

# ART - ANIMATION (ARTA)

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## **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.

**Terms Typically Offered:** Fall.

**Fees:** Yes.

## **ARTA 222 Principles of Digital Photography 3 Credits**

Exploration of photographic principles through the use of the digital single lens reflex camera.

**Terms Typically Offered:** Fall, Spring.

**Fees:** Yes.

## **ARTA 223 Image and Motion 3 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 Film 3 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 Animation 3 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 Topics 1-3 Credits**

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

## **ARTA 322 Intermediate Photography 3 Credits**

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

**Prerequisites:** ARTE 101 and ARTA 222.

**Terms Typically Offered:** Fall.

**Fees:** Yes.

## **ARTA 323 Character Design and Story Concepts 3 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 Production 3 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:** ARTE 101, ARTA 224, and ARTA 225.

**Terms Typically Offered:** Fall.

**Fees:** Yes.

## **ARTA 325 3D Digital Modeling 3 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 Filmmaking 3 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-Production 3 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 I 3 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 Lighting 3 Credits**

Exploration of light and the development of a studio lighting portfolio.

**Prerequisites:** ARTE 101 and ARTA 222.

**Terms Typically Offered:** Fall, Spring.

**Fees:** Yes.

## **ARTA 423 Advanced Filmmaking II 3 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 I 3 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 II 3 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 Studio 3 Credits**

Development of emerging personal direction in film and animation.  
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 Reel 3 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 Internship 1-3 Credits**

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