

New Media Arts (NMA) Associate in Science Degree

ANIMATION SPECIALIZATION SPECIALIZATION COURSES

NEW MEDIA ARTS CORE PREREQUISITE

Art 112 Introduction to Digital Arts

Art 112 is an introduction to digital technology and its applications in the production of visual art. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

AFTER ACCEPTANCE INTO THE ANIMATION SPECIALIZATION

SEMESTER ONE: FALL

Art 202 Digital Imaging

Art 202 is a studio course in digital imaging concepts and techniques including image capture, manipulation, and output. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

ART 126 3D Computer Graphics I

Introductory studio experience in 3D computer graphic concepts with Alias Wavefront MAYA. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

ART 212 Digital Animation

Art 212 is a studio course in understanding animation concepts through the use of 2D and 3D digital animation media. Students will develop a comprehension of the physics and principles of animation. Emphasis will also be placed on developing an aesthetic criteria for evaluation of animation and movement.

SEMESTER TWO: SPRING

ART 226 3D Computer Graphics II

Intermediate studio experience in 3D computer graphics concepts with Alias Wavefront MAYA. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Art 156 Digital Painting

This course is an introduction to the computer as an illustration tool. Studio experience will explore digital painting techniques as used in matte painting, digital concept art, production design, and texture mapping. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Art 157 Film Analysis & Storytelling

Students will explore the techniques of effective storytelling for animation through investigation of film transitions, shot types and angles, posing, staging, and camera moves. They will learn development of story and character and rough timing of action through the use of digital storyboards, animatics, and model sheets. Attention will be paid to special needs of animation: exaggeration of movement, time, space, setting, visual style, character, and pacing.

Art 158 History of Animation

This course is an in depth survey of historical developments, styles, and techniques of animation as an art form. Included will be the study of individual animators and studios internationally. This course is designed to expand student aesthetic sensibilities and sharpen critical perceptions about this genre.

SEMESTER THREE: FALL

ART 246 3D Computer Graphics III

Advanced studio experience in 3D computer graphics concepts with Alias|Wavefront's Maya. Emphasis will also be placed on developing aesthetic criteria for evaluation purposes.

Art 247 Lighting and Rendering

This course explores the various lighting techniques for computer animation. Students will address lighting photo-realistically and non-realistically to create mood, drama and emotion in digital animations. Advanced techniques for creating procedural textures and texture mapping within Maya will be covered.

Art 248 Digital Postproduction

This course will investigate the fundamentals of digital postproduction, with an emphasis on nonlinear video editing and sound design. The course will address practical and theoretical concerns relating to post-production, providing students with a solid grounding in time-based media. Students will explore topics including composition, editing techniques, video compression, sound recording, processing, and audio-video synchronization.

Art 293V New Media Arts Internship

Supervised work experience in multimedia production. This course enables students to apply the knowledge and skills acquired in the classroom to the work environment.

OR

Art 294 New Media Arts Practicum

Art 294 New Media Arts Practicum provides an on-campus environment where advanced students in the NMA program can engage in real production.

SEMESTER FOUR: SPRING

Art 256 Compositing

Art 256 will focus on combining images, animations, and effects into a final framework for output to a presentation format using a compositing software. Students will learn matte generation, tracking, color correction, and image compositing activity with an emphasis on aesthetic criteria.

Art 259 Gaming & Realtime Computer Graphics

Studio experience in gaming and realtime computer graphics techniques. Emphasis will also be placed on developing aesthetic criteria for evaluation purposes.

Art 296 Demo Reel Development

Art 298 focuses on the principles of designing a coherent demo reel and the tools for students to put the work on various formats including: VHS tape, DVD, and the Web. Attention will be paid to achieving a particular level of quality, aesthetics as well as marketing strategies and presentation. Students are required to have either in process or completed art work in digital format.

Art 293V New Media Arts Internship

Supervised work experience in multimedia production. This course enables students to apply the knowledge and skills acquired in the classroom to the work environment.

OR

Art 294 New Media Arts Practicum

Art 294 New Media Arts Practicum provides an on-campus environment where advanced students in the NMA program can engage in real production activity.

Rev 02/6/2006