

Spring Schedule 2012: Digital Media

Digital Media Department:

Visual Effects
Motion Graphics
Electronic Game Design
3D Design and Modeling

Sophomore Courses Common to Each Digital Media Concentration.

| Sophomore Year | | |
|--------------------------------|-------------|---------------|
| Courses | Fall | Spring |
| Moving Image Design | 3 | |
| Idea and Concept Visualization | 3 | |
| Computer Modeling I & II | 3 | 3 |
| Visual Effects Project I & II | 3 | 3 |
| Explored Creativity | | 3 |
| Film and Video Components I | | 3 |
| Liberal Arts | 3 | 6 |
| Total | 15 | 18 |

DMSO 223-01 Visual Effects Project II

DMSOE 223-01 Visual Effects Project II **3 credit hours**

In the second semester of Visual Effects Project students continue developing advanced theory and practical visual effects for film, commercials, video games, and virtual studios. Advanced effects covered include High Dynamic Range, layering & compositing techniques with specialized software, green screen studio exercises, color matching and motion matching techniques. Students also explore basic production for 3D display technology and motion control techniques.

Welnowski

R only 8:00 am – 2:20 pm

This class may be taken as an elective by students in other departments on a space available basis and with the permission of the Head of Digital Media.

DMSO 222-01 Computer Modeling II (DM majors)

DMSOE 222-01 Computer Modeling II (all majors) 3 credit hours

Students focus on furthering their skills in advanced modeling techniques, texture mapping, and lighting techniques. Course projects develop around advanced character and environment modeling with Maya 3D software. The design issues related to these techniques include an emphasis on final rendering with camera angles and key-framing animation for movement in space. Final rendered sequence output format, including high resolution still image and HD video sequences, will be covered in the second semester.

Weatherman

W only 8:00 am – 2:20 pm

This class may be taken as an elective by students in other departments on a space available basis and with the permission of the Head of Digital Media.

DMSO 220-01 Film and Video Components I (DM only)

DMSOE 220-01 Film and Video Components I (all majors)

3 credit hours

This course provides an introduction and overview of the components of film and video production. Topics include developing project concepts, writing or selecting a script for a short film project, directing, cinematography, the full vision of film, actors and live action, human or animated characters. Students are introduced to editing for documentaries, shorts, features, television, music videos, and art movies. The role of sound in movie making will be explored and will include an emphasis on voice, music, special sound effects, and post-production techniques.

Welnowski

M only 8:00 am – 2:20 pm

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DMSO 221-01 Explored Creativity (DM majors)

DMSOE 221-01 Explored Creativity (all majors) 3 credit hours

Intellectual and conceptual sensibilities are essential for developing and implementing projects. Students will explore the process of researching sources of inspiration through philosophy, literature and other cultural products and adapting those sources for creative visual thinking and cinematic story telling. This course places significant emphasis on the precursors of, and developments in, the emergence of electronic game design art and related areas. These explorations also serve as a foundation for valuable sensibilities and sources of inspiration.

Grace

T only 8:00 am – 2:20 pm

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