



FILM & DIGITAL ARTS

Film and Digital Arts Spring 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>
51045	001	W	1:30pm-5:00pm	CERIA 365	Emilie McDonald	emiliemcdonald@unm.edu
59848	002	M	1:30pm-5:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu
60060	003	T	1:30pm-5:00pm	CERIA 365	Gustavo Martínez	
62443	004	W	5:30pm-9:00pm	CERIA 365	Emilie McDonald	emiliemcdonald@unm.edu
79564	005	M	5:30pm-9:00pm	CERIA 365	Eden Radfarr	eradfarr@unm.edu

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>
51021	001	R	5:30pm-9:00pm	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>
51047	001	M	5:30pm-9:00pm	Ctr for Arts 2018	Nathan Kosub	nkosub@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>
79567	001	R	9:00am-12:30pm	Mesa del Sol 110	Steven Blacksmith	sblacksmith@unm.edu
79568	002	R	1:30pm-5:00pm	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 2195 Beyond Hollywood (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
79572	001	W	9:00am-12:30pm	Mesa del Sol 100	Dr. Eric Lackey	

Course Description: This course addresses cinematic representations and misrepresentations of race, ethnicity, class, gender, sexuality, and ability in American cinema, as we go "Beyond Hollywood" to interrogate and celebrate the diversity of our experiences. We will tackle aesthetics, genre specifics, sociocultural and historical factors, and filmic criticisms and theories. Jonathan Gold wrote: "Criticism should tell us what something is, what something isn't, and what something could be." We will examine what Hollywood is, what Hollywood isn't, and what Hollywood might potentially be.

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>
79574	001	M	9:00am-11:30am	Mesa del Sol 110	Barry Kirk	barrykirk@unm.edu

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>
52411	001	M	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
52600	002	T	5:30pm-9:00pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
52601	003	T	9:00am-12:30pm	CERIA 365	Ramona Emerson	rdemerson@unm.edu
79584	004	W	9:00am-12:30pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
79586	005	R	9:00am-12:30pm	CERIA 365	Jason Pangilinan	jasonpangilinan@unm.edu
79588	006	R	5:30pm-9:00pm	CERIA 365	Andrew Barrow	abarrow@unm.edu
79594	007	W	5:30pm-9:00pm	CERIA 337	Steven Blacksmith	sblacksmith@unm.edu

Course Description: This course continues the study of technical and aesthetic concerns in video production with sections of concentration in documentary, fiction narrative, and code generated 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>
51020	001	R	4:00pm-6:30pm	Mesa del Sol 100/210	Brad Swardson	swardson@unm.edu
55945	002	R	4:00pm-6:30pm	Mesa del Sol 100/210	Brad Swardson	swardson@unm.edu
62526	003	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>
52603	001	W	9:00am-12:30pm	Mesa del Sol 110	Jacob Kader	jkader@unm.edu
62654	002	W	1:30pm-5:00pm	Mesa del Sol 110	Jacob Kader	jkader@unm.edu
79603	003	F	1:30pm-5:00pm	Mesa del Sol 110	Jason Pangilinan	jasonpangilinan@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 Animation (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62527	002	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 302 Digital Game Design (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52604	001	R	5:30pm-8:00pm	Mesa del Sol 100/210	Brad Swardson	swardson@unm.edu

Course Description: In this class, students will acquire an in-depth working knowledge of digital game design artistry; be introduced to the processes, frameworks and approaches used in major development companies and indie game development collectives; and learn to approach your work in a manner reflecting holistic creativity, purpose, and foresight.

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>
55946	001	W	9:00am-12:30pm	Mesa del Sol 210	Marie Alarcón	alamar08@unm.edu
79447	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>
52606	001	F	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
52607	002	M	10:00am-12:30pm	Hartung 100	Kirk Mitchell	kirkmitchell@unm.edu
79448	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.

Note: The Thursday section will be especially geared towards animators.

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>
52609	001	T	5:30pm-8:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
52610	002	R	5:30pm-8:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
55949	003	W	5:30pm-8:00pm	Hartung 100	Jaymes Thompson	jaymesthompson1@unm.edu
79456	004	W	10:00am-12:30pm	Hartung 100	Jason Pangilinan	jasonpangilinan@unm.edu
79615	005	M	5:30pm-8:00pm	CERIA 337	Jaymes Thompson	jaymesthompson1@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, THEA458, or UHON301.

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>
326-79457	001	M	1:30pm-5:00pm	Mesa del Sol 100	Jared Gallardo	jagallardo@salud.unm.edu
426-79458	001	M	1:30pm-5:00pm	Mesa del Sol 100	Jared Gallardo	jagallardo@salud.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>
327-52611	001	R	9:00am-12:30pm	Mesa del Sol 100	Nathan Kosub	nkosub@unm.edu
427-52612	001	R	9:00am-12:30pm	Mesa del Sol 100	Nathan Kosub	nkosub@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 330.003/*430.003 T: Indigenous People on Screen (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-79459	003	R	5:30pm-9:00pm	Ctr for Arts 2018	Tara Gatewood	tarag@unm.edu
430-79460	003	R	5:30pm-9:00pm	Ctr for Arts 2018	Tara Gatewood	tarag@unm.edu

Course Description: There are many factors that play into who Indigenous nations are today. One major influence includes cinema. Since its beginning images of Indigenous people have appeared on the screen. The evolution of their presence has created different obstacles and celebrations. From savage to hero the role of Indigenous people in cinema and on television also has a direct effect on living and thriving Indigenous nations. This includes racist and stereotypical notions of who Indigenous people were and still are. Inaccurate portrayal of Indigenous people on screen is also linked to major societal ills including rape, sexualization, bullying, intimidation, and violence directed at Indigenous people among other challenges. This issue is also tied to the injustice of Missing and Murdered Indigenous People that began at contact and has persisted ever since. Identity is another theme that will be highlighted through the course including when Indigenous actors are and are not used as well as the impact of actors with questionable Indigenous identities taking on the role. Through lectures, film screenings, and invited guest speakers this course will open the dialogue on this complex layering.

FDMA 330.004/*430.004 T: Video Game History (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-79461	004	T	1:30pm-5:00pm	Mesa del Sol 100	Nathan Kosub	nkosub@unm.edu
430-79462	004	T	1:30pm-5:00pm	Mesa del Sol 100	Nathan Kosub	nkosub@unm.edu

Course Description: This course presents a foundational history of the medium's development. We'll cover hardware, software, aesthetics, and how ideas of representation, communication, and political expression fit within a multibillion dollar global industry. As a core question for the class we'll investigate how video game history has traditionally been told, and how the recovery of marginal, minor, and forgotten stories can enrich our understanding of what is possible in art. In particular, class will focus on video games' transnational aspects, including the craft of localization and the varied cultural influences that informed (and inform) pioneering video game developers. We'll also consider video games' position in social debates, moral panic, and, most recently, the emerging, troubling influence of online discourse on far-right acts of violence in the United States and abroad.

FDMA 330.005/*430.005 T: Film Noir (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
330-79463	005	W	1:30pm-5:00pm	Mesa del Sol 100	Dr. Angela Beauchamp	abqbeach@unm.edu
430-79464	005	W	1:30pm-5:00pm	Mesa del Sol 100	Dr. Angela Beauchamp	abqbeach@unm.edu

Course Description: This course examines classic Film Noir, Hollywood's "dark cinema" of the 1940s and '50s with its bleak view of the world, ambiguous morality, and the mise-en-scène to match. Our detailed study will consider common existentialist themes, stylistic elements, narrative structure, and roots in German Expressionism and American hard-boiled detective fiction. We will also study the historical and cultural factors that gave rise to the popularity of noir and examine questions around gender, class, sexual orientation, ethnicity, and race within these films. The femme fatale and the post-war "crisis of masculinity" will be of special concern. Neo-Noir from more recent decades will round out our investigation.

FDMA 330.00 T: Sci Fi Sexualities (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
		TR	3:30pm-4:45pm	TBA	Dr. Eva Hayward	ehayward@unm.edu

Course Description: TBA. Crosslisted with WGSS 379.003.

FDMA 330 Movies of the Middle East (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
		-	TBA	TBA	Heather Sweetser	hsweetser@unm.edu

Course Description: Have you ever had questions about The Middle East (but were too afraid to ask)? This course is for you! Through movies exclusively coming from the Arabic speaking region of The Middle East, we will explore diverse topics such as the Arab Spring, immigration, war and occupation, women's rights, and more. Movies will cover countries from Morocco to Iraq and will be from the 1950s through to today. We will also look at why these films are seldom seen or known about outside of a Middle Eastern context. This course is taught by a U.S. Army Gulf War II veteran. Crosslisted with ARAB375/475.

FDMA 334/*434 Teen Rebels (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
334-79465	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu
434-79466	001	T	5:30pm-9:00pm	Ctr for Arts 2018	Dr. James Stone	jstone@unm.edu

Course Description: This course explores films from the United States and the United Kingdom whose youthful main characters challenge convention and authority. We will study the cultural, social, and historical forces that shaped the lives of young people in the 1960s, '70s and '80s, paying particular attention to the influence of popular music. Bands such as The Beatles, The Rolling Stones, and The Sex Pistols, and genres such as Rock, Heavy Metal, and Punk will be important areas of study.

FDMA 336/*436 Images of Womxn (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
336-79467	001	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu
436-79468	001	W	5:30pm-9:00pm	Ctr for Arts 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: This course is an introduction to feminist and queer film studies, with a focus on cinematic representations that address "women," while questioning the unity of this category. We will cover a wide range of genres, styles, historical periods, and cinemas, exploring constructions of gender, sexuality, race, class, and nation. Judith Butler's theoretical work on the performance of gender and Laura Mulvey's concept of the male gaze ground our discussions throughout. After spending the initial weeks recognizing how gender is constructed, we dive into film history before and during the Hollywood Production Code years. Then we examine feminism and postfeminism through films from the 1970s to the present, stopping to interrogate issues of identity, representation, the post-colonial world, heteronormativity and hegemonic femininity, female masculinity, homonormativity, cinematic conventions and their defiance, and more.

Note: This course fulfills the U.S. & Global Diversity, Equity, Inclusion & Power requirement.

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>
52628	001	R	5:30pm-8:00pm	CERIA 337	Matthew McDuffie	mcduffie@unm.edu
79469	002	T	5:30pm-8:00pm	CERIA 337	Matthew McDuffie	mcduffie@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>
52629	001	M	5:30pm-8:00pm	Hartung 100	James Cogswell	jcogswell@unm.edu
79470	002	M	1:30pm-4:00pm	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 *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>
52631	001	W	9:00am-12:30pm	Hartung 108	Meredith Pangilinan	mcpangilinan@unm.edu
52632	002	R	9:00am-12:30pm	Hartung 108	Peter Lisignoli	plisign@unm.edu
79524	003	F	9:00am-12:30pm	Hartung 108	Meredith Pangilinan	mcpangilinan@unm.edu

62529	004	W	5:30pm-9:00pm	Hartung 108	Martín Castañeda	mcastaneda82@unm.edu
79616	005	Sat	1:00pm-4:30pm	Hartung 108	Melanie Harris	mharris13@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 *403 Advanced 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>
52635	001	M	9:00am-12:30pm	Mesa del Sol 210	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: Advanced Game Development will expand on ideas developed in the Intro course including new techniques and tools for game development. Students will learn the tools and experiences that enable collaborative development as we focus on larger team projects.

Prerequisite: FDMA 2768 Introduction to Game Development or permission of instructor.

FDMA *404 Animation II (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52417	001	-	Arranged	Online	Brad Swardson	swardson@unm.edu

Course Description: This course will build on the basic techniques learned in Animation I. Focus will be on how to analyze and implement correct physical movement of the human body in Maya. Emphasis will be placed on creating solid, more finished looking animation for bipedal characters. Concepts like strong posing, blocking, sound synchronization, walk cycles, action analysis, shot planning, advanced graph editor curve operations, timing, and storytelling poses. A solid understanding of basic human-form kinematics is the main focus of the class.

Prerequisite: FDMA 2714 Introduction to Animation 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>
58568	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 *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>
52637	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 Advanced Cinematography (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	12:30pm-3:00pm	Mesa del Sol 110	Barry Kirk	barrykirk@unm.edu

Course Description: Advanced Cinematography 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>
52642	001	T	9:00am-12:30pm	Hartung 100	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.

FDMA *429 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>
56034	002	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 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>
79544	001	T	9:00am-12:30pm	Mesa del Sol 100	Marie Alarcón	alamar08@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. This section runs Spring 2024-Fall 2025. Students will have equipment cage and computer lab access during the summer. Other sections will be available for Fall 2025-Spring 2026.

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.

Junior standing and admitted to BFA required. Email Diahndra Grill dgrill@unm.edu for registration permissions.

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>
79812	001	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. This section runs Spring 2024-Fall 2025. Students will have equipment cage and computer lab access during the summer. Other sections will be available for Fall 2025-Spring 2026.

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.

Junior standing and admitted to BA Animation Concentration required. Email Diahndra Grill dgrill@unm.edu for registration permissions.

FDMA 451 Capstone II: Senior Film Projects (4 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
52644	001	F	1:30pm-5:00pm	CERIA 365	Matthew McDuffie	mcduffie@unm.edu
52645	002	R	1:30pm-5:00pm	CERIA 365	Peter Lisignoli	plisign@unm.edu

Course Description: Collaborative teams execute film projects and give open demonstration of the results.

Prerequisite: FDMA 450 Film Capstone I

FDMA 453 Capstone II: Senior Gaming Projects (4 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
55952	002	M	1:30pm-5:00pm	Mesa del Sol 210	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: Collaborative teams execute gaming projects and give open demonstration of the results.

Prerequisite: FDMA 452 Gaming Capstone I

FDMA 455 Capstone II: Senior Animation Projects (4 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
55954	002	M	1:30pm-5:00pm	Mesa del Sol 210	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: Collaborative teams execute animation projects and give open demonstration of the results.

Prerequisite: FDMA 454 Animation Capstone I

FDMA *491.001 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>
52647	001	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 *491.002 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>
56202	002	T	1:30pm-5:00pm	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.

FDMA *491.003 T: Writing the Short Film (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
79552	003	F	9:00am-11:30am	CERIA 365	Matthew McDuffie	mcduffie@unm.edu

Course Description: From the beat to the scene to the story and script, mastering the artform of the miniature movie. Students will write several screenplays of one and two pages, leading up to seven-minute films, ready for production. Crosslisted with MGMT740.
Prerequisite: Students are expected to have some creative writing or screenwriting experience and skills already.

FDMA *491.004 T: Bio Art and Design (3 crs)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
61932	004	-	Arranged	Online	Dr. Andrea Polli	apolli@unm.edu

Course Description: Bio Art is an art practice where humans work with live tissues, bacteria, living organisms, and life processes. Using scientific processes such as biotechnology (including technologies such as genetic engineering, tissue culture, and cloning) the artworks are produced in laboratories, galleries, or artists’ studios. In this studio course we will explore shared and new territory between synthetic biology, art and design. Students will gain a basic background in the tools and techniques of bio art and design including biomimicry and synthetic biology through hands on experiments, research into the work of other artists and designers in the field, cross-disciplinary collaboration and individual and group project development. Crosslisted with ARTS448 and BIOL419.

FDMA *491.005 T: 3D Animation and VFX with Blender (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
61405	005	T	9:00am-12:30pm	Mesa del Sol 210	Dr. Chanee Choi	cchoi8@unm.edu

Course Description: This course provides a comprehensive introduction to the process of creating 3D computer graphics. Students will be introduced to the theoretical context behind these techniques as they practice a series of exercises using Blender. The focus of this course is on understanding the conceptual underpinnings of this software while becoming comfortable working with complex 3D animation software, specifically modeling, texturing, digital sculpting, shading, and animation.

FDMA *491.006 T: Fundraising for the Arts (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62651	006	TR	8:00am-9:15am	TBA	Nicole Kesel	nkesel@unm.edu

Course Description: Are you interested in turning your passion for the arts into actionable fundraising success? Fundraising for the Arts is designed to equip you with the tools and strategies to successfully raise funds for arts organizations you care about. Through an in-depth exploration of nonprofit fundraising techniques, you will learn how to cultivate donor relationships, plan compelling

campaigns, and drive financial support for creative endeavors. This course empowers future arts leaders to fund the artistic visions that inspire change and enrich communities. Crosslisted with ALBS 470.004.

FDMA *491.007 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>
79558	007	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 *491.008 T: Non-Profit Arts Administration (3 credits)

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
	008	-	Arranged	Online	Katie Dukes-Walker	dukeskatie@unm.edu

Course Description: Non-Profit Arts Administration is designed to prepare students to be successful arts administrators in a competitive industry. Students will analyze and apply planning principles of management to select case studies in the arts, and will consider what it takes to create and promote value for a successful non-profit arts organization. Student work will culminate by developing a strategic plan for a small arts non-profit organization. Course activities will have any combination of lectures, readings, videos, discussion forums, quizzes, assignments, and presentations. Crosslisted with ALBS 451.001.

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.