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.

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 224 Principles of Film3 Credits
Introduction to various stages of film production. Emphasis on screenwriting, planning and scheduling, cameras, lenses, lighting, and editing.
Prerequisites: ARTE 101 and ARTE 102.
Terms Typically Offered: Spring.

ARTA 226 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 222, ARTA 223, ARTA 224, and ARTA 225.
Terms Typically Offered: Spring.

ARTA 227 Portfolio and Demo Reel3 Credits
Preparation of demo reel, resume, and promotional materials for entry into the professional job market.
Prerequisites: ARTA 224.
Terms Typically Offered: Spring.

ARTA 228 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.
Terms Typically Offered: Fall.

ARTA 321 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 226.
Terms Typically Offered: Fall, Spring.

ARTA 322 Intermediate Photography3 Credits
Introduction to tools, techniques, and practices relating to images and time-based media. Integration of images, typography, digital film, and sound.
Prerequisites: 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. Individual and collaborative projects.
Prerequisites: ARTA 223, ARTA 224, and ARTA 225.
Terms Typically Offered: Spring.

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.

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.
Terms Typically Offered: Spring.

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.

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 222, ARTA 223, ARTA 224, and ARTA 225.
Terms Typically Offered: Spring.

ARTA 328 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 222, ARTA 223, ARTA 224, and ARTA 225.
Terms Typically Offered: Fall.

ARTA 329 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 330 Animation, Film, and Photography Studio II3 Credits
Continuation of ARTA 328; Production of individual or collaborative senior thesis. Students are encouraged to focus on their personal interests, career goals, and portfolio needs.
Prerequisites: ARTA 328.
Terms Typically Offered: Spring.

ARTA 331 Advanced Photography and Studio Lighting3 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. Individual and collaborative projects.
Prerequisites: ARTA 223, ARTA 224, and ARTA 225.
Terms Typically Offered: Spring.

ARTA 332 Intermediate Photography3 Credits
Discovery of vision and the art of seeing through the lens of a camera.
Prerequisites: Yes.

ARTA 333 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. Individual and collaborative projects.
Prerequisites: ARTA 223, ARTA 224, and ARTA 225.
Terms Typically Offered: Spring.

ARTA 334 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.

ARTA 335 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.
Terms Typically Offered: Spring.

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.
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.

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.

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.

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.

ARTA 428 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.
Terms Typically Offered: Spring.

ARTA 429 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 430 Internship1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 431 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 432 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 433 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 434 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 435 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 436 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 437 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 438 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 439 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 440 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

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

ARTA 442 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 443 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

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

ARTA 445 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 446 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 447 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 448 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 449 Topics:1-3 Credits
Course may be taken multiple times up to maximum of 15 credit hours.