

FILM & DIGITAL MEDIA ARTS (FDMA)

FDMA 1110 Film History 3 Credits (3)

This course surveys the history of cinema - investigating the process by which the original "cinema of attractions" evolved into a globally dominant form of visual storytelling. We will explore the development of cinema both as an art form and as an industry, and consider the technological, economic, cultural factors, and key international movements that shape it.

Learning Outcomes

1. Develop appreciation for the history of cinema.
2. Develop knowledge of the key eras in the history of US cinema.
3. Learn the characteristics of major movements in international cinema.
4. Explain technological innovations that were necessary for, and integral to, the advancement of cinema.
5. Recognize the various elements that go into telling a story in cinema.

[View Course Outcomes](#)

FDMA 1120 Desktop Publishing I 3 Credits (3)

This course is designed to teach introductory skills for designing and creating publications and presentations with layout software. The course will focus on graphics and typographic design, fonts, and other skills for print and web publishing. (2+2P)

Learning Outcomes

1. Demonstrate knowledge of fundamental features and navigation of desktop publishing software.
2. Combine text and images for effective communication.
3. Develop a balanced composition through use of color, contrast, and alignment.
4. Place images within a composition and wrap around text.
5. Produce documents with professional layout and typography skills.
6. Create attractive and effective designs.
7. Combine knowledge of typography, images, and design principles to produce professional print and web media.
8. Create or add to a professional design portfolio for future use.

[View Course Outcomes](#)

FDMA 1210 Digital Video Production I 3 Credits (3)

An introduction to digital video production. Students learn camera operation, lights and audio equipment. Hands-on production is completed in the studio and on location. (2+4P).

Learning Outcomes

1. Plan and produce a digital video project
2. Apply post-production workflow
3. Work in team and as individual to complete digital video projects.

[View Course Outcomes](#)

FDMA 1220 Introduction to Digital Video Editing 3 Credits (3)

In this course, students learn the basics of the post-production process for non-linear video editing. Students work with multiple video formats and create short movies for multiple distribution platforms. Skills include media management and professional terminology.

Learning Outcomes

1. Define concepts related to digital video editing.
2. Use non-linear video editing software for editing a short film
3. Enhance storytelling through the use of continuity, timing, cutaways, intercutting, compositing, transition, jump cutting, montaging and animating.
4. Use text, titles, transitions, video effects, sound effects, dialogue, and visual assets for digital video editing.

[View Course Outcomes](#)

FDMA 1260 Introduction to Digital Media 1-3 Credits

Explores concepts of how text, graphics, sound, images and video come together in a digital media program and researching new trends and current issues related to media applications and design. Students will be involved in teamwork, communication and workplace interaction simulation. Repeatable: up to 12 credits.

Learning Outcomes

1. Describe and identify the principal components and terminology of digital media.
2. Analyze and examine the use of digital media as a communication tool
3. Plan and implement a digital media project
4. Critique professional digital media products.
5. Create projects using a variety of digital media tools
6. Demonstrate a working knowledge of copyright and usage rights
7. Present completed projects in a professional manner for critique.

[View Course Outcomes](#)

FDMA 1360 Web Design I 3 Credits (3)

This course provides an introduction to web development techniques, theory, and design. Students will learn HTML, CSS application, and strategies for effective site navigation and design, along with industry standard web editing software to develop various websites. (2+2P) Repeatable: up to 6 credits.

Prerequisite(s): ARTS 1520 OR FDMA 1515

Learning Outcomes

1. Acquire and utilize web design terminology.
2. Create basic web pages using HTML.
3. Demonstrate how to use industry-standard, web editing software.
4. Design professional pages that are easy to navigate and quick to load.
5. Develop a basic comprehension of CSS
6. Prepare and export a variety of graphics to be used online.
7. Compare and contrast designing for web media vs. print media.
8. Analyze the importance of web presence in today's business/social climate.

[View Course Outcomes](#)

FDMA 1410 Audio Production I 3 Credits (3)

Students will learn about and apply essential tools and techniques in analog and digital audio production. Topics include acoustic science, microphones, recording and mixing techniques, analog and digital audio hardware and software, including, multi-track, computer-based recording and editing systems. (2+2P)

Prerequisite(s): FDMA 1210 and FDMA 2410

Learning Outcomes

1. Apply tools and techniques in analog and digital audio production
2. Illustrate the fundamentals of acoustic science.
3. Model professional behavior used in audio recording.

[View Course Outcomes](#)

FDMA 1415 Principles of Sound 3 Credits (3)

The creation of a professional quality original media soundtrack is possible for relatively low production/post production cost. This class is designed to give the student an overview of creating sound for a variety of digital media. Topics include acoustic principles, sound design, audio hardware, recording techniques; and editing, processing, and multi-track mixing, using software applications. (2+2P)

Prerequisite(s)/Corequisite(s): FDMA 1220

Learning Outcomes

1. Record and edit wild sound effects and synced dialogue
2. Discover, upload, and edit on-line music, ambience and sound effect loops
3. Implement audio design theories
4. Create an aesthetic soundtrack which incorporates multiple elements and dimensions
5. Design, edit, process, mix and master a synced multi-track soundtrack
6. Demonstrate capable use of digital audio production and post-production workflow
7. Produce short audio projects which meet media industry technical standards.

[View Course Outcomes](#)

FDMA 1510 Introduction to 3D Animation 3 Credits (3)

This course provides an overview of 3D animation production processes. Students will be introduced to basic story development and the creation of computer-generated assets and cinematic sequences. The course will survey specialty areas of digital animation and various software and techniques applied in entertainment and information media. Students will review and critique others animation, as well as plan and produce original animation for review by classmates and as part of a CGI demo reel.

Prerequisite(s): FDMA 2382 or FDMA 2381

Learning Outcomes

1. Demonstrate a fundamental understanding of 3D animation history and principles.
2. Analyze animation work of other artists.
3. Appropriately utilize the various media technologies for digital 3D animation.
4. Demonstrate and apply basic techniques of digital 3D animation.
5. Demonstrate and apply basic processes of creating CGI for a narrative.
6. Apply some basic strategies for developing and creating a story visually, and create original animations.
7. Present original animations to instructor and classmates for critique.
8. Create a CGI demo reel of work completed during the course.

[View Course Outcomes](#)

FDMA 1515 Introduction to Digital Image Editing - Photoshop 3 Credits (3)

In this course, students will learn how to use the tools in Adobe Photoshop® to create new images and edit existing images. Tools used will include selections, layers, and adjustments, among other pixel editing tools. Basic composition and output will be emphasized in all projects. (2+2P). Repeatable: for a maximum of 6 credits.

Learning Outcomes

1. Make and refine selections
2. Adjust color and tone in an image
3. Eliminate unwanted objects in an image
4. Apply layers to organize and create effects
5. Create brushes, styles and vector shapes
6. Prepare image for print and screen output
7. Apply masking and layers to non-destructively edit an image
8. Effectively utilize blending modes and layer styles 1
9. Apply adjustment layers 1
10. Apply design principles including typography.

[View Course Outcomes](#)

FDMA 1531 Evolution of Electronic Games 3 Credits (3)

Focus on the evolution of video games and how they have shaped mainstream entertainment. (2+2P) Repeatable: up to 6 credits.

Learning Outcomes

1. See course syllabus.

[View Course Outcomes](#)

FDMA 1535 Introduction to Illustrator 3 Credits (3)

Students receive instruction on vector graphics creation using vector illustration software. The students will create professional-quality artwork for print publishing and multimedia graphics. Instruction includes creating and manipulating basic shapes, drawing with the pen tool, using various brushes, working with type and preparing graphics for web, print, and digital publication. (2+2P). Repeatable: for a maximum of 6 credits.

Learning Outcomes

1. Apply a variety of shape blending options
2. Create and apply new gradients
3. Apply Gradient Meshes and Envelopes
4. Create symbols, brushes and vector shapes
5. Apply Pathfinder® and other effects
6. Effectively utilize the pen tool to draw and edit shapes
7. Effectively utilize Vector tools
8. Prepare image for print and screen output
9. Apply clipping masks. 1
10. Prepare image for use in another program 1
11. Apply design principles including typography.

View Course Outcomes

FDMA 1536 Advanced Computer Illustration 3 Credits (3)

Advanced techniques in 2D vector drawing and fundamentals of 3D illustration for use in print, web, and multimedia applications. (2+2P)

Repeatable: up to 6 credits.

Prerequisite(s): FDMA 1535

Learning Outcomes

1. Demonstrate proficiency in using advanced features of Illustrator.
2. Identify and create different illustrator/art styles using advanced techniques for shading, perspective, light, reflection.
3. Produce high quality digital imagery incorporating basic principles of composition.
4. Create a series of illustrations demonstrating a design competency in layout foundation and illustrative moods or client/project based solutions.
5. Create high quality portfolio pieces that demonstrate an advanced knowledge of design, composition and Illustrator techniques.
6. The students will produce finished printed portfolio pieces demonstrating a comprehensive knowledge of typographical, design, illustrative and layout skills.

View Course Outcomes

FDMA 1545 Introduction to Photography & Digital Imaging 3 Credits (3)

This course is a study of the principles and techniques of photography using digital equipment, and discusses how digital cameras, imaging editing, and technology have changed the world of photography. Students will learn about studies in resolution, lighting, software, editing, printing, and web applications. They will gain fundamental knowledge in the rapidly expanding technology of photography and imaging, and be able to incorporate the knowledge into all areas of digital graphics. (2+2P)

Learning Outcomes

1. Exhibit proper usage of the principles and techniques of photography using digital equipment.
2. Utilize features and techniques of a digital camera with proper use of lenses, settings, and flashes.
3. Create photo collections that represent proper use of technical skills.
4. Demonstrate proficiency in planning, lighting, capturing, and distributing photographic projects which show ability to create photographs artistically and to tell a story or express an idea.
5. Utilize appropriate software to create original projects.
6. Demonstrate knowledge in post-production of photos as to sizing, sampling, resolution, and exporting.
7. Produce original projects which respect intellectual property of others.
8. Create a digital portfolio of work completed during the course.

View Course Outcomes

FDMA 1555 Introduction to the Creative Media Industry 3 Credits (3)

This class is an introductory course for students who are beginning their understanding of Media and how it affects them and our society. It offers a broad-stroked view of the entire industry including Marketing, Production, History, Jobs, Design, Architecture, New Media Literacy, and industry standards. Students will listen to experts in the field, get involved in open discussions about the industry and use new information to complete hands-on individual & group assignments.

Learning Outcomes

1. The basic philosophies and methods that guide people working in the Creative Media industry.
2. Knowledge of a wide variety of different jobs, qualifications and paradigms used in the industry.
3. Marketing, Production, Budgets, History, New Media, Inspiration and other aspects of the industry.
4. An accurate view of the Creative Media field.

View Course Outcomes

FDMA 1630 Principles of Design 3 Credits (3)

This course will explore how we see and use visuals to communicate information. Students will develop critical thinking skills in applying concepts of basic design principles. Students will apply the concepts with hands-on and analysis assignments. These concepts will then be applied to design for advertising, print, digital media, and web design. The business of design will also be covered with emphasis on client relations and networking. (2+2P).

Prerequisite(s): FDMA 1535

Learning Outcomes

1. Practice Creativity
2. Plan a Design project
3. Demonstrate the effective use of Emphasis Contrast
4. Demonstrate the effective use of Balance and Alignment
5. Demonstrate the effective use of Harmony and Repetition
6. Demonstrate the effective use of Flow, Movement, and Rhythm
7. Demonstrate the effective use of Simplicity and Economy
8. Effectively apply basic color theory
9. Demonstrate the effective use of Typography principles 1
10. Apply design principles to Screen Print Projects 1
11. Develop client relations

[View Course Outcomes](#)

FDMA 1710 2D Animation 3 Credits (3)

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. (2+2P).

Prerequisite(s): FDMA 1535

Learning Outcomes

1. Be able to correctly storyboard an animation scene
2. Define and demonstrate basic animation terminology and principles.
3. Produce a complete hand drawn animation using industry standard software and processes.

[View Course Outcomes](#)

FDMA 1715 2-D Compositing & FX 3 Credits (3)

This course will familiarize students with the process of compositing and creating special effects for animation using industry standard software. Students will learn how to assemble an animated scene and use advanced 3D lighting, spacing, and digital effects to achieve a dynamic, professionally rendered look..

Prerequisite(s): FDMA 2710

Learning Outcomes

1. The goal of this class is for students to learn how to use advanced compositing and effects tools in order to achieve a more dynamic and professional visual look for their animations or motion graphics.
2. By the end of the class, you should be proficient animation compositors that can assemble and synthesize a basic animation into a rendered, visually sophisticated piece.
3. Students who pass this class will have a basic to intermediate knowledge of Adobe After Effects.

[View Course Outcomes](#)

FDMA 1720 3D Character Design 3 Credits (3)

Focus on designing a character and then taking that design and building it in 3D using intermediate modeling techniques. (2+4P). Repeatable: for a maximum of 6 credits.

Prerequisite(s): FDMA 1510 or FDMA 2530

Learning Outcomes

1. Translate concept art into a low and high resolution 3D model using proper modeling techniques
2. Use Polygon modeling techniques to create a 3D character
3. Layout UVs and utilize Adobe Photoshop to texture a model.

[View Course Outcomes](#)

FDMA 1725 3D Shading and Lighting Techniques 3 Credits (3)

Study of various global, scene and character lighting techniques, shading and shadowing, and creating atmospheres and reflections that bring computer generated 3D scenes to life. Examines environmental and studio lighting to bring real life experience into the digital production process.

Learning Outcomes

1. Students will demonstrate visual communication skills through critiques, written explanations, and storyboarding.
2. Students will be able to illustrate ideas.
3. Students will be able to storyboard animation and video projects.
4. Students will be able to create complex lighting situations in a 3d environment.
5. Students will be able to expand expertise in 3d studio as well as Maya.
6. Students will be able to produce original projects that respect intellectual property of others.

[View Course Outcomes](#)

FDMA 1996 Topics in Film and Digital Media Arts 1-4 Credits

Specific titles to be announced in the Schedule of Classes. Repeatable: for a maximum of 18 credits.

Learning Outcomes

1. Varies

[View Course Outcomes](#)

FDMA 2111 Environmental Scene Design 3 Credits (3)

Modeling design techniques used to create environments and scenes for use in animated films and games. Investigation of both natural and architectural environments to be recreated in the virtual world.

Learning Outcomes

1. See course syllabus.

[View Course Outcomes](#)

FDMA 2112 Environmental Modeling, Shading and Lighting 3 Credits (3)

Modeling design techniques to create natural and architectural environments to be used for animated films and gaming. Study of various lighting techniques, shading and shadowing.

Learning Outcomes

1. Understand how to model more efficiently.
2. Understand how UV texturing works.
3. Create seamless textures.
4. Model, texture, shade, and light their own object.

[View Course Outcomes](#)

FDMA 2120 Film Crew I/Introduction to Film and Media Workflow 9 Credits (9)

An introduction to the film industry. This class teaches film production processes, film crew hierarchy, film production set-safety and etiquette and provides hands-on training in industry standard film production equipment. Students complete the semester by participating as a below-the-line crew member on a short film.

Learning Outcomes

1. Explain film production processes; Interpret call sheets and deal memos, model basic on-set protocols and professional behavior
2. Assist producers and directors in completing a professional film project
3. Work effectively in production crew positions in a group environment.
4. Recognize and articulate specific film production structure, from original concept to final release.

[View Course Outcomes](#)

FDMA 2125 Film Crew II 9 Credits (9)

The second of three courses (FDMA 2120, 2125 and 2130) designed to train students to become working members of film crews. It will be taught by working film professionals. Content will be lecture and hands-on. Students complete the semester by working as part of an actual film crew as below-the-line and above-the-line crew members.

Prerequisite(s): FDMA 2120

Learning Outcomes

1. Understand film production processes used to produce a film
2. Manage craft area job functions
3. Model on-set protocols and professional behaviors
4. Assist producers and directors in completing a professional film projects

[View Course Outcomes](#)

FDMA 2144 Pre-production Management 3 Credits (3)

Pre-production planning paperwork breakdowns, budgeting, and scheduling; taking a project from start to finish from a producer's standpoint.

Learning Outcomes

1. Demonstrate proficiency in various areas of pre-production
2. Create a script breakdown, budget, production and post-production schedule, and management plan and timeline that are technically sound.
3. Use features of pre-production and project management software, to foresee and plan the pre- production, production, and post-production stages of a project
4. Demonstrate understanding of the processes of supporting and managing a project, through the pre- production, production, and post-production stages to completion
5. Work collaboratively and communicate effectively with the pre-production and management teams to produce the desired finished project.

[View Course Outcomes](#)

FDMA 2150 Desktop Publishing II 3 Credits (3)

This class will enhance and build upon student layout/design skills developed in the Introduction to Desktop Publishing course, incorporating intermediate to advanced concepts in typography and layout design.

Upon completion of this course, students will be able to use page layout software to prepare a variety of documents for presentation and critique, including newsletters, instructional flyers, and other complex design/typographic pieces. (2+2P). Repeatable: up to 6 credits.

Prerequisite(s): FDMA 1120

Learning Outcomes

1. Build upon knowledge of design and design terminology.
2. Exhibit intermediate to advanced design principles using type, layout, and color.
3. Demonstrate skill in intermediate to advanced concepts and features of page layout software.
4. Exhibit knowledge of styles, tables, images and clipping paths and interactive documents as well as printing preparations and procedures.
5. Create layouts for print, web, and other media that demonstrate an intermediate to advanced knowledge in typography and layout design.
6. Format and produce newsletters and instructional flyers, as well as larger, complex projects such as packaging mechanicals, multiple master page documents, and books.
7. Assess works of graphic design for quality and effectiveness.
8. Utilize produced material to create or add to a design portfolio for future use.

[View Course Outcomes](#)

FDMA 2210 Digital Video Production II 3 Credits (3)

Advanced techniques of the tools and application of professional film making. (2+2P) Repeatable: for a maximum of 6 credits.

Prerequisite(s): FDMA 1210

Learning Outcomes

1. Demonstrate the ability to produce and manage a video project; Produce a script, storyboard, and production schedule for a video project designed for a specific audience.
2. Demonstrate proficiency in producing quality digital video footage and audio tracks; Shoot to the script and storyboard using a variety of camera and lighting techniques; Produce a finished complex sound track including narration, music, and sound effect.
3. Demonstrate ability to produce and edit a professional quality video project; Integrate all production aspects of the project including video, audio, graphics, titles, transitions, and effects. Guide the project through the final production stages.
4. Develop competency in digital video distribution using various formats and techniques; Distribute project in various formats which could include DVD and web posting.

View Course Outcomes

FDMA 2241 Advanced Camera Techniques 3 Credits (3)

Professional camera techniques and training for electronic news gathering and studio filmmaking. Utilizes high-end handheld shooting techniques, cranes, dollies, and Steadicam training. (2+2P) Repeatable: for a maximum of 6 credits.

Prerequisite(s): FDMA 1210

Learning Outcomes

1. Students knowledge of high-end video camera operation and features.
2. Students must know all the working features of the video production equipment being used during the course in order to achieve the desired footage as required by the instructor.
3. Demonstrate proficiency in producing quality digital video footage.
4. Individuals must acquire the knowledge of different shooting styles in different productions situations and use those acquired skills to produce the appropriate video footage.
5. Using the proper lighting in different on location shooting styles.
6. Skill of each individual utilizing the usage of high-end camera equipment such as dollies, cranes and Steadicam.
7. Each individual must work as a team player to create professional style video footage.

View Course Outcomes

FDMA 2285 Digital Video Production and Editing II 3 Credits (3)

Advanced features of digital video, audio/music, and titling production software. Included are color correction, vector scopes, motion effects, and advanced editing techniques used by filmmakers. (2+2P). Repeatable: up to 6 credits.

Prerequisite(s): FDMA 1220

Learning Outcomes

1. Intermediate to advanced video editing
2. Create short films and training videos
3. Create TV quality commercials
4. Direct a news broadcast
5. Work as a mentor to students on digital media equipment.

View Course Outcomes

FDMA 2287 Digital Design Studio 1-3 Credits

A design studio environment in which students obtain real-world experience while providing service to college and non-profit associations with faculty supervision using a variety of media. Can be used with permission to fulfill cooperative requirement. Repeatable: for a maximum of 6 credits.

Prerequisite(s): FDMA 1630 or ARTS 1712

Learning Outcomes

1. Demonstrate competency in the use of InDesign software.
2. Create appropriate visual solutions based on target marketing information.
3. Demonstrate competency in the design and production of advertising and promotional materials.
4. Present ideas and concepts effectively and competently.
5. Visually demonstrate design solutions to be used in a portfolio.

View Course Outcomes

FDMA 2310 History of Cinema I 3 Credits (3)

This course surveys the history of cinema - investigating the process by which the original "cinema of attractions" evolved into a globally dominant form of visual storytelling. We will explore the development of cinema both as an art form and as an industry, and consider the technological, economic, cultural factors, as well as many key international movements that helped shape it.

Learning Outcomes

1. Gain a greater appreciation for the history of cinema
2. Develop knowledge of the key eras in the history of U.S. cinema
3. Learn the characteristics of major movements in international cinema
4. Understand the various elements that go into telling a story in cinema: screenplay, narrative devices, director, producer, talent, production design, cinematography, editing, sound design
5. Learn how major genres in U.S. cinema have evolved in the past 100+ years
6. Gain a basic understanding of the operations and organization of the Hollywood film industry, from the studio system until today
7. Gain an awareness of the shifts in the film industry that present new opportunities for independent filmmakers
8. Understand the importance of learning about the history of cinema to the process of becoming a filmmaker
9. Strengthen public speaking skills.

[View Course Outcomes](#)

FDMA 2311 History of Animation 3 Credits (3)

Explores the history of Animation as an art form and industry through readings, screenings, lecture and periodic guest speakers.

Learning Outcomes

1. To expand your knowledge of the history of animation and its evolution to the modern day.
2. To expand your ability to view animation critically and to understand its early connections to cartooning as well as its ongoing cultural presence and relevance.
3. To expand your comfort with accessing information and completing assignments both online and independently. Canvas will be utilized for many of our readings and for some response assignments.

[View Course Outcomes](#)

FDMA 2312 History of Media Design 3 Credits (3)

An introduction to the principles of design history and theory within a chronological framework of historical and emerging media.

Learning Outcomes

1. Introduction to visual communication; Defines design media; Discuss universal design principles and strengthen student basic design skills.
2. Historical technological development and design; Prehistoric communication; Beginnings of alphabet and written language; Movable type and the printing press; Industrial revolution; Digital Age; Designers and Trends
3. Personalities and their influence and contributions
4. Identify design styles and discuss the relevance of how design influences; Idea generation; Trend sources; Influences or appropriation; Propaganda and advertising

[View Course Outcomes](#)

FDMA 2325 Advanced Photoshop 3 Credits (3)

This course expands on the Photoshop skill set to develop proficiency with selections, masking, channels, filters, color correction, painting tools, vector integration, video, special effects, and compositing techniques. The focus is on the core image-editing tools of Photoshop that can be universally applied to photography, print, film or the web. The material is covered in production-oriented projects and students develop work suitable for portfolios. (2+2P) Repeatable: up to 6 credits.

Prerequisite(s): FDMA 1515

Learning Outcomes

1. Create effects using advanced blending techniques
2. Effectively utilize advanced masking techniques
3. Refine Selections with advanced techniques
4. Assess Adjust color in an image
5. Utilize advanced photo enhancement techniques
6. Alter images using Photoshop painting techniques
7. Create brush presets
8. Create vector elements with paths
9. Add manipulate type on a path 1
10. Create advanced special effects 1
11. Apply vanishing point warping 1
12. Create a video clip 1
13. Apply color adjustments to video

[View Course Outcomes](#)

FDMA 2326 Digital Photography and Imaging II 3 Credits (3)

Provide understanding and skills needed for advanced digital capture, editing, optimizing and manipulating photographic images for print, web and multimedia applications. The course will prepare students to make more advanced technical and more refined aesthetic decisions relative to specific photographic applications. (2+2P)

Prerequisite(s): FDMA 1545

Learning Outcomes

1. Apply proper exposure techniques.
2. Practice effective composition techniques.
3. Demonstrate knowledge of working with Camera RAW files.
4. Demonstrate proper image adjustment and correction techniques.
5. Successfully apply the basics of HDR digital photography.
6. Apply techniques for modifying light.

[View Course Outcomes](#)

FDMA 2360 Web Design II 3 Credits (3)

In this course, students will refine their skills in coding and web graphic design as well as be introduced to methods in constructing sites that adhere to the standards of responsive web design. Students will expand their knowledge of HTML and CSS using a code editor, and they will both analyze existing websites and also construct an interactive website. (2+2P). Repeatable: up to 6 credits.

Prerequisite(s): FDMA 1360

Learning Outcomes

1. Plan and produce web design mockups.
2. Demonstrate a proficiency in HTML/CSS coding.
3. Utilize basic web scripts.
4. Integrate animation into web design
5. Create fully functional websites using one or more web editors.
6. Make a website "live."
7. Evaluate web designs for aesthetics and functionality.
8. Demonstrate the utilization of responsive design.

[View Course Outcomes](#)

FDMA 2365 Web Design for Small Business 3 Credits (3)

Create and manage well designed online business, and organized web sites using a Content Management System. Repeatable: up to 6 credits. (2+2P)

Prerequisite(s): FDMA 1360

Learning Outcomes

1. using CSS, PHP, HTML, Photoshop, and WordPress.
2. design a complete and fully functional online web business.
3. understand and develop a plan to better manage a web store/business.
4. review basic design guidelines in preparing a variety of web applications for business.
5. develop technical skills in using various web-based solutions.
6. reinforce your knowledge of web design software.
7. introduce alternate sources of data, communication and financial solutions.

[View Course Outcomes](#)

FDMA 2370 Advanced Web Techniques 3 Credits (3)

Creating and managing complex web sites using advanced techniques and tools. Repeatable: up to 6 credits.

Learning Outcomes

1. Create webpages using Hypertext Markup Language (HTML) elements and tags
2. Format webpages using Cascading Style Sheets (CSS)
3. Validate webpage code
4. Apply industry-standard webpage design and organization principles
5. Publish a website.

[View Course Outcomes](#)

FDMA 2375 Typography 3 Credits (3)

This course introduces students to the history of typography and its emotive, symbolic and communicative aspects. Students learn how to use type in a creative and aesthetic way and develop an understanding of page composition that incorporates concept and design. Repeatable: May be taken twice.

Learning Outcomes

1. Understand the history of type
2. Use type as a communication tool as well as a design element
3. Understand the relationship between content and format
4. Make informative decisions in typeface selection.

[View Course Outcomes](#)

FDMA 2381 Storyboarding 3 Credits (3)

Examines effective writing principles to create storyboards that communicate the overall picture of a project, timing, scene complexity, emotion and resource requirements. Further, the purpose of this course is to introduce students to the principles of visual storytelling—in film—through the use of the storyboard. In other words, to show how storyboards are a critical "architectural component" of the filmmaking process, used as a blueprint (or guide) to communicate the complex elements of a film story. Restricted to: Digital Graphics majors. Crosslist: ENGL 2381.

Learning Outcomes

1. Learn to conceive and draw original images.
2. Learn to use images to tell a story.
3. Design, develop, and order images (shots) into storyboarded scenes.
4. Understand how storyboarded sequences are a tool in the process of filmmaking.
5. Understand how the storyboard image is translated from the written page.
6. Build scenes from the scripted sequences into a storyboard.

[View Course Outcomes](#)

FDMA 2382 Principles of Story Across the Media 3 Credits (3)

The purpose of this course is to help students understand the basic elements of narrative structure (e.g. character, dramatic conflict, theme, etc.) and how these elements may be used effectively in media expression. Crosslist: ENGL 2382.

Learning Outcomes

1. Identify the elements of storytelling in scripted text or improvised performance
2. Understand how these elements work together across different media
3. Apply these elements of storytelling in original work
4. Appreciate and master these elements for independent or collaborative work.

[View Course Outcomes](#)

FDMA 2383 Writing and Storyboarding 3 Credits (3)

Learning good writing principles to create storyboards and scripts that communicate the overall picture of the project, timing, scene complexity, emotion, and resource requirements.

Learning Outcomes

1. How to create a concept for a CG project.
2. How to visualize a project, including scripting, storyboards and concept drawings.
3. How to manage a project, including scheduling and budgeting.

[View Course Outcomes](#)

FDMA 2410 Audio Production II 3 Credits (3)

Students will use skills developed in the Audio Production I course to produce audio projects utilizing a variety of analog and digital audio hardware and software, including continued use of multi-track, computer-based recording and editing systems, as well as exploring more advanced audio techniques and concepts. (2+2P)

Learning Outcomes

1. Apply analog and digital audio hardware and software in audio recording.
2. Apply common professional set-up practices of audio production facilities.
3. Produce audio projects, sync sound recordings, and audio dialogue replacement (ADR) demonstrating technical expertise.
4. Perform an audio mix and master for a final professional product.
5. Analyze and compare existing audio productions for quality.

[View Course Outcomes](#)

FDMA 2510 Introduction to Sound Design for Film 3 Credits (3)

This course is an introduction to the principles, techniques and applications of sound design and film scoring. Students learn how sound affects storytelling in a film, examine the role of sound from the script to screen, and the professional process of creating a soundtrack. Students learn how to use sound equipment in a production environment and execute basic techniques used to develop a soundtrack. Crosslist: FDMA 1415.

Prerequisite(s)/Corequisite(s): FDMA 2382

Learning Outcomes

1. Compare the properties and propagation of sound and importance of sound to the storytelling aspect of filmmaking
2. Learn the process of designing a soundtrack for film and recording live audio dialogue for use in post- production editing.
3. Learn methods of capturing sound including live audio recording, dialogue recording, Foley, orchestration and audio dialogue replacement
4. Design a soundtrack for motion media project.

[View Course Outcomes](#)

FDMA 2520 Introduction to Cinematography 3 Credits (3)

The Director of Photography (or Cinematographer), in close collaboration with the Director and Production Designer, helps determine the look of a film. This course is designed to introduce students to the technical and aesthetic fundamentals of creating, developing, and collaborating on the visual elements of storytelling, using camera framing, lensing, and lighting fundamentals such as shadows, light and color. Repeatable: up to 6 credits. only.

Prerequisite(s)/Corequisite(s): FDMA 1210 or FDMA 2382

Learning Outcomes

1. Define and explain the fundamental concepts of cinematography, such as exposure, lighting solutions, and color temperature.
2. Understand how cinematography brings the Director's vision to reality.
3. Demonstrate proficiency in plotting and executing interior and exterior lighting solutions.

[View Course Outcomes](#)

FDMA 2530 Introduction to 3D Modeling 3 Credits (3)

This course will introduce 3D modeling methods and current practices. Students will learn preliminary and detailed modeling techniques using industry standard software. Methods will emphasize formal and functional aspects of modeling as they apply to mechanical, organic, and sculpted topology for application in animation, games, and information media. Repeatable: for a maximum of 6 credits.

Learning Outcomes

1. Identify the role of a 3D modeler in a production pipeline within various fields of digital animation.
2. Apply techniques in modeling mechanical and organic objects.
3. Utilize tools available in professional 3D modeling software.
4. Create simple animations and renders.
5. Present original animations to instructor and classmates for critique.
6. Create a demo reel of work completed during the course.

[View Course Outcomes](#)

FDMA 2535 Digital Illustration 3 Credits (3)

Introductory course examining traditional artistic expressions and translating visual art experiences into a digital art medium to enhance visual storytelling. Students acquire basic principles of drawing and painting through hands-on experience manipulating tonal value, composition, form development, light and shadow, color theory, rendering realism, and graphic design.

Learning Outcomes

1. Be familiar with the CMI computer system, facilities, equipment and policies.
2. Appropriately utilize the various media technologies available at CMI for digital illustration.
3. Understand the different roles and areas of digital illustration.
4. Understand and apply some basic techniques of digital illustration.
5. Understand and apply some basic processes of creating pleasing images based on knowledge of traditional art principles.
6. Begin to apply some basic strategies for developing and creating aesthetically pleasing images.

[View Course Outcomes](#)

FDMA 2550 Print Media III (Desktop Publishing III) 3 Credits (3)

Refinement of skills needed to prepare a variety of documents for print and the service bureau.

Learning Outcomes

1. To become more proficient with InDesign in preparing a variety of documents including CD covers, flyer and long documents.
2. To refine design process in laying out various documents.
3. To increase knowledge of paper creation and relevant paper choices for specific projects.
4. To increase knowledge of color and file formats.
5. To prepare files for service bureaus, presentation and critique.
6. To create portfolio-ready pieces.

[View Course Outcomes](#)

FDMA 2570 Creative Media Studio 3 Credits (3)

A studio environment where students specialize in creating film-festival quality and portfolio-ready projects under the supervision of faculty. (2+2P) Repeatable: for a maximum of 6 credits.

Prerequisite(s): FDMA 1210 and FDMA 1220 or FDMA 2530

Learning Outcomes

1. Students will work together to create portfolio-quality work in a studio environment. Through classroom discussion and reporting the students will collaborate to produce a professional quality "vertical slice" game concept within a defined timeline and financial budget.

[View Course Outcomes](#)

FDMA 2710 Beginning 2-D Animation 3 Credits (3)

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.

Learning Outcomes

1. Use major software tools with ease
2. Manage timelines through key frames
3. Build storyboards
4. Demonstrate knowledge of 2-D and animation terminology
5. Produce actions, set environments and constraints for 2-D animation
6. Render full animation

[View Course Outcomes](#)

FDMA 2715 Special Effects 3 Credits (3)

Creating advanced virtual special effects for both rigid and soft bodies. Using MEL, dynamic principles, mixing nodes, and advanced particle systems. How to drive particles over surfaces, add texture to flow, create surface tensions, and use collision events to drive texture. Study of integrating computer-generated images with real-life video and audio. (2+4P)

Prerequisite(s): FDMA 2530

Learning Outcomes

1. See course syllabus.

[View Course Outcomes](#)

FDMA 2720 3D Animation 3 Credits (3)

Overview of the essentials and principles of 3D animation; creative methods for using industry standard tools to produce the illusion of movement for storytelling. Topics include, keyframe and curve animation, kinematics, cycle animation, camera animation, deformers, dynamics and constraints.

Prerequisite(s): FDMA 1510, FDMA 2710

Learning Outcomes

1. Clearly describe the role of an animator in cinema, gaming and related fields.
2. Recognize leading animators and their methods.
3. Demonstrate knowledge of advances in contemporary animation.
4. Utilize current industry standard animation tools.
5. Apply fundamental animation processes and techniques.

[View Course Outcomes](#)

FDMA 2725 Rigging for 3D Animation 3 Credits (3)

This course will introduce principles and practices of current 3D animation rigging. Students will develop fundamental methods necessary to create character rigs. Students will learn aesthetic, technical, and optimization concepts as they apply to organic and mechanical designs. Topics will include: hierarchies, constraints, deformation rigging, skeleton creation, skinning, forward and inverse kinematics, controls, body and facial rigging.

Prerequisite(s): FDMA 1510

Learning Outcomes

1. Understand what Rigging is and the role it plays in the world of cinema and video games.
2. Be familiar with industry professionals and their techniques and approaches to rigging.
3. Understand and be able to apply the fundamentals of rigging to industry standard applications.
4. Demonstrate ability to rig basic to intermediate machines, bipeds and quadrupeds.

[View Course Outcomes](#)

FDMA 2730 Advanced Character Animation 3 Credits (3)

Focus on complex rigging techniques as well as utilizing advanced animation functions to blend multiple animations into complex animations. (2+2P) Repeatable: for a maximum of 6 credits.

Prerequisite(s): FDMA 2530

Learning Outcomes

1. Create skeletal riggings for use with a 3D model
2. Attach riggings to a 3D model using Smooth and rigid binding and refine the bindings so that they are properly weighted
3. Animate a 3D model using skeletal and vertex animation techniques

[View Course Outcomes](#)

FDMA 2735 Advanced 3D Animation Workshop A 3 Credits (3)

Program capstone. Students will utilize the skills learned in the program to produce their final animation. Group integrated projects are strongly recommended to emulate a real-work animation studio environment. (2+4P) Repeatable: for a maximum of 9 credits.

Corequisite(s): FDMA 2740

Learning Outcomes

1. Define the duties and skills sets required for a career in 3D Modeling.
2. Understand the Maya interface, the uses for all of the major modes and menus of the interface and be able to describe how to access the tools, actions and the options of those tools and actions.
3. Complete and compile a multi shot animated short.

[View Course Outcomes](#)

FDMA 2740 Advanced 3D Animation Workshop B 3 Credits (3)

Program capstone. Students will utilize the skills learned in the program to produce their final animation. Group integrated projects are strongly recommended to emulate a real-work animation studio environment. (2+4P) Repeatable: for a maximum of 9 credits.

Corequisite(s): FDMA 2735

Learning Outcomes

1. Define the duties and skills sets required for a career in 3D Modeling.
2. Understand the Maya interface, the uses for all of the major modes and menus of the interface and be able to describe how to access the tools, actions and the options of those tools and actions.
3. Complete and compile a multi shot animated short.

[View Course Outcomes](#)

FDMA 2745 Light, Shade, Render 3 Credits (3)

This course will explore the theory and practice of 3D lighting and rendering methodologies. Techniques covered will implement cameras, lighting sources, textures, surface-mapping and algorithmic rendering to produce stylized and photo realistic images. Topics covered will include direct and indirect lighting, shaders that simulate physical substances and effects, rendering multiple passes and simulating physical lens effects.

Prerequisite(s): FDMA 1510 or FDMA 2530

Learning Outcomes

1. Understand the role of lighting and surfacing to tell a story.
2. Be familiar with leading lighting artist and their approaches.
3. Utilize the software implemented in the entertainment industry.
4. Understand and apply fundamental lighting and rendering techniques.
5. Demonstrate ability to create successfully rendered scenes from concept through production.

[View Course Outcomes](#)

FDMA 2750 Digital Sculpting 3 Credits (3)

Introduce students to the 3D Sculpting programs which are the industry standard sculpting programs. Students will learn how to create complex high polygon sculpts and normal maps and transfer the models into 3D studio Max and Autodesk Maya. Repeatable: up to 6 credits.

Prerequisite(s): FDMA 2530

Learning Outcomes

1. Demonstrate communication skills through written critiques and explanations
2. Students will demonstrate visual communication skills through critiques, written explanations, and storyboarding
3. Demonstrate a working knowledge of Brush's interface
4. Demonstrate a working knowledge of Zpheres and how they are best used to create sculpts
5. Demonstrate a working knowledge of painting a mesh using Spotlight
6. Demonstrate a working knowledge of retopologizing and exporting the mesh
7. Demonstrate a working knowledge of integrating the full Zbrush pipeline into Unity and Unreal

[View Course Outcomes](#)

FDMA 2755 Drawing for Animation 3 Credits (3)

Introductory study of the human body and animal form in relation to animation. Students learn fundamentals and exaggeration of the figure, as related to proportion, rhythm, mechanics and motion. Areas of focus are: basic form, proportion, shape, contour, gesture, anatomy, portraiture, perspective, clothing effects and drawing from observation.

Learning Outcomes

1. Understand what the basics of drawing the human form.
2. Have a general understanding of human anatomy as needed for the artist.
3. Be able to design the human form from imagination.

[View Course Outcomes](#)

FDMA 2760 Personal Character Development 3 Credits (3)

Focus on the development of personal character(s), from sketch to render. Develop complete biographies of character, then build, skin and animate with as many personal attributes as possible.

Learning Outcomes

1. See course syllabus.

[View Course Outcomes](#)

FDMA 2765 Anatomical Character Design 3 Credits (3)

Focus on building anatomy-based 3D characters. Advanced study in NURBS, subdivisions, and polygon modeling techniques used to create fully functional and realist models. Repeatable: for a maximum of 6 credits.

Learning Outcomes

1. Understand the flow of character anatomy.
2. Model polygon, NURBS, and subdivision objects.
3. Gain a better understanding for geometry flow on characters.
4. Gain general knowledge of anatomical character techniques.
5. UV texture an anatomical character correctly.
6. Create anatomical characters more efficiently.
7. Sculpt detail into a character to add to its' realism.

[View Course Outcomes](#)

FDMA 2770 Critical Game Studies 3 Credits (3)

Focus on creating a complete design document utilizing techniques and standards used in the industry today. (2+2P) Repeatable: for up to 6 credits.

Learning Outcomes

1. See course syllabus.

[View Course Outcomes](#)

FDMA 2775 Game Tools and Techniques 3 Credits (3)

Focus on the different engines and gaming technologies that power the games of today. Repeatable: for a maximum of 6 credits. (2+2P)

Prerequisite(s): FDMA 2770

Learning Outcomes

1. Students will develop rapid prototyping techniques. Through classroom exercises the students will gain competency in industry-standard game creation engines and tools, and learn to work together in groups to create rapid prototypes. This includes creating art, sound and music, and creating basic scripts within an engine.

[View Course Outcomes](#)

FDMA 2780 Gaming Platform and Standards 3 Credits (3)

Focus on the different gaming platforms and their corresponding gaming demographics and standards. Restricted to: Digital majors. Repeatable: for up to 6 credits.

Learning Outcomes

1. Break down the different types of bugs found in alpha and beta versions of games
2. Learning how to write and submit bug reports using current industry requirements
3. Communicate clearly within a team environment
4. Learn how each of the major platforms receive game submissions as well as the requirements for each platform.

[View Course Outcomes](#)

FDMA 2785 Level Design Concepts 3 Credits (3)

Focus on the design and creation of video game levels. Dealing with the challenges and pitfalls of different video game genres. (2+2P) Repeatable: for a maximum of 6 credits.

Prerequisite(s): FDMA 2770

Learning Outcomes

1. Students will develop level design skills. Through classroom exercises the students will gain a comfortable competency with designing levels both on paper and digitally. This includes creating first person shooter levels, third person levels, multiplayer level design, and more.

[View Course Outcomes](#)

FDMA 2993 Workshop in Film & Digital Media Arts 1 Credit (1)

This is a series of 1-credit workshops offering specialized and intense advanced skill training and upgrading applications of photography for commercial purposes and training in photographic skills and styles presented by a variety of professional lecturers. Repeatable: up to 7 credits.

Prerequisite(s): FDMA 1545

Learning Outcomes

1. Varies

[View Course Outcomes](#)

FDMA 2994 Portfolio in Film & Digital Media Arts 1-3 Credits

Varies Repeatable: up to 6 credits.

Learning Outcomes

1. Varies

[View Course Outcomes](#)

FDMA 2995 Cooperative Education in Film & Digital Media Arts 3-6 Credits

Work experience that directly relates to a student's major field of study that provides the student an opportunity to explore career paths and apply knowledge and theory learned in the classroom. Internships may be paid or unpaid. Students are supervised/evaluated by both the employer and the instructor. Repeatable: up to 9 credits. Graded: S/U.

Prerequisite(s): FDMA 2125

Learning Outcomes

1. Varies

[View Course Outcomes](#)

FDMA 2996 Topics in Film & Digital Media 1-4 Credits

Specific topics to be announced in the Schedule of Classes. Repeatable: for a maximum of 18 credits.

Learning Outcomes

1. Varies

[View Course Outcomes](#)

FDMA 2997 Independent Study in Film & Digital Media Arts 1-3 Credits

Individual studies directed by consenting faculty with prior approval of department head. Repeatable: up to 6 credits.

Prerequisite(s): Minimum GPA of 3.0 and sophomore standing

Learning Outcomes

1. Varies

[View Course Outcomes](#)

FDMA 2998 Field Experience in Film & Digital Media Arts 1-3 Credits

Work experience that directly relates to a student's major field of study that provides the student an opportunity to explore career paths and apply knowledge and theory learned in the classroom. Internships may be paid or unpaid. Students are supervised/evaluated by both the employer and the instructor. Repeatable: up to 9 credits. Graded: S/U.

Learning Outcomes

1. Varies

[View Course Outcomes](#)