

## New Media ARTs (NMA) Associate in Science Degree

### ANIMATION SPECIALIZATION COURSES

#### **ART 126 3D Computer Graphics I**

Introductory studio experience in 3D computer graphic concepts with Alias Wavefront MAYA. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

#### **ART 156 Digital Painting**

ART 156 explores the fundamental principles and techniques of digital painting. Students learn digital painting techniques as used for personal expression, production design, concept ART, matte painting, and texture mapping.

#### **ART 157 Film Analysis & Storytelling**

ART 157 explores the fundamental principles and techniques of storytelling through storyboards, 2D animatics, 3D animatics, and character model sheets. Topics include: character design, storyboarding, camera angles and cuts, editing a story reel with audio, and pitching storyboards.

#### **ART 202 Digital Imaging**

ART 202 is a studio course in digital imaging concepts and techniques including image capture, manipulation, and output. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

#### **ART 212 Digital Animation**

ART 212 explores the fundamental principles and techniques of 3D computer animation. Students learn to create convincing motion by creating several short animations which explore animation principles and character development. Autodesk Maya software is used for instruction and assignments.

#### **ART 226 3D Computer Graphics II**

Intermediate studio experience in 3D computer graphics concepts with Alias Wavefront MAYA. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

#### **ART 246 3D Computer Graphics III**

ART 246 explores advanced conceptual and technical topics in 3D computer graphics. Students will utilize Autodesk Maya and related applications to design, model, surface, rig, animate, and render complex computer generated characters.

#### **ART 247 Lighting and Rendering**

ART 247 Lighting and Rendering explores concepts, tools, and techniques to create cinematic lighting, texturing, and rendering in computer generated imagery.

**ART 256 Digital Compositing**

ART 256 Digital Compositing covers the theory and art of digitally combining 2D and 3D source images to produce an integrated result. Emphasis will also be placed on developing aesthetic criteria for evaluation purposes.

**ART 284 Animation Studio**

ART 284 explores contemporary topics in animation and new media art in an advanced studio environment. Through the creation of large-scale projects, students will explore targeted areas of the CG pipeline, developing work that synthesizes animation principles, topics, skills, and techniques.

**ART 293 New Media Arts Internship**

ART 293 provides supervised work experience in multimedia production with mentorship by a professional in the field. This variable credit course enables students to apply the knowledge and skills acquired in the classroom to the work environment.

**ART 294 New Media Arts Practicum**

ART 294 New Media arts Practicum provides an on-campus environment where advanced students in the NMA program can engage in real production.

**ART 296 Demo Reel Development**

ART 298 focuses on the principles of designing a coherent demo reel and the tools for students to put the work on various formats including: VHS tape, DVD, and the Web. Attention will be paid to achieving a particular level of quality, aesthetics as well as marketing strategies and presentation. Students are required to have either in process or completed art work in digital format.

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