishing. The class will practice the fine art of Foley, ADR, sound mastering, compositing and other VFX skills, and a further evolution of narrative film editing.

Prerequisite: FDMA *401 Digital Post Production or permission of instructor.

FDMA *429.001 T: Making a Scene (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
73206	001	F	9:00am-11:30am	Hartung 100	Matthew McDuffie	mcduffie@unm.edu

Course Description: A scene is a story in miniature and *Making a Scene* is just that, a study of the filmic moments, the beats, the breaths that reveal character, that create emotion. This class takes students from typing through direction, from conception to projection; we'll use improvisation, prompts and readings to go deep into understanding what makes a breathtaking, hilarious, heartbreaking scene. Crosslisted with MGMT 744.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *429.002 T: Documentary for Social Change (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
77564	002	M	1:30pm-5:00pm	CERIA 365	Ramona Emerson	rdemerson@unm.edu

Course Description: In this ever-changing world, it is important to know and understand how film and digital media are essential to the voices of social change. This course will give students the tools to plan, fund and produce social impact documentaries, while also allowing them time to study and learn from existing social justice doc campaigns and their distribution, engagement and impact strategies. Through screenings, discussions, lectures and hands on documentary production, we will study how documentary film works in the social justice sphere and how to navigate the world of producing films that can have real impact or initiate change.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *429.004 T: Lighting for Film (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
79452	004	F	9:00am-12:30pm	Mesa del Sol 110	Steven Blacksmith	sblacksmith@unm.edu

Course Description: Students will learn to use film lighting equipment including LED, Tungsten, and other common types of film lighting techniques. Students will understand lighting intensity, color, lighting support and how to replicate various forms of genre lighting.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA *429.005 T: Motion Graphics (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
80227	005	T	1:30pm-5:00pm	Hartung 108	Jacob Kader	jkader@unm.edu

Course Description: In this class we will explore using various tools in the Adobe Creative Suite to make graphics move. Motion Graphics is a form of animation that dates to the early days of the form in the experimental films of Oskar Fischinger and Norman McLaren. It starts with elements of graphic design and applies principles of animation to create movement. We will be creating title sequences, motion graphics templates and a series of short 2D animations.

Prerequisite: FDMA 1210 Digital Video Production I or permission of instructor.

FDMA 450 Capstone I: Senior Film Projects (4 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
80229	002	T	9:00am-12:30pm	Mesa del Sol 100	Marie Alarcón	alamar08@unm.edu
78972	004	F	1:30pm-5:00pm	CERIA 365	Matthew McDuffie	mcduffie@unm.edu
78992	005	R	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

Course Description: This is the time for BFA students to apply everything you have learned in collaborative, long-term creative film projects over the course of two semesters. Semester one will focus on idea/story/concept development, pre-production, and proof of concept. Some groups may begin production.

Prerequisites: FDMA 2525 Video Production II with a minimum grade of B.

FDMA 310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA *401 Digital Post Production with a minimum grade of B.

FDMA 2520 Introduction to Cinematography, or 2610 Directing I, or 303 Moving Image Art with a minimum grade of B.
Senior standing and admitted to BFA required.

FDMA 452 Capstone I: Senior Gaming Projects (4 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
79020	001	M	9:00am-12:30pm	Mesa del Sol 210	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: This is the time for Gaming concentration students to apply everything you have learned in collaborative, long-term creative game projects over the course of two semesters. Semester one will focus on idea/story/concept development, pre-production, and proof of concept. Some groups may begin production.

Prerequisites: FDMA 302 Digital Game Design with a minimum grade of B.

FDMA 310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA *403 Advanced Game Development with a minimum grade of B.

Senior standing and admitted to BA Gaming Concentration required.

FDMA 454 Capstone I: Senior Animation Projects (4 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
69196	001	M	9:00am-12:30pm	Mesa del Sol 210	Dr. Chanee Choi	cchoi8@unm.edu
80231	002	T	9:00am-12:30pm	Mesa del Sol 100	Marie Alarcón	alamar08@unm.edu

Course Description: This is the time for Animation concentration students to apply everything you have learned in collaborative, long-term creative animation projects over the course of two semesters. Semester one will focus on idea/story/concept development, pre-production, and proof of concept. Some groups may begin production.

Prerequisites: FDMA 310 Writing Digital Narrative or 324 Introduction to Screenwriting with a minimum grade of B.

FDMA *404 Animation II with a minimum grade of B.

FDMA *405 Advanced Maya Production with a minimum grade of B.

Senior standing and admitted to BA Animation Concentration required.

FDMA *491.001 T: Acting for the Camera (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65487	001	M	1:30pm-4:30pm	Mesa del Sol 110	Hank Rogerson	hrogerson@unm.edu

Course Description: Beginning exploration of the fundamentals of acting in front of a camera through exercises, scene work, and improvisation. Introduction to the workings of the industry. Development of the imaginative, physical, and emotional skills of the actor as well as the professionalism of the actor. Crosslisted with FA395.

FDMA *491.002 T: Photography for Film and Digital Media (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
65485	002	T	9:00am-12:30pm	Mesa del Sol 110	Roberto Rosales	rrosal01@unm.edu

Course Description: In this course we will study photography techniques and fundamentals associated with digital media, such as: camera functions, exposure, digital files, basic process skills in Photoshop and Lightroom, with a concentration on lighting with a constant light source as well as strobe, in the studio and on location. Students will be introduced to the basic technology necessary for the production of their art work, as well as learning about the visual arts, how to look at and critique photography, photographic vocabulary, using tools such as framing, composition, “rule of thirds,” light, texture, patterns, ones, symmetry, depth of field, perspective, culture, space, balance, color and black and white photography, and be introduced to many works by well-known photographers. Students will be expected to demonstrate an ability to use the tools competently in the production of their work; however, the production and analysis of expressive and thoughtful art work is the main objective of this course. Furthermore, we will look at the connection between still photography and cinematography in filmmaking, and ultimately investigate the challenge of telling a story within a single frame.

FDMA *491.003 T: Humanity of Animation and Games (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
80235	003	M	1:30pm-5:00pm	Mesa del Sol 210	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: This is a studio practice course that explores the intersection of animation, games, and critical inquiry. Students will create meaningful and thought-provoking works that challenge conventional narratives, engaging with historical, social, and cultural contexts. Through an artistic lens, this course critically examines issues such as gender representation, political conflict, and the climate crisis, encouraging students to develop a self-aware and socially engaged creative practice. Participants will experiment with diverse styles, themes, and storytelling methods to push the boundaries of animation and game-making. Crosslisted with ARTS429.

FDMA *491.004 T: Performance for Digital Media (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
79631	004	W	1:00pm-4:00pm	Hartung 100	Melanie Nelson	mnelson510@unm.edu

Course Description: An exploration of the performance aspect of digital media – including Television, Film, Commercials and Voice Acting. The course focuses on practical application of skills and techniques required to compete in the ever-changing digital market.

FDMA *491.005 T: Writing the TV Pilot (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
80236	005	W	1:30pm-4:00pm	Mesa del Sol 200	Jen Rudin	

Course Description: This class will introduce students to the creative techniques necessary to create an original half-hour TV show. The course will provide an understanding of TV structures and approaches to story. Students will learn essential elements of story and character used in contemporary narratives for TV. Topics covered include theme, tone, structural style, story world, genre, character development, act breaks, and more. Students will be required to analyze existing TV scripts and episodes, write log lines, synopses, treatments, outlines, and finally the first draft of a TV pilot. As their final project, students will complete a pilot for a 1/2 hour pilot episode. Class time will consist of both lectures and workshops. Crosslisted with UHON401.

FDMA *491.006 T: 2D Animation (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
80238	006	R	9:00am-12:30pm	Mesa del Sol 200	Javier Barboza	

Course Description: Students will learn the basics of digital 2D animation by working through a variety of exercises, creating an original storyboard, and animating five or more shots utilizing industry standard software.

FDMA *491.007 T: Storyboarding (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
80239	007	F	9:00am-12:30pm	Mesa del Sol 200	Javier Barboza	

Course Description: This course focuses on storyboarding and idea development as key pre-production tools for narrative animation, film, and gaming. Students will explore storytelling techniques, develop narrative elements, and create personal stories across various mediums. Through lectures, assignments, and the analysis of live-action and animated films, students will enhance their cinematic drawing skills and refine their storyboarding style. The course will culminate in a final animatic, serving as a pre-production blueprint for a project of their choice.

Note: The system will see your registration for more than one of the same topics course like FDMA 330, 429, 430, or 491 as registering for multiple sections of the same course in the same semester. Please ask the instructor or program manager Diahndra Grill (dgrill@unm.edu) for a duplicate course override to register for more than one.

*400 level courses may be taken by graduate students with approval from your home department.

Mesa del Sol is located at 5700B W. University Blvd. SE 87106 (about 20 minutes south of main campus, across from Netflix studios). Free round-trip shuttle bus service will be provided. Parking is free.