University of New Mexico  
Department of Cinematic Arts

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Albuquerque, New Mexico 87131

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2414 Central Ave SE  
Albuquerque, New Mexico 87106  
Phone: 505.277.2286  
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and

IFDM Facilities at Mesa del Sol  
The Aperture Center  
5700 B University West Blvd SE  
Albuquerque, New Mexico 87106  
Phone: 505.277.3656

website: ifdm.unm.edu  
cinematicarts.unm.edu  
email: ifdm@unm.edu
## Department of Cinematic Arts Staff

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Area</th>
<th>Email</th>
<th>Phone</th>
</tr>
</thead>
<tbody>
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<td>505.277.6262</td>
</tr>
</tbody>
</table>

## Partner College/School Academic Advisors

<table>
<thead>
<tr>
<th>Name</th>
<th>College/School</th>
<th>Office</th>
<th>Email</th>
<th>Phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Florencio Olguin</td>
<td>Anderson</td>
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<td><a href="mailto:twilkey@unm.edu">twilkey@unm.edu</a></td>
<td>505.277.3290</td>
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<td>Julie Bustamante</td>
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<tr>
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<td>505.277.5305</td>
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<td>505.277.3112</td>
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<tr>
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<td>Centennial Engineering Ctr Ste. 2080</td>
<td><a href="mailto:lokeefe@unm.edu">lokeefe@unm.edu</a></td>
<td>505.277.4354</td>
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<tr>
<td>Jennifer Lucero</td>
<td>Fine Arts</td>
<td>Ctr for the Arts Rm 1102</td>
<td><a href="mailto:jennlu@unm.edu">jennlu@unm.edu</a></td>
<td>505.277.4817</td>
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<tr>
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<td><a href="mailto:dmulcahy@unm.edu">dmulcahy@unm.edu</a></td>
<td>505.277.4817</td>
</tr>
</tbody>
</table>
Message from the Chair

Congratulations on beginning your IFDM degree!

As a student of IFDM, you will acquire a unique education that will equip you to change the face of digital media. You can choose courses in cinematography, animation, and gaming, while developing skills in visual effects, design, and virtual reality. I look forward to seeing, hearing, and experiencing your creations.

Interdisciplinary Film and Digital Media is now a core component of the department of Cinematic Arts. This development is a great step forward for those of us at UNM who create and study the moving image. Cinematic Arts and IFDM are now able to combine resources and enjoy new opportunities for intellectual and artistic collaboration.

For the next few years, the Mesa del Sol building will be your primary academic home. Mesa contains computer labs, collaborative spaces, a 120-seat projection theatre, and a black box flex space for productions, installations, and performances. You can find the IFDM administrative offices and the equipment checkout cage in the CERIA building on main campus.

I know you'll find IFDM to be a truly interdisciplinary experience, preparing you for success in multiple arenas.

While pursuing their degree, many of our students gain valuable "real world" experiences in the film and digital media industries. I encourage you to seek out internship opportunities and collaborate with our community partners such as Albuquerque Studios and Basement Films.

Welcome, and good luck with your studies.

[Signature]

James D. Stone
Chair, Cinematic Arts
Department of Cinematic Arts
Interdisciplinary Film and Digital Media (IFDM) Degree
Admission Criteria and Curriculum Information

The Department of Cinematic Arts Interdisciplinary Film and Digital Media (IFDM) degree at the University of New Mexico recognizes the evolution of cohesive collaboration among the worlds of art, science and technology and leads the way as a model of interdisciplinary education. IFDM gives students necessary critical, creative and technical skills to apply digital technologies in innovative and productive ways. Whether you are interested in gaming, engineering, art, design, music, computer-based applications like simulation or animation, photography, production level courses that focus on directing, writing or producing, or business applications that emphasize the legal, marketing and accounting aspects of the digital film and media industry, IFDM is structured to serve your needs.

Admission Criteria
Admission into the IFDM Degree Program is a three-tiered process:

1. Students must apply for admission to the University of New Mexico through UNM Admissions. Visit http://www.unm.edu/apply/ to apply online.

2. Students then apply online at http://ifdm.unm.edu/ to the Interdisciplinary Film & Digital Media Degree Program. Updates on application deadlines will be made on the IFDM website. Applicants must submit the following application materials:
   - Written essay (500 words) describing your background, interests and goals
   - Up to three samples of original creative work including, and not limited to, poems, scripts, journalistic articles and photos, computer programming for games, animation, business plans, videos, film, digital photography, music & sound, multimedia pieces, drawings, paintings, etc.
   - The IFDM admissions committee will review your ACT or SAT Scores and your transcripts (high school & college).

   If accepted, you will be admitted into the cohort that begins in the Fall semester immediately following admission.

3. Once accepted, students must align with one of the IFDM partnering College/School at UNM to become a declared major. Each College/School has its own application requirements and process; see a College/School advisor from the list below to learn of the requirements for admission to your chosen College/School.

   **Anderson School of Management**
   - Bachelor of Business Administration (BBA) with IFDM Concentration

   **College of Arts & Sciences**
   - Bachelor of Arts in Communication (BA) with Critical Studies in Mass Media Concentration
   - Bachelor of Arts in Journalism & Mass Communication (BA) with Digital Field Multimedia Concentration

   **College of Fine Arts**
   - Bachelor of Fine Arts (BFA) in Interdisciplinary Film & Digital Media with Critical Studies Concentration
   - Bachelor of Fine Arts (BFA) in Interdisciplinary Film & Digital Media with Production Concentration

   **School of Engineering**
   - Bachelor of Science (BS) in Computer Science with an IFDM Fine Arts Distributed Minor
Academic Advisement
As a student in the IFDM degree program, you will have a team of advisors to help you navigate through your degree. Please find the contact information for the advisement team below.

<table>
<thead>
<tr>
<th>College of Fine Arts</th>
<th>Anderson School of Management</th>
<th>School of Engineering</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deanna Sanchez-Mulcahy</td>
<td>Florencio Olguin Jr.</td>
<td>Lourdes Garcia O'Keefe,</td>
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<tr>
<td>Email: <a href="mailto:dmulcahy@unm.edu">dmulcahy@unm.edu</a></td>
<td>Email: <a href="mailto:folguin@unm.edu">folguin@unm.edu</a></td>
<td>Engineering Student Services</td>
</tr>
<tr>
<td>Phone: 505.277.4817</td>
<td>Phone: 505.277.3290</td>
<td>Email: <a href="mailto:lokeefe@unm.edu">lokeefe@unm.edu</a></td>
</tr>
<tr>
<td>Office: Ctrl for the Arts Rm</td>
<td></td>
<td>Phone: 505.277.4354</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Office: Centennial Engineering Ctr</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ste. 2080</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>College of Fine Arts</th>
<th>Communication &amp; Journalism</th>
<th>Computer Science</th>
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<tbody>
<tr>
<td>Jennifer Lucero</td>
<td>Crystle Collier</td>
<td>Lynn Conner</td>
</tr>
<tr>
<td>Email: <a href="mailto:jennlu@unm.edu">jennlu@unm.edu</a></td>
<td>Email: <a href="mailto:crystle@unm.edu">crystle@unm.edu</a></td>
<td>Email: <a href="mailto:ljconner@unm.edu">ljconner@unm.edu</a></td>
</tr>
<tr>
<td>Phone: 505.277.4817</td>
<td>Phone: 505.277.4621</td>
<td>Phone: 505.277.3112</td>
</tr>
<tr>
<td>Office: Ctrl for the Arts Rm</td>
<td></td>
<td>Office: ECE 134D</td>
</tr>
</tbody>
</table>

College of Fine Arts

Degree Requirements
The IFDM Host Colleges/Schools grant degrees, not the IFDM program.

All students admitted to the degree program have to complete the following degree requirements:

- UNM Core Curriculum – 37hours (Comprised of Writing & Speaking; Mathematics; Physical & Natural Sciences; Social & Behavioral Sciences; Humanities; Foreign Language; Fine Arts)

- IFDM Host Colleges & Schools Major Requirements (Students must meet with a College/School advisor for specific degree requirements each semester.)

- IFDM Core Courses- 29 hours (Students must meet with their college advisor each semester.)

The IFDM core is required of all students in the program. It is designed to give the student technical, critical and creative skills with the history, critical understanding and practice of digital media. The IFDM core sequence of courses will provide students with experience working individually, and in collaborative teams. The IFDM core classes are taken in specific order from the time a student is admitted as a pre-major into the program. The last core courses of the program include capstone courses, in which students work in interdisciplinary teams to complete projects relevant to their IFDM curriculum.

To satisfy the program requirements, students must complete 29 credit hours of IFDM core classes and earn a grade of “C” or better (grades of C- are not accepted) in all courses. To verify that you are meeting all program requirements, review your Lobo Trax Report often (via Lobo Web) and meet with the IFDM advisor each semester.

<table>
<thead>
<tr>
<th>Sem Taken</th>
<th>Course #</th>
<th>Course Title</th>
<th>Hrs</th>
<th>Grade Earned</th>
<th>UD* ✓</th>
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<tbody>
<tr>
<td>CS 105L</td>
<td></td>
<td>Introduction to Computer Programming (Taken as a co-requisite with IFDM 205L)</td>
<td>3hrs</td>
<td></td>
<td></td>
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<tr>
<td>IFDM 205L</td>
<td></td>
<td>Studio I: Activating Digital Space</td>
<td>3hrs</td>
<td></td>
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<tr>
<td>IFDM 210</td>
<td></td>
<td>Introduction to Modeling and Post Production</td>
<td>3hrs</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>IFDM 300</td>
<td></td>
<td>Critical Intermediations</td>
<td>3hrs</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>IFDM 310</td>
<td></td>
<td>Studio II: Writing Digital Narrative</td>
<td>3hrs</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>IFDM 400</td>
<td></td>
<td>Ethics, Science &amp; Technology (Taken as a co-requisite with IFDM 450)</td>
<td>3hrs</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>IFDM 450</td>
<td></td>
<td>Capstone I (Taken as a co-requisite with IFDM 400)</td>
<td>4hrs</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>IFDM 410</td>
<td></td>
<td>The Business &amp; Law of Film and New Media (Taken as a co-requisite with IFDM 451)</td>
<td>3hrs</td>
<td>✓</td>
<td></td>
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<tr>
<td>IFDM 451</td>
<td></td>
<td>Capstone II (Taken as a co-requisite with IFDM 410)</td>
<td>4hrs</td>
<td>✓</td>
<td></td>
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</table>

UD* = Upper Division Course 300 or 400 level course. Check with College/School about Upper-Division Requirements.
IFDM Core Course Sequence - 29 hours
IFDM Core Courses must be taken in this sequence from the time a student is admitted as a pre-major into the program.

Fall Semester – 1st Year (in IFDM)
CS 105L Introduction to Computer Programming - 3hrs
IFDM 205L- Studio I Activating Digital Space - 3hrs

Fall Semester – 2nd Year
IFDM 300 Critical Intermediation - 3hrs

Fall Semester – 3rd Year
IFDM 400 Ethics, Science & Technology - 3hrs
3hrs IFDM 450 Capstone I Senior Projects Course - 4hrs
- 4hrs

Spring Semester – 1st Year
IFDM 210 Intro to Modeling & Post Production - 3hrs

Spring Semester – 2nd Year
IFDM 310 Studio II Writing Digital Narratives - 3hrs

Spring Semester – 3rd Year
IFDM 410 Business & Law of Film & New Media - IFDM 451 Capstone II Senior Projects Course

Please Note: You, the student, must take FULL RESPONSIBILITY for meeting all graduation requirements for your degree
Degree Requirements

The IFDM degree Partner Colleges/Schools grant degrees. All students admitted to the program have to complete the following degree requirements:

- **UMN Core Curriculum** – 37 hours *(Writing & Speaking; Mathematics; Physical & Natural Sciences; Social & Behavioral Sciences; Humanities Foreign Language; Fine Arts)*

- **IFDM Partner Colleges & Schools Major Requirements** (meet with a College/School advisor for specific degree requirements each semester) Below are the degree options you can choose from:
  - Anderson School of Management- Bachelor of Business Administration (BBA) with an IFDM Concentration
  - College of Arts & Sciences- Bachelor of Arts (BA) in Communication and Journalism with a concentration in Digital Field Broadcast or Critical Studies in Mass Media
  - College of Fine Arts- Bachelor of Fine Arts (BFA) with a concentration in Production or Critical Studies
  - School of Engineering- Bachelor of Science (BS) in Computer Science with an IFDM Fine Arts Minor

- **IFDM Common Core Courses**- 29 hours *(meet with the college academic advisor each semester)*

Each semester IFDM students will take a combination of courses from the UNM Core, major requirements and IFDM Common Core classes order to complete your degree.

IFDM Common Core

The IFDM common core is required of all students in the degree program and serves as the foundation of studies in digital and new media. It is designed to give the student technical, critical and creative skills with the history, critical understanding and practice of digital and new media. Students in the common core will experience working individually and in collaborative teams. The IFDM common core classes are taken in order from the time a student is admitted as a pre-major into the program. The last core courses of the program include capstone courses, in which students work in interdisciplinary teams to complete projects relevant to their IFDM curriculum.

To satisfy the degree program requirements, students must complete 29 credit hours of IFDM common core classes and earn above a “C” or better *(grades of C- are not accepted as per UNM Core Curriculum requirements)* in all IFDM Common core courses. This is the minimum however, and IFDM students are expected to achieve well above the minimum. IFDM students must abide by each degree granting college’s/school’s GPA requirements for satisfactory progress toward graduation. To verify that you are meeting all program requirements in your particular degree plan, review your Lobo Trax Report often (via Lobo Web) and meet with an academic advisor in the degree granting college from which you are seeking your particular IFDM degree.

IFDM Common Core Course Sequence- 29 hours

Please note: IFDM Common Core Courses must be taken in order from the time a student is admitted as pre-major into the program. The IFDM Core is only for students admitted into the IFDM Degree Program.
IFDM Common Core Descriptions:

**IFDM 205L Studio I: Activating Digital Space (3 credits) - Fall**
This studio course explores critical, technical and creative elements of digital space. By translating the process of seeing and conceptualizing into visual forms, students use technical knowledge to conceptualize, create and collaborate on projects. Prerequisite: CS 105L or CS 152L. (Course only for students admitted into the IFDM Program.)

**CS 105L Intro to Computer Programming (3 credits) - Fall**
Introduction to the art of computer programming. Students will use a modern integrated Development Environment to author small programs in a high level language. The course uses multimedia approaches to writing small programs and scripts. No prerequisites or co-requisites, but should be taken in second semester of program. (This course is for students electing the BFA IFDM concentration, and for those electing the BA Mass Media Concentration, or the Digital Field Multimedia Concentration in the Communication & Journalism degrees.)

**OR**

**CS 152L Computer Programming Fundamentals (3 credits) - Fall**
Introduction to the art of computing. The course objectives are to understand the relationships between computation, problem solving, and programming using high-level languages. This course should be taken in second semester of program. (This course is required of students electing the ASM IFDM concentration, and for those electing the CS IFDM distributed minor.)

**IFDM 210. Introduction to Modeling and Postproduction (3 credits) - Spring**
An introduction to computer graphics and animation that mixes theory and application using a standard animation software package to teach the use of the tool and to demonstrate key concepts. Involves collaborative projects. Prerequisite: IFDM 205. (Course only for students admitted into the IFDM Program.)

**IFDM 300. Critical Intermediations (3 credits) - Fall**
Examines new media technologies from a transdisciplinary perspective by exploring how the use of new media is affecting academic practice across disciplines. Proposes the development of a critical analytical framework for approaching new media. Prerequisite: IFDM 210. (Course only for students admitted into the IFDM Program.)

**IFDM 310. Studio II: Writing Digital Narrative (3 credits) - Spring**
The goal of this course is to offer students an overview of issues on writing for digital media; its objective is to create successful, media-savvy writers, who work across digital platforms. Prerequisite: IFDM 300. (Course only for students admitted into the IFDM Program.)

**IFDM 400. Ethics, Science and Technology (3 credits) - Fall**
Ethical issues arising from the impact of science and technology on the personal, social and political dimensions of culture or what happens and who takes responsibility when the genie is out of the bottle. Prerequisite: IFDM 310. Corequisite: IFDM 450. (Course only for students admitted into the IFDM Program.)

**IFDM 410. The Business and Law of Film and New Media (3 credits) - Spring**
This course will introduce students to the business and legal aspects of creating a new digital media venture including: concept formation, marketing, budget development, finding financing, forming a company, hiring
and managing employees, and sales. Students are required to form interdisciplinary collaborative teams that will develop and plan project ideas. **Prerequisite: IFDM 400. Corequisite: IFDM 451. (Course only for students admitted into the IFDM Program.)**

**IFDM 450. IFDM Capstone I Senior Projects Course (4 credits) - Fall**
Students are required to form interdisciplinary collaborative teams that will develop and plan project ideas. **Prerequisite: 310. Corequisite: 400. (Course only for students admitted into the IFDM Program.)**

**IFDM 451. IFDM Capstone II Senior Projects Course (4 credits) - Spring**
Collaborative teams execute projects and give open demonstration of the results. **Prerequisite: IFDM 450. Corequisite: IFDM 410. (Course only for students admitted into the IFDM Program.)**
**IFDM Degree Plans**

You can find the following degree plan requirements/curricula on the Department of Cinematic Arts IFDM website:

- Bachelor of Business Administration with IFDM Concentration
- Bachelor of Arts in Communication with Critical Studies in Mass Media Concentration
- Bachelor of Arts in Journalism & Mass Communication with Digital Field Multimedia Concentration
- Bachelor of Fine Arts – Critical Studies Concentration
- Bachelor of Fine Arts – Production Concentration
- Bachelor of Science in Computer Science with IFDM Fine Arts Minor

The specified IFDM degree plans and curricula do not require a minor or a second major. The curriculum for each degree plan comprises the entire degree requirements.

The College of Fine Arts offers an *Arts Management Minor*. Any student may obtain this minor, and will serve IFDM students well. However, its completion is above the specified requirements of all of the IFDM degree plans/curricula.

The Arts Management minor provides a foundation in Arts Management offering both course work and pre-professional experience through internships. The Arts Management minor is a flexible framework for students to explore different career tracks regardless of their arts discipline and/or their major. All majors are welcome to add an Arts Management minor to their degree. For an appointment to discuss adding the Arts Management minor or developing an internship, contact a College of Fine Arts advisor for more information, and Regina Chavez Puccetti, Supervisor of Community Education at (505)550.8874 or by email: artreach@unm.edu.


**Independent Studies**

IFDM Independent studies (IFDM 497) allow students to study individually and independently under the direction of a Department of Cinematic Arts’ faculty. The study area or project must be approved by the instructor and the IFDM Chair or Associate Chair and must relate to film and digital media.

In addition

- IFDM students must have a GPA of 2.5 or higher in overall coursework at UNM, and must have successfully completed IFDM 205L and the Computer Science course requirement (CS 152L or CS 105L) in order to apply for an IFDM Independent Study course.
- An Independent Study must be approved prior to the beginning the semester. No retroactive credit will be given.
- An Independent Study course can be taken during the Fall, Spring or Summer semesters.
- An Independent Study course can be taken for up to 1-3 credits hours in a semester with a total of no more than 12 maximum credit hours earned.

To find out more about completing an Independent Study course, please contact your college advisor.

**Internship Program**

**General Information & Policies**

- Department of Cinematic Arts students planning to intern during the Spring, Summer, or Fall semester can intern on a part-time or full-time basis.
- Internship packets can be downloaded at ifdm.unm.edu
- It is required that students take the *entire internship packet* to the organization, faculty advisor, School/College advisor when having it signed and approved.
- All IFDM students are notified of possible internships via list serve, bulletin board postings and class announcements. Qualified students interested in the internships contact the Organization directly.
- *All internships must be approved in advance.* No retroactive credit will be given for internships that are not approved in advance.
- Students must identify a faculty member to supervise the internship.
- The intern shall be assigned to the organization for forty-five (45) hours per credit hour up to a maximum of three (3) credit hours per semester or term, and can earn up to a total of 12.
- *Internship grades are on a credit/no credit basis only.* However, the standards for credit will be high.

**Registering for IFDM 492, IFDM Internship**

- Students who plan to participate in an internship for course credit must register for IFDM 492, the appropriate section of the internship course with the student’s faculty advisor listed as the instructor of record. These are officially listed in the University’s Course Schedule as IFDM 492—IFDM Internship. Please see the IFDM advisor for approval to register for this course.
- Credit toward the degree for acceptable academic work related to the internship will be granted in the form of one (1) to three (3) hours, for a total of 12 credit hours, of elective credit.

To find out more about obtaining and completing an internship, please contact Diahndra Grill at dgrill@unm.edu.
Department of Cinematic Arts IFDM Degree Academic Progress Policy
Revised 31 July 2013

Introduction

IFDM students should take the initiative to meet with the Department of Cinematic Arts Chair, faculty and staff of the Department of Cinematic Arts at any time they have questions or concerns regarding their academic status. Students wishing to meet with the instructor of their IFDM courses should contact them directly. Students should contact the Department of Cinematic Arts main receptionist desk at 505-277-6262 to make an appointment with the Chair, or to be connected to a staff member. IFDM students are UNM Department of Cinematic Arts students, and are responsible for following academic guidelines and policies as outlined in the University Catalog at http://catalog.unm.edu/catalogs/2013-2014/, and the UNM student handbook called The Pathfinder which can be accessed at http://pathfinder.unm.edu. UNM students are responsible for their academic progress and should plan ahead to meet with the IFDM Host College/School advisor, each semester.

Transferring to IFDM Host College/School
IFDM students can obtain an undergraduate degree in IFDM through any of the Host College/Schools including Anderson School of Management, College of Arts & Sciences, College of Fine Arts, and School of Engineering. Students earn their degrees from these degree-granting colleges. IFDM students should apply for transfer and admission to one of the IFDM Host Colleges/Schools as soon as they meet the admission requirements. Admission to the Host College/School is not automatic. Students must initiate the transfer process at the college or school of their intended major as listed above. All IFDM students admitted into the IFDM program as a pre-major, must apply and be admitted as a declared major to one of the IFDM Host Colleges/Schools before they begin IFDM 310 in the spring semester of their 3rd year within the program. If not admitted into one of the IFDM Host Colleges/Schools by the semester that they are ready to take IFDM 310, the student may not be allowed to register for IFDM 310. The student may have to consult with the Director of IFDM if necessary, and will have only one semester to meet the IFDM Host College/School admission requirements. If at the end of that semester the IFDM student has not successfully transferred into the IFDM Host College/School, the student may be dismissed from the IFDM Program and may not be permitted to register for IFDM Core courses until admitted to the Host College/School.

IFDM Core Curriculum
The IFDM Core Curriculum is designed as a sequential skills building sequence of courses that provides students with a formidable foundation in skills, knowledge and creativity in digital and new media. It is, in effect, the core of their studies in IFDM.

It is not permissible to deviate from the sequence of the IFDM Core courses. Each IFDM Core course must be taken in order, semester-to-semester, and year-by-year without skipping or doubling in courses. The only semester in which two IFDM classes are taken together is in the senior year. These courses are IFDM 400 and IFDM 450, taken as co-requisites in the senior fall semester, and IFDM 410 and IFDM 451 taken as co-requisites in the senior spring semester.

Students in the BFA or BA degree plans in IFDM are required to take CS 105L in their first semester in IFDM along with IFDM 205L. While nothing prevents a student from registering for CS 105L (registration restriction, for example), it should be taken as listed in the IFDM core sequence of courses. Students in the BS or BBA degree plan for IFDM are required to complete CS 152L by the end of their second semester in IFDM. Students who do not complete either of these CS courses by the end of their second semester in IFDM may not be allowed to register for IFDM 205L in their third semester, as per the required sequence of the IFDM Core courses.
**IFDM Electives**

IFDM elective courses are topics courses numbered IFDM 250 and IFDM 491. They are offered on a cyclical pattern. Topics vary by semester, and some are offered every-other semester, or every-other year. Please check with the Department of Cinematic Arts staff or your college advisor for information about current semester electives as well as upcoming semester electives in planning your schedule, career path or specialization. IFDM electives 250 and IFDM 491 are repeatable for credit as long as the topic is different for each IFDM 250 and IFDM 491 course the student enrolls in and plans to use towards graduation. Please see the UNM Catalog for more information on IFDM electives and topics courses. IFDM 250 and IFDM 491 classes are open to all UNM students. Students should check with the academic advisor in their degree-granting program to determine applicability of IFDM 250 and/or IFDM 491 courses to their degree.

**IFDM Undergraduate Departmental Honors**

*College of Fine Arts:*

The purpose of the departmental honors program is to expand and strengthen the student’s knowledge of his/her major field of study through a more intense focus, to correlate this knowledge with the knowledge acquired in related fields and in the larger area of the student’s university education; and to bring students under closer guidance of, and into closer acquaintance with, teachers in their major field. To be eligible for the departmental honors program in the College of Fine Arts, the applicant must have achieved a cumulative grade point average of 3.5 on a minimum of 60 hours in residence at UNM. For more information, please contact the College of Fine Arts Success Center when you have reached eligibility.

*Anderson School of Management:*

Anderson honors is awarded to students with 30-59 credits completed at UNM with the following GPA: Cum laude 3.50 – 3.74; Magna cum laude 3.75 – 3.89; Summa cum laude 3.90 and above. This honors is indicated in the Anderson graduation ceremony program only. Students with 60 or more credits receive UNM Honors – this is indicated in the program, and on their diploma.

*Communication & Journalism in the College of Arts & Sciences:*

Departmental Honors are optional for C&J majors with a 3.5 GPA. Students interested in this option should meet the semester before the last full year of their study with the C&J department advisor to discuss the project/thesis idea, and begin registration for the honors process.

*The BS in Computer Science with IFDM in the School of Engineering:*

The Computer Science department offers departmental honors students participate in 6 credit hours of individual study research, write and defend thesis. 3.2 eligibility required. Should inquire by beginning of junior year and a 3.2.

**Academic Standing in IFDM**
IFDM students are subject to the probation and suspension policies in the Host College/School from which they are pursuing the IFDM degree as outlined in the UNM Catalog published at http://catalog.unm.edu/catalogs/2013-2014/.

Probation and Suspension from UNM

IFDM students who are not making satisfactory academic progress toward their degree requirements are subject to the UNM policies on probation and suspension as described in the Student Services Information section of the UNM Catalog, including in the IFDM Host College/School policies. The Host College/School (degree granting unit) will work with the student to help the student raise his/her GPA.

Dismissal from IFDM Degree

The IFDM Chair reserves the right to dismiss a student from further enrollment or participation in the degree program if the student is not making adequate progress in IFDM Core courses, or in any of the following cases: When a student fails to demonstrate reasonable progress in their professional development in IFDM; When a student whose conduct reveals or creates a persistent inability to work effectively with others or an unwillingness to adhere to generally recognized standards or professional behavior; when a student does not consult their college and program advisor prior to registering each semester; when a student whose recorded final semester grade in an IFDM Core curriculum course is below a 2.00 GPA; when a whose recorded final cumulative grade point average for the IFDM Core falls below 2.00 in the most recent semester; when a student is not admitted into an IFDM Host College/School by the time they are ready to begin IFDM 310; when a student is deemed disrespectful, disruptive or threatening to IFDM peers, faculty or staff in IFDM classes, events and programs; when a student is irresponsible or neglectful of IFDM property and equipment including classroom space, computers, equipment and other IFDM spaces and technology; when a student fails to successfully complete an IFDM Core course in three attempts.

A student who is dismissed from the IFDM degree program will be notified by email correspondence. The student may arrange an appointment with the Department Chair of Cinematic Arts by calling the Department reception desk at 505-277-6262 or emailing the Chair directly.

Readmission to IFDM

An IFDM student who has been dismissed from the IFDM Degree Program may be readmitted. If a student has left the degree program for a period of time, whether in good or poor academic standing, he or she may or may not be readmitted. Consultation with the IFDM Chair, college advisor and IFDM manager is required. A student may be asked to submit a petition or letter of intent describing the reasons for requesting readmission to the academic advisor and program may be requested from the student to submit to the director. The ultimate approval of any IFDM petition rests with Department of Cinematic Arts Chair.

In the event that a student has been dismissed from the IFDM degree program, and is requesting to be readmitted to the degree program, then the student must be in good academic standing in his or her Host College/School and must have resolved any situations that were a result of the initial dismissal of the student from the program. Request for readmission to the IFDM degree program should be submitted in writing to the Department of Cinematic Arts Chair 30 days prior to registration of the semester for which the student wishes to enroll.
**CINEMATIC ARTS Facilities and Equipment**

**Facilities**
The Cinematic Arts Department operates out of three facilities in Albuquerque – two on UNM’s main campus, and one at Mesa del Sol in south Albuquerque.

**CINEMATIC ARTS on UNM Main Campus**
CINEMATIC ARTS’s main campus facility is located at:
3rd Floor CERIA Building (Bldg 83 on Campus Map)
Yale Mall
Phone: 505-277-6262

The CERIA Building is on the Yale Mall just north of the Art Building. Administration and faculty offices, classrooms, equipment room, edit rooms, student lounge and Cinematic Arts conference room are located on the 3rd floor.

Additional main campus facilities located at:
Robert Hartung Hall (Bldg 158 on campus map)
2414 Central Avenue SE
Albuquerque, NM 87106
Phone: 505-277-2286

Cinematic Arts shares Hartung Hall with the College of Fine Arts’ Theatre Department. This location is physically located on the southwest corner of Central Avenue and Stanford Drive, next to the Frontier Restaurant. The building houses two CINEMATIC ARTS computer labs (Mac and PC), a higher-end teaching classroom.

**CINEMATIC ARTS at Mesa del Sol**
CINEMATIC ARTS’s Mesa del Sol facility is located at:
5700B University Blvd West
Albuquerque, NM 87106
Phone: 505-277-3656

This facility is south of UNM’s main campus, about a 15 minute drive from Robert Hartung Hall. Directions to CINEMATIC ARTS Mesa del Sol from main campus:
- West on Central Avenue to I-25
- I-25 south to the Rio Bravo Exit
- East (left) on Rio Bravo to University Blvd West (Rio Bravo ends here)
- South (right) onto University Blvd West
- Drive south to the end University Blvd – the Aperture Center marks the end of the road

CINEMATIC ARTS is located within the large glass building called the Aperture Center. CINEMATIC ARTS is in the eastern portion of the building, closest to Albuquerque Studios. Parking is free, and behind the Aperture Center.

The Mesa del Sol facility is a beautiful new building, designed for state-of-the-art digital learning. It was built in proximity to Albuquerque Studios to facilitate collaborations with the film industry and other high-tech industries that operate at Mesa del Sol. CINEMATIC ARTS operates over three floors in this facility. The first floor houses a 120-seat theatre for screenings and instruction, as well as a large flexible space called the “black box” that can be used to produce live productions, build sets, and film shoots (including using green screen). The second floor has two computer labs (Mac and PC), a server room/render farm, and equipment check-out room. Third floor contains various project rooms designed for faculty and students to produce creative work for class and research, a sound recording lab and mixing booth, and staff and faculty offices and meeting space. There is ample open meeting and study area on the third floor for students and faculty.
Shuttle
UNM provides free bus service to CINEMATIC ARTS Mesa del Sol from UNM’s main campus. The route schedules vary from semester to semester, depending on classes offered at Mesa del Sol. Current schedules and rider instructions are always located on the CINEMATIC ARTS website (cinematicarts.unm.edu).

Reserving Space for Student Projects
Course-related use of all buildings should be dictated and coordinated through the instructor of that course. CINEMATIC ARTS students are encouraged to use these resources for independent projects as well. To schedule rooms for class related projects, or approved special projects, at CERIA, Hartung Hall or Mesa del Sol, email the main Cinematic Arts office (cinema@unm.edu). Include "Room XXX Request" in the subject line of your email. Additional forms may be required, depending on the nature of your request. Room requests will be granted based on the nature of the proposal and availability. For non-course related projects a Special Support Project request form can be obtained from the CINEMATIC ARTS website (cinematicarts@unm.edu) or by visiting http://goo.gl/forms/FRKpgx4l8D. Instructions are on the form.

CINEMATIC ARTS Facilities Overview
Below is a description of computer and equipment resources available to CINEMATIC ARTS students in all buildings, and CINEMATIC ARTS computer use policies.

CERIA - Main Campus
Bldg. 83
CERIA- main campus
Bldg. 83
Equipment Room 304
- Variety of digital camera models, including Canon Rebel T3i, T5i, T6i, Canon Vixia, Canon 5D Mark II and Mark III, Panasonic GH4, Blackmagic Pocket Camera, Sony EX-3, and a RED Scarlet Mysterium-X.
- Variety of portable sound recorders, microphones and mixers
- Variety of portable lighting systems both incandescent and LED
- Glidecam
- General grip equipment
- Portable green screen and suits
- 16mm film equipment, including Bolex H16 cameras and an Arriflex 16, and splicers.

Editing Rooms
All rooms have iO2 digital mixer and powered speakers.
- Four rooms with MacBook Pros running Adobe CC and Apple Final Cut Pro X
- One room with MacMini running Adobe CC and Apple Final Cut Pro X
- One room with iMac running Adobe CC and Apple Final Cut Pro X

Advanced Edit Room 1
- Mac Pro running Adobe CC, Apple Final Cut Pro X, and Avid Media Composer
- Dual screens.
- Avid Artist User Interface with Digital Mixer
- Analogue Mixer
- 1 TB Secondary Hard drive.
16mm Editing Room
- 6 Plate Steenbeck Editing Table

Hartung Hall – main campus
2414 Central Ave SE

PC/Mac Hybrid Lab Rm 108
- 10 Dell T7910 Workstations
- Dual Intel Xeon 6Core 2.4GHz Turbo processors
- 32GB RAM
- GeForce GTX 980 Graphics Card
- Dual Display – One 22 inch standard and one 24 inch ultra sharp
- 9 Apple iMAC Workstations
- Single Quad Core 2.26GHz Processors
- 8GB RAM
- 256GB RAM Hard Drive
- 1TB Secondary Hard Drive
- 3 Apple MAC Pro Workstations
- Dual Quad Core 2.26GHz Processors
- 8GB RAM
- Dual projection system, instructors workstation, 5.1 Surround Sound, Wacom interactive pen display and AV connections for external devices

MAC/PC Hybrid Lab Rm 106
- 16 Apple iMAC Workstations
- Single Quad Core 2.26GHz Processors
- 8GB RAM
- 256GB RAM Hard Drive
- 1TB Secondary Hard Drive
- 2 Dell T7910 Workstations
- Dual Intel Xeon 6Core 2.4GHz Turbo processors
- 32GB RAM
- GeForce GTX 980 Graphics Card
- Dual Display – One 22 inch standard and one 24 inch ultra sharp
- Single projection system, instructors workstation, 5.1 Surround Sound, Wacom interactive pen display and AV connections for external devices

High End Lab Rm 100
- Dual projection system, instructors workstation, 5.1 Surround Sound, Wacom interactive pen display and AV connections for external devices

Mesa Del Sol
5700B University West Blvd SE

Screening Theatre/Lecture Hall
- Dual HD projection system
- Dolby 7.1 Surround Sound
- 3D projection system
- 27' X 11' Ultra Wide Screen
- 116 Seats
- Integrated AV switching system for performances
- Instructors workstation, Wacom interactive pen display and AV connections for external devices

**PC Lab**
- 20 Dell T7910 Workstations
- Dual Intel Xeon 6Core 2.4GHz Turbo processors
- 32GB RAM
- GeForce GTX 980 Graphics Card
- Dual Display – One 22 inch standard and one 24 inch ultra sharp
- Dual projection system, instructors workstation, 5.1 Surround Sound, Wacom interactive pen display and AV connections for external devices

**MAC Lab**
- 20 Apple MAC Pro Workstations
- Dual Quad Core 2.26GHz Processors
- 8GB RAM
- Dual Display – Both 24 inch HD cinema quality and Dell Ultra Sharp
- Dual projection system, instructors workstation, 5.1 Surround Sound, Wacom interactive pen display and AV connections for external devices

**Flexible Production Lab**
- Programmable ETC lighting control system w/ 25 spot lights, 16 Fresnel’s and 16 LED wash lights.
- Full audio mixing and recording station with Presonus 24.4.2 board
- Green Screen Cyclorama and portable walls
- 7.1 Surround Sound system
- Flexible Crestron AV switching system

**Sound Lab**
- Several sound editing workstations Pro Tools, Logic
- Sound mixing and recording station Pro Tools, Logic

**3rd Floor Project rooms**
- These rooms will be allocated for specific student and faculty projects and equipped with a variety of Audio/Visual, Computer equipment based on the project specific needs.

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**CINEMATIC ARTS Computer Labs and Classroom Use Policy**

**Philosophy and Intent**
CINEMATIC ARTS computer labs and classrooms are intended to provide the computing and audio visual support for students and faculty necessary for course work, research and special projects. Because these labs will have a restricted user base, it is the intent to make these facilities as available as possible.
Great responsibility will be placed on the students and faculty to take good care of facilities and equipment and insure that any misuse is reported and mitigated as soon as possible.

These are your labs, take good care of them!!

Please report any misuses or neglect of CINEMATIC ARTS equipment to either of the following ASAP:
Michelle Evans
System Analysts II
mtevans@unm.edu
277-3652  Or call the main CINEMATIC ARTS number @ 277-6262

Acceptable Use Policy
Acceptable computer use policy will be governed by standard UNM Policy 2500 unless otherwise specified in this document.

https://policy.unm.edu/university-policies/2000/2500.html

Hours of Operation
Unless otherwise posted, CINEMATIC ARTS Labs and Classrooms will be available from 7am to 12pm, 7 days a week, to maximize productivity for students and faculty.

Specific labs may be restricted to usage for specific classes or projects.

* CERIA Building individual edit rooms are available during the hours when the equipment cage is open. Students may reserve edit rooms through the cage. The Advanced Edit rooms are available only to students in specified advanced classes, or by special permission.

Use of any CINEMATIC ARTS facility outside of class time and normal lab hours must be scheduled in advance. Examples are the Theater and Flex Space at Mesa del Sol. Use of these rooms must be scheduled in advance by contacting the main office at cinema@unm.edu.

Security and Access
Each student and faculty will have an alarm code and electronic card (Lobo Card) access to facilities based on classes they are enrolled in. **If a facility/room has an alarm, it is the responsibility of the last person to leave to arm the system.** The Lobo Card access system will provide an audit trail of who entered the facility. General access to the front doors, MAC labs and PC Labs will be 7 AM to 12 PM, 7 days a week excluding holidays. You may continue to work past 12 PM if you are already in the lab.

Each lab will be outfitted with one or more security cameras to monitor and record activity. Some cameras will be visible and some not.

Please call UNM Police @ 277-2241 or 911 for any unsafe, criminal or threatening activity going on in or near the facility. If working after hours or on weekends it is recommended that you travel in groups. If you feel the need for a security escort, call UNM Police, make sure you inform them of your correct location:

CINEMATIC ARTS Main Campus Facility
CERIA Building
Appropriate Computer Usage
Use of computers and lab facilities is for CINEMATIC ARTS coursework, projects or research. Usage outside this scope, such as personal use or for other classes is not allowed. Abuse of this could result in revocation of access. In order to meet student and faculty needs installation of specific shareware or freeware is allowed with permission. The CFA IT department must be notified if software is installed in order to review for security purposes and to add to our Image list. Tampering with hardware or software settings to intentionally disable or cause harm to a computer will not be tolerated. Please notify your instructor to contact CFA IT if you feel there is an issue with a computer or the system requires configuration changes. Instructors will submit a CFA IT help ticket at: cfahelp.unm.edu
Violation of the above, UNM Policy 2500 or activity deemed malicious or inappropriate as determined by the CINEMATIC ARTS Chair may result in mean expulsion from the CINEMATIC ARTS program, possible suspension or expulsion from UNM and legal action against the perpetrator.

Examples of unacceptable use include but are not limited to:
- Deletion of files other that your own personal work
- Deletion of installed software
- Subverting or disabling any security measures
- Installing malware or spyware
- Viewing or saving sexually explicit material

Technical Support
CFA IT will provide technical support for labs and classrooms on a limited basis.

General
- No food or drink except liquids in a non spill container.
- Last person to leave must arm the alarm system
- Removing any piece of equipment from the lab without consent and approval of CINEMATIC ARTS is not allowed.
- Please be considerate of others, limit cell use and loud talking. Keep computer speaker volume to a minimum or use headphones.
- Large rendering processes must be conducted after 5pm or on weekends.
- Renders must be coordinated with CFA IT support and shouldn’t interfere with classes
CINEMATIC ARTS Equipment Checkout & Use Policy

Intent
CINEMATIC ARTS has a variety of Camera, Sound, Lighting, Grip, Computer and A/V equipment for checkout to be used in conjunction with CINEMATIC ARTS classes, research and events. This equipment is intended primarily for CINEMATIC ARTS students, Faculty and Staff. This policy governs the use of CINEMATIC ARTS equipment.

Conditions of Use
Also an Equipment Checkout form, available in the Equipment Room, must be filled out at the time of checkout. By signing the Equipment Checkout form individuals accept Financial Responsibility. Individuals and Organizations checking out equipment are responsible for returning the equipment on time and in good condition. Failure to return equipment on time will result in a temporary suspension of equipment checkout privileges and a late fee of $10/day will be placed on their account at the Bursars’ Office that may impede the issuance of grades, the ability to register or graduate. Late fees must be paid at the Bursar’s office and provide a receipt of payment to CINEMATIC ARTS staff to remove the suspension. Individuals or Organizations are financially responsible for damaged, lost or stolen equipment. Individuals or Organizations financially delinquent due to damaged, lost or stolen equipment may have a replacement fee placed on their account at the Bursars’ Office which will impede the issuance of grades, the ability to register or graduate. Individuals and Organizations checking out equipment are responsible of inventorying equipment and ensuring all missing and damaged pieces are noted on the CINEMATIC ARTS Equipment Checkout form before leaving. Individuals or Organizations who do not comply with this policy may also lose their privileges to checkout equipment or use CINEMATIC ARTS facilities. This determination will be made at the discretion of the CINEMATIC ARTS staff and CINEMATIC ARTS Director. Students may be asked to provide proof of registration for a particular class at any time.

Equipment Room Hours of Operation
The equipment room is located in CERIA Building, 3rd Floor. Hours of operation will be posted on the door and sent out to all students via e-mail at the beginning of each semester. Equipment may not be checked out outside normal hours.

Equipment may be reserved via the equipment check out form posted on the CINEMATIC ARTS website (equipment@unm.edu) or by visiting http://goo.gl/forms/oZyFavv5Cz. You must place your request at least 24 hours in advance. An CINEMATIC ARTS staff member will verify if the equipment is available by sending you an email confirmation. During breaks and summer there are no normal equipment room hours. Equipment is available only for special projects that have been approved in advance. Any equipment needs must be authorized and picked up at a scheduled time. A Special Project Request Form must be filled out and submitted to the CINEMATIC ARTS staff. Special Support Project request form can be obtained from the CINEMATIC ARTS website (cinematicarts.unm.edu) or by visiting http://goo.gl/forms/FRKpgx4l8D.

Equipment
Equipment availability is based on the following three categories:
- General CINEMATIC ARTS use – available to all CINEMATIC ARTS students, faculty and staff, first come–first serve.
- Limited CINEMATIC ARTS use – available to students taking a specific class, first come–first serve.
- Restricted CINEMATIC ARTS use – available only to specific individuals or groups, checkout must be pre-arranged.
Categories of equipment are determined prior to each semester based on the courses offered and their needs. Inquire with the Equipment Room staff if you have any questions.
Some equipment requires the completion of certain classes or training prior to checkout. Please enquire at the equipment room for details.

**Authorized Individuals and Organizations**

Equipment is available to Cinematic Arts students, faculty and staff for the purposes of education, research and special events. Non-Cinematic Arts Majors may use some Cinematic Arts equipment if they are taking a Cinematic Arts class or involved in a class related project. Arrangements for this type must be agreed upon between a Faculty sponsor and the Cinematic Arts System Analysts prior to the start of the semester or intersession.

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1 Updated 8.5.15
Safety at Cinematic Arts

LoboGuardian is a mobile app that increases user safety by creating a virtual safety network of friends and family. Download the app to your phone or gather more information on its many features by visiting http://loboguardian.unm.edu/

Mesa del Sol facility:
At the Mesa del Sol facility you can find an emergency phone located on the first floor kitchen space. Please limit your calls on this and only use it in emergencies. Mesa del Sol is serviced by the Bernalillo County Sheriffs office rather than UNM’s campus police. If there is an emergency at Mesa del Sol you should call 911.

Hartung Hall facility:
Please use caution when entering or exiting the Hartung facility. Its location on Central can attract some unwanted visitors. It is best to work in pairs when staying past regular hours. Dialing 911 from a campus phone will direct your call to UNM’s campus police. You can also call 277-2241 to report an incident or for assistance from UNM’s campus police. It is important that you give them direct instructions on where you are located. The building is called Robert Hartung and it is building #158 on the campus map. You can also call UNM’s campus police at 277-2241 to request an escort to your car from Hartung.

CERIA facility:
CERIA (also known as the Center for Environmental Research, Informatics and Art) is Building #83 on the campus map, and the Cinematic Arts main office is in room 370 on the third floor (open 9am to 5pm, Monday-Friday). On weekdays, the front door to the building is open until 6:30 pm. The third floor door leading to the outside stairs is open until 9:00pm, Mondays through Thursdays, and until 6:30pm on Fridays. Dialing 911 from a campus phone will direct your call to UNM’s campus police. You can also call 277-2241 to report an incident or for assistance from UNM’s campus police. The CERIA street address is 302 Yale Blvd NE.

For general emergency information, please visit http://campussafety.unm.edu/

UNM Resources
UNM is known as a place of plentiful resources for student academic and social successes.

To check out our IFDM Website and our Partner Colleges/Schools:
- IFDM: [https://ifdm.unm.edu](https://ifdm.unm.edu), and IFDM advisors: [http://ifdm.unm.edu/wordpress/?page_id=15](http://ifdm.unm.edu/wordpress/?page_id=15)
- Anderson Schools of Management: [http://www.mgt.unm.edu/](http://www.mgt.unm.edu/)
- College of Arts & Sciences: [http://www.unm.edu/~artsci/](http://www.unm.edu/~artsci/)
- College of Fine Arts: [http://finearts.unm.edu/](http://finearts.unm.edu/)
- School of Engineering: [http://www.soe.unm.edu/](http://www.soe.unm.edu/)

To get to Lobo Web:
- [https://my.unm.edu](https://my.unm.edu)

Other helpful links:
- Accessibility Resource Center: [http://as2.unm.edu/](http://as2.unm.edu/)
- Center for Academic Program Support: [http://www.unm.edu/caps/](http://www.unm.edu/caps/)
- Dean of Students Office: [http://dos.unm.edu/](http://dos.unm.edu/)
- Libraries: [http://www.unm.edu/libraries/](http://www.unm.edu/libraries/)
- LoboTrax: [http://www.unm.edu/admissions/lobotrax/](http://www.unm.edu/admissions/lobotrax/)
- Testing Center: [http://test.unm.edu/](http://test.unm.edu/)

Lobo Career Connection
Lobo Career Connection is UNM's career portal and on-campus recruiting site. Log on to Lobo Career Connection to...
- Gain access to hundreds of internship, co-op and post-graduate opportunities specifically for UNM students
- Sign up for on-campus recruiting (OCR) and company employer information sessions
- Upload your job-specific resumes, cover letters and other application documents
- Publish your resume in our resume books that are accessible to top local and national employers
- Research employer contact/industry information
- Learn about upcoming Career Services events

Visit [http://www.career.unm.edu/students/lcc.php](http://www.career.unm.edu/students/lcc.php) to register with Lobo Career Connection

Career Advisement
Career Development Facilitators are available to by appointments or a walk-in basis to assist you with assessing abilities, interests and values, clarifying career goals, writing a resume or cover letter, preparing for interviews, conducting a job search, or preparing to attend graduate school. Call the Career Services office at 277-2531 to schedule an appointment or visit them during our walk-in hours. For more info visit their website at [http://www.career.unm.edu/students/career_advisement.php](http://www.career.unm.edu/students/career_advisement.php).

Anderson Career Services
Anderson's Career Services Office provides personalized career advisement, full-time and part-time internship opportunities. Visit their website at [http://jobs.mgt.unm.edu/](http://jobs.mgt.unm.edu/).
There is free shuttle service to the Department of Cinematic Arts’ IFDM facilities at Mesa del Sol for students. The shuttle departs from, and returns to UNM’s George Pearl Hall. Schedules are published and posted at IFDM facilities at UNM and at Mesa del Sol each semester, and as changes require. Students can access the shuttle schedule online at ifdm.unm.edu. There is no fee for UNM students. Please always carry your Lobo ID for identification as a University of New Mexico student for the shuttle, and for any other University service.

George Pearl Hall on UNM Main Campus, Redondo Road, looking West. The shuttle departs and returns from this location.

Shuttle Service sign (detail) at George Pearl Hall. The schedule will be displayed at this stop sign each semester, and with any updates or changes.
Directions to the Department of Cinematic Arts Facilities at the Aperture Center at Mesa del Sol:

1. Take I-25 South

2. Travel South on I-25 to Rio Bravo Exit

3. Exit onto Rio Bravo Blvd, head East, under the freeway to University Blvd West

4. Turn right (South) on University Blvd.

5. Go South to the end of University Blvd. - Pass the snake sculptures, soccer fields and businesses (around 3.5 miles).

6. IFDM facilities are in the glass building called the Aperture Center at the end of University Blvd. Enter the building on the East/North East entrance.

(The road will make take you around the building and you can park on the east side or in the back parking lot.)
IFDM students take classes, work on projects, productions and meet here, as well as at Hartung Hall and CERIA on UNM’s main campus. These state of the art facilities provide the latest technology for students to produce high quality work. Additionally, they are high quality learning environments where students, faculty and staff meet regularly, including for events like the end of the semester “Student Showcases.” A cinemascope size movie screen inside the Theatre, project rooms, MAC and PC labs, sound booth, and a Green Screen and FlexSpace are among the resources that UNM’s Department of Cinematic Arts offers to students, faculty and staff at the Mesa del Sol facilities. The Aperture Center facilities along with those at Robert Hartung Hall, offer teaching and learning environments and are venues that foster, represent and exhibit IFDM students’ talent and skills.
A floor plan of the Interior of Department of Cinematic Arts' Facilities at Mesa del Sol:
Department of Cinematic Arts IFDM Degree Student Work

Department of Cinematic Arts IFDM students premiere their work at the end of each Fall and Spring semester in the “IFDM Student Showcase” among at other UNM, and community venues. The IFDM Showcase is a forum through which IFDM students present and exhibit their work to fellow classmates, faculty, UNM community, and the film and digital media industry. All IFDM degree students are required to attend the Student Showcase, which takes place at the end of every semester.

Just a glimpse at IFDM students’ work shows IFDM student Luke Waruszewski photographing a scene for a movie. The animation still below is from a short-subject animation by IFDM student Evan Slagle.

Photo by Nick Nelson ©

Still from animation by Evan Slagle ©
**IFDM Student Success**

IFDM students are accomplishing many successes not only after graduation, but also during their tenure in their IFDM studies. IFDM students collaborate with each other in formal class collaborative projects, and on independent projects. Many IFDM students accomplish scholarships, honors, internships, and work with local production companies. Students graduating with the IFDM degree have gone on to be accepted to graduate school and have achieved employment in the new and digital media industry both locally and out of state. These are some of the many accomplishments and successes of students in the IFDM degree.

**IFDM Alum Profile: Jeremy Bernstein**

Born and raised in rural northern New Mexico, Jeremy turned to the internet and computers to stay connected to a larger world. Upon graduation from Wagon Mound High School in 2007 Jeremy entered the University of New Mexico’s brand new Interdisciplinary Film and Digital Media (IFDM) as a Fine Arts student set on making digital art for film. For the next two years Jeremy studied in the Fine Arts program until transitioning in 2009 to the Computer Science degree plan in IFDM. The following two years Jeremy continued to pursue technical visual effects and film work. For his senior IFDM project in 2012, Jeremy was technical supervisor of a team of student programmers in developing a video game using the Unreal Development Kit called **Alloy**. During his final year at UNM Jeremy began working with HTML5 and JavaScript app development. After graduating from UNM’s School of Engineering in May 2013, Jeremy accepted a position with Sony Entertainment of America's Gaikai team as a Jr. Web Developer helping develop the PlayStation 4's cloud streaming service.

Jeremy Bernstein aboard the Rail Runner Express in New Mexico, 2013
File photo and profile provided by Jeremy Bernstein
<table>
<thead>
<tr>
<th><strong>Ten Tips for Academic Success</strong></th>
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<tr>
<td><strong>1</strong> Go to class! You make it much more difficult to pass a class when you do not attend.</td>
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<td><strong>2</strong> Prepare for class! Keep your course syllabi for each class handy and review them often.</td>
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<td><strong>3</strong> Engage in class! Show that you are actively listening. Participate in class discussions and ask questions. Instructors can tell who is paying attention and prepared even in large lecture classes.</td>
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<td><strong>4</strong> Talk to your professors! Do not be afraid to approach professors if you do not understand something.</td>
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<td><strong>5</strong> Keep track of your assignments and due dates in a planner or calendar. Turn your assignments in on time and block off enough time to study for tests.</td>
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<td><strong>6</strong> Work every day! Study and practice every day. You will retain more in three 20-minute sessions vs. one 60-minute “cram” session.</td>
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<td><strong>7</strong> Get the email address or phone number of at least one other person in the class so you can compare notes or contact them if you are absent.</td>
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<td><strong>8</strong> Eat, sleep, and exercise. Lack of sleep, nutrition, and stress can make it really difficult to concentrate and understand new or difficult material. So… eat well, sleep plenty and keep things in perspective!</td>
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<td><strong>9</strong> Get plugged in. Find study groups, friends to work with, and people to have a little fun with.</td>
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<td><strong>10</strong> Know your resources! There are a ton of resources on campus to help you succeed. Sometimes all you need is to be pointed in the right direction.</td>
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