

Fall Schedule 2011: Digital Filmmaking

The Photography & Digital Filmmaking Department is a leader in the field of The Camera Arts that prepares students to be creatively innovative, technically accomplished and culturally aware of the evolving fields of photography, digital filmmaking, sound, interactive media and installation art. The faculty recognizes that graduates of this department will exhibit and screen their artwork in galleries, alternative spaces and a variety of cinema venues. They will also work with clients, develop commissioned projects and be producers working in a global context. The Camera Arts represent a new paradigm in the fields of contemporary art and recording media that acknowledges that significant shared aspects of these media remain constant in spite of the changing landscape of traditional and emerging technologies. All Camera Arts involve a performance act that has always been an important if less discussed gesture of these creative media of expression. Artists working with the Camera Arts ask what to photograph? What is left out? How is the shot framed and staged? What is the point of view of the cameraperson? How does light, sound and text paint, shape or extend the image? How is time manipulated? How do we experience the image or sequence of images with our bodies? How is the content of the images affected by traditional and emerging means of exhibition and distribution? What are the chance aspects of the image that the cameraperson was not aware of when making the image? And how do the Camera Arts change our perceptions of the world? In addition to traditional cameras, new tools such as Digital SLRs are capable of shooting high definition still and moving images and this is becoming a very exciting time when new forms of creative expression are being invented. The Photography & Digital Filmmaking Department has historically been a creative laboratory that has encouraged a dialog between the still and moving image while pushing the envelope and exploring expanded forms of recording media and contemporary art. The pedagogical mission of the faculty is to provide critical guidance and exposure to a broad range of aesthetic perspectives and professional experiences that emphasize the development of personal visions grounded in strong professional development. The individual and collaborative projects of the curriculum explore ways for artists to represent, visualize, express and communicate ideas, images, narratives, and experiences while leading successful lives as participants in the emerging global cultural economy.

The Digital Filmmaking program emphasizes a multidisciplinary approach within the evolving fields of *Camera Arts* that incorporate installation, experimental narrative and non-fiction, interactive media, performance art, public and community art, and sound design. Active hands-on-learning experiences, intense engagement with faculty and peers, and development of critical thinking skills directed towards the future of electronic arts have prepared our graduates for thriving multifaceted careers. Central to the major's philosophy is an emphasis on individual student creativity and vision fostered by vigorous training incorporating research and project development. In addition, our students gain professional skills by way of a variety of methodological guides and required internships that prepare them to be competitive candidates within their chosen fields of professional practice.

The sophomore year focuses on narrative, documentary, and installation concepts along with introductory approaches to the instruments of the *Camera Arts* including hardware (cameras, lenses, light kits, & sound recording) and software (Final Cut Pro- video editing, Photoshop- frame-by-frame manipulation, DVD Studio Pro- DVD authoring, Compressor- exporting, After Effects- 2½D for video, Color- color correction, Pro Tools- sound design, Cinema 4D- 3D video production). During the junior year, emphasis is on the cultivation of each individual student's vision while pursuing evolving

techniques and philosophies of the *Camera Arts*. The senior year is devoted to the development, production, and exhibition of an individual thesis project.

You will acquire an understanding of these software applications:

Final Cut Pro (Video & Sound Editing Program)
Adobe After Effects (Motion Graphics & Special Effects in 2D and 3D for Video)
Adobe Flash (Interactive Authoring & Animation for Web)
DVD Studio Pro (Professional Application for DVD Authoring)
Max/MSP/Jitter (Interactive Environment Authoring & Software Creation)
MIDI (Musical Instrument Digital Interface, Software & Hardware Data System Exchange)
Digidesign Pro Tools (Audio Creation & Production Program)
Color (Sophisticated Color Effects & Color Correction Tool)
Adobe Photoshop for Video Production (Manipulation of Digital Video)
Compressor (Exporting Project Tool from HD to iPod screens)
Soundtrack Pro (Sound Creation, Edit & Mixing Tool for Surround Sound)
Cinema 4D

Labs & Studios available to Digital Filmmaking Students:

Macintosh G5 Production Stations
Macintosh Max/MSP/Jitter Stations
Video Compositing Studio (Green Screen)
Sound Recording Lab and Sound Isolation Booth
4 Student Galleries by Application
6 Student Studio Spaces by Application

Hardware available to Digital Filmmaking Students:

Cannon T2ii Digital Single Reflex Lens HD Cameras
Panasonic HVX-200 HD Camera with optional P2 Memory Cards/ Firestores
Cannon XH G1 HD Camera
Sony HRV-V1U HD Camera with optional Hard Drive
Dedo Light Kit DLMH4-300
Fig Rig Camera Stabilizer (Steadicam)
Edirol Field Recorders (Sound Gathering)
Zoom Field Recorders (Sound Gathering)
A variety of high-end professional microphones
Boom poles and blimps (Professional technique to gather sound)
Portable PA System (Public Address System available for Installations & Performances)
Digital Projectors (Available for Installation & Performances)
Plasma Flat Screen Monitors (Available for Installations & Performances)
And a number of professional microphones, tripods, and light kits

Digital Filmmaking Curriculum

<u>Sophomore Year</u>	<u>Fall</u>	<u>Spring</u>
Introduction to Camera Arts	6	0
Intermediate Camera Arts	0	6
Alternative Digital Processes	3	0
Audio-Vision: Sound for Screen and Space 1	3	0
Expanded Cinema Practices	0	3
Studio Elective	0	0
Liberal Arts	3	6
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<u>Junior Year</u>	<u>Fall</u>	<u>Spring</u>
Junior Digital Filmmaking Workshop	5	0
Professional Practice	1	1
Junior Digital Filmmaking Workshop II	0	5
Still and Moving Image	0	3
Audio-Vision: Sound for Screen and Space 2	0	3
Studio Elective	3 or 0	0 or 3
Internship	3 or 0	0 or 0
Liberal Arts	6	6
	<hr/> 18	18
<u>Senior Year</u>	<u>Fall</u>	<u>Spring</u>
Senior Digital Filmmaking Workshop I	5	0
Senior Workshop II	0	6
Professional Practice	1	0
Senior Thesis	3	0
Studio Elective	3 or 0	3
Internship	0 or 3	0
Liberal Arts	6	3
Open Elective	0	3
	<hr/> 18	15

Sophomore Program

CMSO 200 Introduction to Camera Arts

6.0 credit hours

This course provides an introduction to concepts, histories, processes and techniques related to the camera arts. Readings on photography, video and media culture, interviews, visiting artists and field trips provide a historical and contemporary context for making images. This course also covers topics on narrative structure, history and language as well experimental methods of image making. As the students learn this vocabulary, they are simultaneously learning the technical skills to create your own work, including analog photography and digital video production. Singular images, series of images, short single channel narratives and multi-channel video works are produced. Assignments also cover 35mm, medium, 4 x5 format cameras, advanced negative control, split filter printing as well as storyboarding, lighting, camera handling, sound production, and editing.

-01 Heise M 8:00am – 2:20pm Sutton W 8:00am-2:20pm
-02 Sutton M 8:00am – 2:20pm Heise W 8:00am-2:20pm

CMDF 301-01 Audio-Vision: Sound for the Screen and Space 1

CMDFE 301-01 (for non-majors)

ANIME 301-01 (for Animation majors only)

3.0 credit hours

The interconnections between movement in aural and visual experience will be explored through hands-on technical demonstrations, production crew work, historical presentations, and developing audio for the screen. The relevance of audio works by artists and sound designers will also be introduced.

This class serves as an introduction to sound as it relates to the narratives of perception in animation and video. Students will learn to experiment with sync sound, sfx editing and creating a soundtrack for a film or animation project. Through the creative exploration of sound recording and industry standard digital editing software, students will develop the necessary skills to create vibrant soundscapes that serve to enhance the communicative impact of their work.

Frizzell TR 8:00 am -10:50 am

Alternative Digital Processes CMSO 202-40

3.0 credit hours

This course provides a foundational investigation of alternative digital processes including technique, philosophy, and its role as an instrument of expression. Explorations of the manual construction of digital images and their analog precursors will be examined through workshop demonstrations, screenings, and hands on production assignments.

Required materials/ equipment: Access to video camera, digital still camera, computer printer, scanner, Adobe Photoshop, Final Cut Pro, and After Effects

Meeks

MW 4:00PM - 6:50PM

Junior Program

DFIL 300-01 Junior Digital Filmmaking Workshop 1:

5.0 credit hours

This course provides advanced techniques and philosophy of the camera arts. There will be an emphasis on cultivating an individualized critical and inquisitive approach, stressing the development of each student's personal vision. Through lectures, assigned readings, screenings, and hands on production assignments, students will explore current innovations in the camera arts, live action hybrids, and emerging new genres as the electronic arts enters new venues and formats. In this class students will acquire project development and time management skills, research and presentation skills, and professional practice skills.

Required materials/equipment:

Access to advanced HD video cameras, SLR Cameras, lighting kits, microphones, audio digital recorders, and Final Cut Pro Software.

Frizzel	EB 203	M 8:00 am -2:20 pm
Meeks	EB 212	W 8:00 am -1:30 pm

DFPP 380-40 Professional Practice

1.0 credit hour

Meeks	EB 212	W 1:30 pm -2:20 pm
	EA	R 5:45 pm -6:45 pm

Senior Program

DFIL 400-01 Senior Digital Filmmaking Workshop I

5.0 credit hours

The final year of the Digital Filmmaking program centers on individualized research and production projects. Digital Filmmaking Seniors will apply project development skills to the creation of a Senior Thesis production project, Senior Exhibition, and a written Thesis paper, based on their previous investigations. Screenings, assigned readings, research papers, production coursework, and assigned class presentations will parallel each individual student's area of focus. At mid-semester, each student will prepare a Thesis Project Proposal for departmental review and approval.

Required materials/equipment:

Access to hardware and software that is required to produce individualized production projects.

Meeks	EB 212	M 8:00 am - 1:20 pm
Clancy	EB 203	W 8:00 am – 2:20 pm

DFPP 480-40 Professional Practice

1.0 credit hour

Meeks	EB 220	M 1:20 pm -2:20 pm
	IB 116	R 5:45 pm -6:45 pm

DFIL 490-80 Digital Film Senior Thesis**3.0 credit hours**

The senior thesis is a combined class of the senior photography and digital filmmaking majors working towards an end of year public presentation of the development and projected direction of the thesis in conjunction with the students graduating off campus exhibit. The course will cover a professional approach to writing and the preparation of artists' statements, oral presentation, CV, and a conceptual link between the studio and the context of display and presentation.

Heise

EB217

MW 4:00 pm - 6:50 pm