Requirements for ACM Majors

To apply to become a major in Creative Media, students must:

- Have completed with at least a B (3.0) Cinema and Digital Media (ACM 255), and have completed 12 or more UHM credit hours with an overall 2.5 GPA.
- Be enrolled as an undergraduate in the Colleges of Arts and Sciences.
- Complete and submit an application form (download from www.hawaii.edu/acm).

Mandatory Advising: Once an application is accepted, students will be assigned an ACM faculty advisor. They must design a detailed and acceptable academic plan with their ACM faculty advisor, consisting of 36 credit hours that emphasizes one of the three ACM tracks, includes the required core of ACM courses, and is supplemented with elective courses from ACM or other relevant departments. Only after the Academic Plan is approved by the ACM advisor can a student complete a Declaration of Major form with the Colleges of Arts and Sciences <www.advising.hawaii.edu/artsci/>.

Required Core Courses for All Majors (18 credits)

3 Credits: ACM 255 – Cinematic and Digital Media

3 Credits: One of:
ACM 310 – Cinematic Narrative Production
ACM 315 – Narrative Game Design
ACM 320 – 3D Computer Animation Prod I

3 Credits: One of:
ACM 350 – Screenwriting
ACM 355 – Oral Tradition to Screenplay

9 Credits: Three of:
ACM 352 – Screening Asian Americans
ACM 360 – Indigenous Aesthetics
ACM 380 – Genre & Narrative Theory
ACM 382 – Authors in Creative Media
ACM 385 – Topics in Creative Media
ACM 460 – Media Ethics
ACM 480 – Oceanic Media Culture
ACM 485 – Seminar in Creative Media
ACM 490 – Global Media

18 Credits TOTAL

Major Tracks (at least 12 additional credits)

Critical Studies
360 – Indigenous Aesthetics
352 – Screening Asian Americans
380 – Genre & Narrative Theory in Creative Media
382 – Authors in Creative Media
385 – Topics in Creative Media
460 – Media Ethics
480 – Oceanic Media and Culture
485 – Seminar in Creative Media
490 – Global Media
499 – Directed Reading and Research

Cinematic Production
310 – Cinematic Digital Production
312 – Cinematography
325 – Visual Effects
350 – Screenwriting
355 – Oral Tradition to Screenplay
370 – Directing the Actor for the Screen
372 – Editing for Cinema
374 – Post Production Sound
375 – Directing the Camera
386 – Techniques in Creative Media
390 – Workshop in Creative Media
399 – Independent Group Project
405 – Documentary Production
410 – Advanced Cinematic Production
450 – Advanced Screenwriting
455 – Indigenous Filmmaking
495 – Creative Media Internship
499 – Directed Reading and Research

Computer Animation & Game Design
215 – 3D Scene Design *
216 – 3D Animation *
217 – Particles and Dynamics
220 – Advanced Rendering
315 – Narrative Game Design
316 – 3D Character Animation
318 – Drawing for Animation
320 – 3D Computer Animation Prod I
325 – Visual Effects
386 – Techniques in Creative Media
390 – Workshop in Creative Media
399 – Independent Group Project
415 – Computer Game Production
420 – Computer Animation Production II
495 – Creative Media Internship
499 – Directed Reading and Research

* Introductory courses are pre-requisites for the sequence but cannot be counted toward the min. 12-credit requirement. A separate portfolio requirement must be met for admission to ACM 215/216. See: www.hawaii.edu/acm/acmanimation.