

IFDM Spring 2017 Elective Course Offerings

(The following courses are open to any UNM student)

IFDM 105L.001/002 Intro Film & Digital Media (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
42517	001	MW	10:00-10:50am Lab 10:00-11:50am	Center for Art 2018 Hartung 108	Peter Lisignoli	plisign@unm.edu
42518	002	MF	10:00-10:50am Lab 10:00-11:50am	Center for Art 2018 Hartung 108	Peter Lisignoli	plisign@unm.edu

Course Description: Intro to Film and Digital Media offers students a survey into the many processes, platforms, and techniques that have found new form in the digital age. Students will learn techniques in animation, concepts in game design, and the latest processes in digital cinema. Along with acquiring technical skills, students will become familiar with the historical and theoretical contexts driving recent media production. Both sections meet Mondays for lecture and class discussion. For studio hours, Section 1 meets Wednesdays from 10 to 11:50am, and section 2 meets Fridays from 10 to 11:50am.

IFDM 250.004 Intro to Game Development (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
39027	004	TR	3:00pm-4:15pm	Mesa del Sol 210	Nathan Fabian Jonathan Whetzel	ndfabian@gmail.com jon.whetzel@gmail.com

Course Description: In tandem with innovations of modern computing machines, people have been devising ways to “play” with these systems through programming games on these devices. Video games have matured into an expressive medium rooted in using algorithms as the means for constructing interactive experiences. Building these games requires an understanding on principles of interactive design, computer science, and storytelling. This course serves to provide fundamental knowledge on the process of video game development. Students will gain this hands-on experience on through altering existing games and making their own creations.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 10-15 minutes from Main campus). Free shuttle service to and from Mesa del Sol for students.*

IFDM 491.001 Photography for Film and Digital Media (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
37622	001	TR	3:00pm-4:30pm	Mesa del Sol 110	Roberto Rosales	rrosal01@unm.edu

Course Description: In this course we will study photography techniques and fundamentals associated with digital media, such as: camera functions, exposure, digital files, basic process skills in Photoshop and Lightroom, with a concentration on lighting with a constant light source as well as strobe, in the studio and on location. Students will be introduced to the basic technology necessary for the production of their art work, as well as learning about the visual arts, how to look at and critique photography, photographic vocabulary, using tools such as framing, composition, “rule of thirds,” light, texture, patterns, ones, symmetry, depth of field, perspective, culture, space, balance, color and black and white photography, and be introduced to many works by well known photographers. Students will be expected to demonstrate an ability to use the tools competently in the production of their work; however, the production and analysis of expressive and thoughtful art work is the main objective of this course. Furthermore, we will look at the connection between still photography and cinematography in filmmaking, and ultimately investigate the challenge of telling story within a single frame. Crosslisted with MA429.007.

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IFDM 491.002 History of Film II: The Sound Era (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
40821	002	W	5:30pm-9:00pm	Center for Art 2018	Peter Lisignoli	plisign@unm.edu

Course Description: A study of major fictional, documentary, and experimental films from around the world in relation to aesthetic, political, and social concerns that dominate the history of the sound era from its beginnings in 1927 to the present. Students will explore the nature and purposes of film as debated by filmmakers, critics, and theorists. Crosslisted with MA327.001.

IFDM 491.003 Advanced Cinematography (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
38228	003	W	9:00am-11:30am	Mesa del Sol 110	Barry Kirk	barrykirk@unm.edu

Course Description: Advanced Cinematography will focus on the art of seeing through a motion picture camera. Working in teams with the RED Camera, students will shoot independent projects and participate closely with IFDM Capstone students. Crosslisted with MA429.008.

Pre-requisites/Desired Skills: It is highly recommended that students have taken IFDM491 Cinematography with the RED Camera, or have a fundamental knowledge of the RED Camera or other advanced digital motion picture systems.

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IFDM 491.004 Sound for Media (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
42515	004	W	1:30pm-4:00pm	Mesa del Sol 100	Sam Negri	snegri@unm.edu

Course Description: This class is an application of the skills acquired in the Fundamentals of Audio class. We will cover history of audio for pictures, synchronization of audio for pictures, a simple breakdown of how the audio workflow operates, dialogue editing, foley performance and editing, sound effects editing, music editing and placement, background audio, surround mixing consideration and a final mix, and organization of tracks for the mixing stage. Crosslisted with MA429.009.

Pre-requisites/Desired Skills: audio fundamentals and music fundamentals.

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IFDM 491.005 Framing the World (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
35953	005	M	1:00pm-3:30pm	Hartung 100	Jessamyn Lovell	jlovell@unm.edu

Course Description: This course will introduce students to a variety of approaches and techniques used to tell stories. Emphasizing visual composition, students will work with tools to enhance and support storytelling techniques. No prior experience with digital media is required other than a basic familiarity with computers and digital cameras or phones. Crosslisted with MA429.006.

IFDM 491.006 Advanced Animation (3 crs) ** Online course fee: \$100

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
42657	006		Online		Brad Swardson	swardson@unm.edu

Course Description: This course will build on the basic techniques learned in Animation I. Focus will be on how to analyze and implement correct physical movement of the human body in Maya. Emphasis will be placed on creating solid, more finished looking animation for bipedal characters. Concepts like strong posing, blocking, sound synchronization, walk cycles, action analysis, shot planning, advanced graph editor curve operations, timing, and storytelling poses. A solid understanding of basic human-form kinematics is the main focus of the class, providing a foundation for upcoming courses.

Pre-requisites: Animation 1

IFDM 491.009 Creative Design Thinking (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
37624	009	MW	9:00am-10:15am	Mesa del Sol 200	Mira Woodson	mirarose@unm.edu

Course Description: Visual design permeates our lives. Every logo and advertisement, every film and painting, every book and building have been at least to some degree created with a rudimentary understanding of certain basic visual elements. Those elements of design are the building blocks for any successful artistic endeavor. Good design is clear, creative and memorable. Bad design is clumsy, awkward and difficult.

This course looks at how the basic elements of design are used. Students will identify examples of both good and bad design with an eye creating and solving design problems of their own. Assignments will ask students to explore the basic use of color, form, composition, and typography, allowing them to develop a language to solve complex visual problems. Crosslisted with MA429.003.

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IFDM 491.011 Alfred Hitchcock (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
43254	011	M	5:30pm-9:00pm	Center for Art 2018	Dr. James Stone	jstone@unm.edu

Course Description: This course will explore the nature of suspense in relation to surprise and shock. In making such distinctions, we will look at various genres to see how Hitchcock represents and transcends them. The director's approach to sexuality, gender, and nationality will also be explored. Our central goal is to arrive at some idea of what constitutes the distinctiveness of Hitchcock's cinema. Crosslisted with MA337.001.

IFDM 491.012 Science Fiction Film History (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
43255	012	R	5:30pm-9:00pm	Center for Art 2018	Nina Fonoroff	nfonoroff@aol.com

Course Description: As the renowned 'Star Trek' series commemorates its fiftieth year on our airwaves and movie screens (and within our consciousness), there's perhaps no better time to explore the many ways films have depicted possible futures, on our own planet and beyond it. From humans in outer space, to "others" intrusions on our Earthly existence, to visions of utopias and dystopias that propose ways we might live in the future, we will view scenarios from the imaginary realms of screenwriters and filmmakers who have worked in the Science Fiction genre. Climate change, immigration, fantasms of differently 'raced' and gendered bodies, the threat of totalitarianism, anxieties about runaway technology: these are among the ever-pressing issues that are invoked within the Sci-Fi genre, with its unique capacity to tell stories that are essentially about our present obsessions through prognostications about the future. Our work will consist of film viewings, readings, writings, and discussions. We ask how (and why) these persistent questions are continually re-envisioned by our collective imagination, all coming back to what may be the most pertinent question of all: what it means to be human. Students are required to write a series of response papers, a midterm paper, and a final essay. Crosslisted with MA330.004.

IFDM 491.013 Found Footage (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
43256	013	W	5:30pm-9:00pm	CERIA 365	Nina Fonoroff	nfonoroff@aol.com

Course Description: Throughout the history of independent filmmaking, many artists have re-edited home movies and newsreels, "industrials," feature films, instructional and educational films, and other ephemera to create original works of film art. These "found-footage" films have been conceived as social and political commentaries, as aids to the filmmakers' personal memories, as evocations of a nostalgic past, and even as means of composing new fictions from old "facts." In this course, we'll look at the many ways these artists have used found footage. How have they endowed these treasures with new meanings? How do they incorporate (and sometimes subvert) the original material for use in their own filmic compositions? What are the aesthetic and political (as well as ethical and legal) implications of these forms of "sampling"? From such questions, we'll proceed to the making of a series of short creative projects that can be undertaken with minimal resources. These include a found-footage work made by cutting and splicing 16mm film (materials and instruction provided!), and another project using video from online (and other) sources, to be edited using popular software like Final Cut Pro and Adobe Premiere. Along the way, we may make a visit to the local organization Basement Films, which houses thousands of film titles. Within this creative production course, students will also be required to undertake several critical reading assignments, and to complete a creative journal and several response papers, as well as the moving image and sound work. Crosslisted with MA429.001.

IFDM 491.015 Documentary Film Production (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
43258	015	R	5:30pm-9:00pm	CERIA 365	Deborah Fort	debfilms@unm.edu

Course Description: Students in this hands-on video workshop will be introduced to the tools and methods of video making in the genre of "creative nonfiction." Students will explore a variety of approaches to developing documentary video projects in the current technologically rich culture. The class will study the documentary form including methods of interviewing, the use of conversation and narration, historical texts and images, reenactments and other expressive uses of image and sound. Students will work individually and in groups to complete exercises and a final documentary video project. Class sessions will emphasize technical skill development, understanding of creative process, collaboration, understanding the documentary form and critique of work. To better understand the form, we will also screen a wide range of films by documentary media artists. Crosslisted with MA429.005.

IFDM 491.016 Virtual Reality Cinema (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
43630	016	F	11:00am-1:30pm	Mesa del Sol 100	Elan Collelo	ecollelo@unm.edu

Course Description: Virtual Reality offers a new world of possibilities and new jobs in an emerging field of digital media. In this course students will learn about the current and future technologies of VR. The skills acquired in the course will make it easier for you

to find a job in film and digital media, or to create your own company. You will learn how to make a spherical video and how to use VR cinematography and other techniques to tell stories that are engaging and invoke empathy. Students will also learn how to create other 3D content mediums for VR content, then edit and distribute them effectively using their own app or a third-party distribution platform. Crosslisted with MA 429.011.

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IFDM 491.017 Compositing for CGI (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
41331	017	W	6:00pm-8:30pm	Hartung 108	Aaron Estrada	vfx@unm.edu

Course Description: Digital Compositing is the art of combining and manipulating images. Compositing is a cornerstone of Special Effects and Animation. This course covers the basics of compositing using The Foundry’s Nuke software including “Green Screen” matte extraction and more advanced concepts like “Tile Worlds,” three dimensional camera tracking and compositing, which allows for placing people in virtual three dimensional environments.

Pre-requisites/Desired Skills: Students should have proficiency with computers (familiarity with navigating the file system and GUI of Windows are assumed). Knowledge of Photoshop or other two-dimensional pixel editing software such as After Effects is a plus. Knowledge of three-dimensional modeling is also a plus.

IFDM 491.020 Latin American Film (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
44234	020	T	9:00am-12:15pm	CERIA 337	Dr. Adán Ávalos	aavalos@unm.edu

Course Description: This course surveys key Latin American films from Mexico’s influential “Golden Age,” Post-Revolutionary movies through Cuban “New Cinema” of the ‘60s and ‘70s to more recent productions from the Island. We’ll next examine continent-wide contemporary works, continuing to focus on the cinema of rebellion (both political as well as personal). All films will be accessible to English speakers (though you may submit work in English or Spanish). Crosslisted with MA 310.001.