ART - ANIMATION (ARTA)

ARTA 123 Lights! Camera! Action3 Credits
Exploration of fundamental components of animation, digital filmmaking, and motion design. Students explore character design, styles of animation, digital filmmaking, and motion design while focusing on the elements of light, sound, and motion as key time-based design factors. Individual and group projects.
Fees: Yes.

ARTA 222 Principles of Digital Photography3 Credits
Exploration of photographic principles through the use of the digital single lens reflex camera.
Fees: Yes.

ARTA 223 Image and Motion3 Credits
Introduction to tools, techniques, and practices relating to images and time-based media. Integration of images, typography, digital film, and sound.
Fees: Yes.

ARTA 224 Principles of Film and Motion Design3 Credits
Exploration of motion design and time-based visual imagery. Includes history of motion design, application of motion design as visual communication, and the integration of animation, film, images, typography, and sound. Current trends in motion design media and technologies.
Prerequisites: ARTE 101 and ARTE 102.
Fees: Yes.

ARTA 225 Principles of Animation3 Credits
Introduction to the core principles of animation through animated exercises that explore various techniques and tools for creating the illusion of life.
Terms Typically Offered: Fall.

ARTA 296 Topics1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 323 Character Design and Story Concepts3 Credits
Animators, filmmakers, and motion designers tell stories. Stories have scripts, characters, props, and environments. This course is designed to guide students in developing their stories, characters, and the related content. It is also an area of specialization within time-based media.
Prerequisites: ARTA 223, ARTA 224, and ARTA 225.
Fees: Yes.

ARTA 324 2D Animation Production3 Credits
Development of a personal aesthetic through individual or collaborative short animations and character performances, based on original concepts and stories. Involves Storyboarding, Pre-Production, and Post-Production.
Prerequisites: ARTA 224 and ARTA 225.
Terms Typically Offered: Fall.

ARTA 325 3D Digital Modeling3 Credits
Exploration of the basics of 3D animation. Focus on modeling, texturing, lighting, cameras, animation, and rendering. Emphasis will also be on creative expression in these areas.
Prerequisites: ARTA 223, ARTA 224, and ARTA 225.
Fees: Yes.

ARTA 327 Sound Design and Post-Production3 Credits
Exploration of the relationship between sound and image through post-production techniques including Editing, Coloring, and Sound Design. Create Foley sound effects for short films, podcasts, and video games.
Prerequisites: ARTA 322, ARTA 324, ARTA 325, and ARTA 326.
Terms Typically Offered: Spring.

ARTA 396 Topics1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 421 Advanced Filmmaking3 Credits
Advanced studies in digital filmmaking focusing on each student's individual creative interests such as experimental filmmaking or the combination of film with additional media.
Prerequisites: ARTA 326.
Terms Typically Offered: Fall, Spring.

ARTA 422 Advanced Photography and Studio Lighting3 Credits
Exploration of light and the development of a studio lighting portfolio.
Prerequisites: ARTE 101, ARTA 222, and ARTA 322.
Fees: Yes.

ARTA 424 Animation, Film, Photography and Motion Design Studio I3 Credits
Exploration of advanced individual projects in animation, film, photography, and motion design. Students are encouraged to focus on advanced individual projects based on perfecting their personal interests and focusing on career goals.
Prerequisites: ARTA 322, ARTA 323, ARTA 324, ARTA 325, ARTA 326, and ARTA 327.
Fees: Yes.

ARTA 425 Animation, Film, and Photography Studio II3 Credits
Continuation of ARTA 224; Production of individual or collaborative thesis. Emphasis is placed on industry criteria for professional presentation in portfolios, festivals, and public exhibitions.
Prerequisites: ARTA 424.
Terms Typically Offered: Spring.

ARTA 426 Advanced Motion Studio3 Credits
Development of emerging personal direction. Opportunities for unique, experimental, and personal projects working individually or in collaboration with other students.
Prerequisites: Upper division standing and permission of instructor. Course may be taken 2 times for credit.
Fees: Yes.

ARTA 427 Portfolio and Demo Reel3 Credits
Preparation of demo reel, resume, and promotional materials for entry into the professional job market.
Prerequisites: ARTA 424.
Fees: Yes.

ARTA 496 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 499 Internship3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.