

ART - ANIMATION (ARTA)

ARTA 123 Lights! Camera! Action!3 Credits

Exploration of fundamental components of digital design and time-based media, such as photography, animation, digital filmmaking, and motion design. Students focus on the elements of light, sound, and motion as key time-based design factors. Individual and group projects.

Terms Typically Offered: Fall.

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.

Terms Typically Offered: Fall, Spring.

Fees: Yes.

ARTA 224 Principles of Film3 Credits

Introduction to various stages of film production. Emphasis on screenwriting, planning and scheduling, cameras, lenses, lighting, and editing.

Terms Typically Offered: Spring.

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.

Prerequisites: ARTA 123.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 296 Topics1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 322 Intermediate Photography3 Credits

Discovery of vision and the art of seeing through the lens of a camera.

Prerequisites: ARTE 101 and ARTA 222.

Fees: Yes.

ARTA 323 Character Design and Story Concepts3 Credits

In-depth exploration of the power of story and how it influences the design process. World building through character design and concept art for animation, live-action, comics, and video games.

Prerequisites: ARTA 225.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 324 Animation Production3 Credits

Development of a personal aesthetic through advanced 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.

Fees: Yes.

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 326 Intermediate Filmmaking3 Credits

Continuation of ARTA 224. Exploration of intermediate filmmaking techniques and aesthetics.

Prerequisites: ARTA 222, ARTA 223, ARTA 224, and ARTA 225.

Terms Typically Offered: Fall.

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. Creation of Foley sound effects for short films, podcasts, and video games.

Prerequisites: ARTA 324 and ARTA 326.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 396 Topics:1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 421 Advanced Filmmaking I3 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: Spring.

Fees: Yes.

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 423 Advanced Filmmaking II3 Credits

Further investigation and development of techniques and practices in digital filmmaking. End of semester film is publicly screened.

Prerequisites: ARTA 421.

Terms Typically Offered: Spring.

ARTA 424 Animation, Film, and Photography Studio I3 Credits

Creation of pre-production and concept development for an individual or collaborative senior thesis. Students are encouraged to focus on their personal interests, career goals, and portfolio needs.

Prerequisites: ARTA 322, ARTA 323, ARTA 324, and ARTA 326.

Terms Typically Offered: Fall.

Fees: Yes.

ARTA 425 Animation, Film, and Photography Studio II3 Credits

Continuation of ARTA 424; 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.

Fees: Yes.

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.

Terms Typically Offered: Fall.

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.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 496 Topics:1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 499 Internship1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.