

CREATIVE MEDIA TECHNOLOGY

Associate of Applied Science Degrees

- Digital Film
- Digital Graphics Technology
- Game Development

Certificates of Completion

- Creative Media
- Commercial Photography (new!)
- Digital Audio
- Digital Graphics
- Digital Video
- Film Crew Training
- Game Design
- Graphics and Animation
- Web Design

Because we live in the age of information, there is an ever-growing need for trained specialists with a visual sophistication to design printed materials and web sites, produce videos and films, create animated scenes and characters, and participate in game design. Effective visual communication and interaction is essential in today's world.

The program in Creative Media Technology has been developed in response to all of these needs. It provides a strong but versatile foundation by merging design and digital media into an exciting course of study. The program brings together various dynamic technologies, including print media, web design, multimedia, digital photography, animation, and digital film. Because the field is extremely varied, the CMT program offers a number of pathways:

- The Digital Film degree provides a foundation for students who are looking for professional opportunities in the areas of filmmaking, computer animation, digital video production, game design, and multimedia.
- The Digital Graphics degree emphasizes graphic design, print media, and web design, but also includes fundamentals in animation, multimedia, and digital film.
- The Game Development degree provides a foundation in game design, art, and animation technologies, including 3D modeling and sculpting, game engine technology and scripting, and asset development and management.
- The program also offers certificates in specialized areas such as creative media, commercial photography, digital audio, digital graphics, digital video, web design, graphics and animation, game design, and film-crew training.

The future is bright for graduates of the CMT program, whether they choose to enter the job market immediately or pursue a bachelor's degree. Several transfer tracks open the way for graduates of the Digital Film, Digital Graphics, and Game Development associate degree programs to continue their education at New Mexico State University or any institution of higher learning.

Employment will continue to increase for digital media specialists in advertising agencies, animation and film studios, web design

companies, and other organizations throughout the business sector. Upon completion of one of the associate degrees will also have designed and created a self-promotional package and professional, electronic portfolio or demo reel.

High school students who are interested in a career in creative media are encouraged to take courses in art, photography, English, and mathematics. Courses as well as careers in media will require a person to be able to work at computers, communicate verbally and in writing, and participate in an online environment.

[Digital Film - Associate of Applied Science](#)

[Digital Graphics Technology- Associate of Applied Science](#)

[Game Development - Associate of Applied Science](#)

[Commercial Photography - Certificate of Completion](#)

[Creative Media - Certificate of Achievement](#)

[Digital Audio - Certificate of Completion](#)

[Digital Graphics - Certificate of Completion](#)

[Digital Video - Certificate of Completion](#)

[Film Crew Training - Certificate of Completion](#)

[Game Design - Certificate of Completion](#)

[Graphics and Animation - Certificate of Completion](#)

[Web Design - Certificate of Completion](#)

FDMA 1110. Film History

3 Credits (3)

This course surveys the history of cinema -investigating the process by which the original "cinema of attractions" evolved into a globally dominant form of visual storytelling. We will explore the development of cinema both as an art form and as an industry, and consider the technological, economic, cultural factors, and key international movements that shape it.

FDMA 1120. Desktop Publishing

3 Credits (2+2P)

This course is designed to teach introductory skills for designing and creating publications and presentations with layout software. The course will focus on graphics and typographic design, fonts, and other skills for print and web publishing.

FDMA 1210. Digital Video Production I

3 Credits (2+4P)

An introduction to digital video production. Students learn camera operation, lights and audio equipment. Hands-on production is completed in the studio and on location.

FDMA 1220. Introduction to Digital Video Editing

3 Credits (3)

In this course, students learn the basics of the post-production process for non-linear video editing. Students work with multiple video formats and create short movies for multiple distribution platforms. Skills include media management and professional terminology.

Prerequisite(s)/Corequisite(s): FDMA 2382.

FDMA 1260. Introduction to Digital Media**1-3 Credits (1-3)**

Explores concepts of how text, graphics, sound, images and video come together in a digital media program and researching new trends and current issues related to media applications and design. Students will be involved in teamwork, communication and workplace interaction simulation. May be repeated up to 12 credits. Restricted to Community Colleges campuses only.

FDMA 1360. Web Design I**3 Credits (2+2P)**

This course provides an introduction to web development techniques, theory, and design. Students will learn HTML, CSS application, and strategies for effective site navigation and design, along with industry standard web editing software to develop various websites. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): ARTS 1520 OR FDMA 1515.

FDMA 1410. Audio Production I**3 Credits (2+2P)**

Students will learn about and apply essential tools and techniques in analog and digital audio production. Topics include acoustic science, microphones, recording and mixing techniques, analog and digital audio hardware and software, including, multi-track, computer-based recording and editing systems. Restricted to: Community Colleges only.

Prerequisite(s): FDMA 1210 and FDMA 2410.

FDMA 1415. Principles of Sound**3 Credits (2+2P)**

The creation of a professional quality original media soundtrack is possible for relatively low production/post production cost. This class is designed to give the student an overview of creating sound for a variety of digital media. Topics include acoustic principles, sound design, audio hardware, recording techniques; and editing, processing, and multi-track mixing, using software applications. Restricted to: Community Colleges only.

Prerequisite(s)/Corequisite(s): FDMA 1220.

FDMA 1510. Introduction to 3D Animation**3 Credits (3)**

This course provides an overview of 3D animation production processes. Students will be introduced to basic story development and the creation of computer-generated assets and cinematic sequences. The course will survey specialty areas of digital animation and various software and techniques applied in entertainment and information media. Students will review and critique other's animation, as well as plan and produce original animation for review by classmates and as part of a CGI demo reel.

Prerequisite(s): FDMA 2382 or FDMA 2381 or consent of instructor.

FDMA 1515. Introduction to Digital Image Editing - Photoshop**3 Credits (2+2P)**

In this course, students will learn how to use the tools in Adobe Photoshop to create new images and edit existing images. Tools used will include selections, layers, and adjustments, among other pixel editing tools. Basic composition and output will be emphasized in all projects. May be repeated for a maximum of 6 credits.

FDMA 1531. Evolution of Electronic Games**3 Credits (2+2P)**

Focus on the evolution of video games and how they have shaped mainstream entertainment. May be repeated up to 6 credits.

FDMA 1535. Introduction to Illustrator**3 Credits (2+2P)**

Students receive instruction on vector graphics creation using vector illustration software. The students will create professional-quality artwork for print publishing and multimedia graphics. Instruction includes creating and manipulating basic shapes, drawing with the pen tool, using various brushes, working with type and preparing graphics for web, print, and digital publication. May be repeated for a maximum of 6 credits.

FDMA 1536. Advanced Computer Illustration**3 Credits (2+2P)**

Advanced techniques in 2D vector drawing and fundamentals of 3D illustration for use in print, web, and multimedia applications. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): FDMA 1535.

FDMA 1545. Introduction to Photography & Digital Imaging**3 Credits (2+2P)**

This course is a study of the principles and techniques of photography using digital equipment, and discusses how digital cameras, imaging editing, and technology have changed the world of photography. Students will learn about studies in resolution, lighting, software, editing, printing, and web applications. They will gain fundamental knowledge in the rapidly expanding technology of photography and imaging, and be able to incorporate the knowledge into all areas of digital graphics.

FDMA 1555. Introduction to the Creative Media Industry**3 Credits (3)**

This class is an introductory course for students who are beginning their understanding of Media and how it affects them and our society. It offers a broad-stroked view of the entire industry including Marketing, Production, History, Jobs, Design, Architecture, New Media Literacy, and industry standards. Students will listen to experts in the field, get involved in open discussions about the industry and use new information to complete hands-on individual & group assignments.

FDMA 1630. Principles of Design**3 Credits (2+2P)**

This course will explore how we see and use visuals to communicate information. Students will develop critical thinking skills in applying concepts of basic design principles. Students will apply the concepts with hands-on and analysis assignments. These concepts will then be applied to design for advertising, print, digital media, and web design. The business of design will also be covered with emphasis on client relations and networking. Restricted to: Community Colleges only. Prerequisite(s): FDMA 1535

FDMA 1710. 2D Animation**3 Credits (2+2P)**

Concepts and techniques in storyboarding and creating interactive 2D animations for web, multimedia and video.

Prerequisite(s): FDMA 1535.

FDMA 1715. 2-D COMPOSING & FX**3 Credits (3)**

The purpose of this course is to familiarize students with the powerful compositing and special effects tools of Adobe After Effects for 2D, traditional animation. Students will learn how to assemble an existing un-rendered animation into a final piece with advanced 3D lighting, spacing, and digital effects so that it can achieve a dynamic, professionally rendered look. Restricted to Las Cruces campus only.

FDMA 1720. 3-D Character Design**3 Credits (2+4P)**

Focus on designing a character and then taking that design and building it in 3D using intermediate modeling techniques. May be repeated for a maximum of 6 credits.

Prerequisite(s): FDMA 1510 or FDMA 2530.

FDMA 1996. Selected Topics**1-4 Credits (1-4)**

Specific titles to be announced in the Schedule of Classes. May be repeated for a maximum of 18 credits. Restricted to Community Colleges campuses only.

FDMA 2111. Environmental Scene Design**3 Credits (2+4P)**

Modeling design techniques used to create environments and scenes for use in animated films and games. Investigation of both natural and architectural environments to be recreated in the virtual world.

Prerequisite(s): FDMA 1510 or FDMA 2530.

FDMA 2120. Film Crew I/ Introduction to Film and Media Workflow**9 Credits (9)**

An introduction to the film industry. This class teaches film production processes, film crew hierarchy, film production set-safety and etiquette and provides hands-on training in industry standard film production equipment. Students complete the semester by participating as a below-the-line crew member on a short film. Restricted to: Community Colleges only.

FDMA 2125. Film Crew II**9 Credits (9)**

The second course designed to train students to become working members of film crews. It will be taught by working film professionals. Content will be lecture and hands-on. Students complete the semester by working as part of an actual film crew as below-the-line and above-the-line crew members. Restricted to: Community Colleges only.

Prerequisite(s): FDMA 2120.

FDMA 2144. Pre-production Management**3 Credits (2+2P)**

Pre-production planning paperwork breakdowns, budgeting, and scheduling; taking a project from start to finish from a producers standpoint.

Prerequisite(s): FDMA 1210.

FDMA 2150. Desktop Publishing II**3 Credits (2+2P)**

This class will enhance and build upon student layout/design skills developed in the Introduction to Desktop Publishing course, incorporating intermediate to advanced concepts in typography and layout design.

Upon completion of this course, students will be able to use page layout software to prepare a variety of documents for presentation and critique, including newsletters, instructional flyers, and other complex design/typographic pieces. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): FDMA 1120.

FDMA 2210. Digital Video Production II**3 Credits (2+2P)**

Advanced techniques of the tools and application of professional film making. May be repeated for a maximum of 6 credits.

Prerequisite: FDMA 1210.

FDMA 2235. Music Production Master**3 Credits (2+2P)**

Advanced digital audio post production and recording techniques using current entertainment industry-standard software and hardware. Restricted to: Community Colleges only.

Prerequisite(s): FDMA 1415 and FDMA 2410.

FDMA 2241. Advanced Camera Techniques**3 Credits (2+2P)**

Professional camera techniques and training for electronic news gathering and studio filmmaking. Utilizes high-end handheld shooting techniques, cranes, dollies, and steadicam training. May be repeated for a maximum of 6 credits.

Prerequisite(s): FDMA 1210.

FDMA 2285. Digital Video Production and Editing II**3 Credits (2+2P)**

Advanced features of digital video, audio/music, and titling production software. Included are color correction, vector scopes, motion effects, and advanced editing techniques used by filmmakers. Restricted to Community Colleges campuses only. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): FDMA 1220.

FDMA 2287. Digital Design Studio**1-3 Credits**

A design studio environment in which students obtain real-world experience while providing service to college and non-profit associations with faculty supervision using a variety of media. Can be used with permission to fulfill cooperative requirement. May be repeated for a maximum of 6 credits.

Prerequisite(s): FDMA 1630 or ARTS 1712.

FDMA 2310. History of Cinema I**3 Credits (3)**

This course surveys the history of cinema - investigating the process by which the original "cinema of attractions" evolved into a globally dominant form of visual storytelling. We will explore the development of cinema both as an art form and as an industry, and consider the technological, economic, cultural factors, as well as many key international movements that helped shape it. Restricted to: G-CMI, DFM, ANVE majors.

FDMA 2311. History of Animation**3 Credits (3)**

Explores the history of Animation as an art form and industry through readings, screenings, lecture and periodic guest speakers. Restricted to: G-CMI, ANVE, DFM majors. Restricted to Las Cruces campus only.

FDMA 2312. History of Media Design**3 Credits (3)**

An introduction to the principles of design history and theory within a chronological framework of historical and emerging media.

FDMA 2325. Advanced Photoshop**3 Credits (2+2P)**

This course expands on the Photoshop skill set to develop proficiency with selections, masking, channels, filters, color correction, painting tools, vector integration, video, special effects, and compositing techniques. The focus is on the core image-editing tools of Photoshop that can be universally applied to photography, print, film or the web. The material is covered in production-oriented projects and students develop work suitable for portfolios. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): FDMA 1515.

FDMA 2326. Digital Photography and Imaging II**3 Credits (2+2P)**

Provide understanding and skills needed for advanced digital capture, editing, optimizing and manipulating photographic images for print, web and multimedia applications. The course will prepare students to make more advanced technical and more refined aesthetic decisions relative to specific photographic applications. Restricted to: Alamogordo campus, Carlsbad campus, Dona Ana campus.

Prerequisite(s): FDMA 1545.

FDMA 2360. Web Design II**3 Credits (2+2P)**

In this course, students will refine their skills in coding and web graphic design as well as be introduced to methods in constructing sites that adhere to the standards of responsive web design. Students will expand their knowledge of HTML and CSS using a code editor, and they will both analyze existing websites and also construct an interactive website. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): FDMA 1360.

FDMA 2365. Web Design for Small Business**3 Credits (2+2P)**

Technology and techniques for designing and building a web presence for small business. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): FDMA 1360.

FDMA 2370. Advanced Web Techniques**3 Credits (2+2P)**

Creating and managing complex web sites using advanced techniques and tools. May be repeated for a maximum of 6 credits. Restricted to: Community Colleges only.

Prerequisite(s): FDMA 1515 and FDMA 2360.

FDMA 2381. Storyboarding**3 Credits (3)**

Examines effective writing principles to create storyboards that communicate the overall picture of a project, timing, scene complexity, emotion and resource requirements. Further, the purpose of this course is to introduce students to the principles of visual storytelling—in film—through the use of the storyboard. In other words, to show how storyboards are critical 'architectural component' of the filmmaking process, used as a blueprint (or guide) to communicate the complex elements of a film story. Crosslisted with: ENGL 2381. Restricted to: DFM,ANVE, G-CMI majors. Restricted to Las Cruces campus only.

FDMA 2382. Principles of Story Across the Media**3 Credits (3)**

The purpose of this course is to help students understand the basic elements of narrative structure (e.g. character, dramatic conflict, theme, etc.) and how these elements may be used effectively in media expression. Crosslisted with: ENGL 2382. Restricted to: G-CMI, DFM, ANVE majors. Restricted to Las Cruces campus only.

FDMA 2410. Audio Production II**3 Credits (2+2P)**

Students will use skills developed in the Audio Production I course to produce audio projects utilizing a variety of analog and digital audio hardware and software, including continued use of multi-track, computer-based recording and editing systems, as well as exploring more advanced audio techniques and concepts. Restricted to: Community Colleges only.

FDMA 2510. Introduction to Sound Design for Film**3 Credits (3)**

This course is an introduction to the principles, techniques and applications of sound design and film scoring. Students learn how sound affects storytelling in a film, examine the role of sound from the script to screen, and the professional process of creating a soundtrack. Students learn how to use sound equipment in a production environment and execute basic techniques used to develop a soundtrack. Crosslisted with: FDMA 1415.

Prerequisite(s)/Corequisite(s): FDMA 2382. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.

FDMA 2520. Introduction to Cinematography**3 Credits (3)**

The Director of Photography (or Cinematographer), in close collaboration with the Director and Production Designer, helps determine the look of a film. This course is designed to introduce students to the technical and aesthetic fundamentals of creating, developing, and collaborating on the visual elements of storytelling, using camera framing, lensing, and lighting fundamentals such as shadows, light and color. May be repeated up to 6 credits. only. Prerequisite(s)/Corequisite(s): FDMA 2382 (Las Cruces Campus) or FDMA 1210 (Community College Campus(es))

FDMA 2530. Introduction to 3D Modeling**3 Credits (3)**

This course will introduce 3D modeling methods and current practices. Students will learn preliminary and detailed modeling techniques using industry standard software. Methods will emphasize formal and functional aspects of modeling as they apply to mechanical, organic, and sculpted topology for application in animation, games, and information media. May be repeated for a maximum of 6 credits.

FDMA 2535. Digital Illustration**3 Credits (3)**

Introductory course examining traditional artistic expressions and translating visual art experiences into a digital art medium to enhance visual storytelling. Students acquire basic principles of drawing and painting through hands-on experience manipulating tonal value, composition, form development, light and shadow, color theory, rendering realism, and graphic design. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.

FDMA 2570. Creative Media Studio**3 Credits (2+2P)**

A studio environment where students specialize in creating film-festival quality and portfolio-ready projects under the supervision of faculty. May be repeated for a maximum of 6 credits.

Prerequisite(s): FDMA 1210 and FDMA 1220 or FDMA 2530.

FDMA 2710. Beginning 2-D Animation**3 Credits (3)**

Students will learn the basics of digital 2D animation by working through a variety of exercises, creating an original storyboard, and animating five or more shots utilizing industry standard software. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.

FDMA 2715. Special Effects**3 Credits (2+4P)**

Creating advanced virtual special effects for both rigid and soft bodies. Using MEL, dynamic principles, mixing nodes, and advanced particle systems. How to drive particles over surfaces, add texture to flow, create surface tensions, and use collision events to drive texture. Study of integrating computer-generated images with real-life video and audio.

Prerequisite(s): FDMA 2530 or FDMA 2765.

FDMA 2720. 3-D Animation**3 Credits (3)**

Overview of the essentials and principles of 3D animation; creative methods for using industry standard tools to produce the illusion of movement for storytelling. Topics include, keyframe and curve animation, kinematics, cycle animation, camera animation, deformers, and constraints.

Prerequisite(s): FDMA 1510, FDMA 2710 or consent of instructor.

FDMA 2725. Rigging for 3D Animation**3 Credits (3)**

This course will introduce principles and practices of current 3D animation rigging. Students will develop fundamental methods necessary to create character rigs. Students will learn aesthetic, technical, and optimization concepts as they apply to organic and mechanical designs. Topics will include: hierarchies, constraints, deformation rigging, skeleton creation, skinning, forward and inverse kinematics, controls, body and facial rigging. Restricted to: DFM, ANVE majors.

Prerequisite(s): FDMA 1510.

FDMA 2730. Advanced Character Animation**3 Credits (2+2P)**

Focus on complex rigging techniques as well as utilizing advanced animation functions to blend multiple animations into complex animations. May be repeated for a maximum of 6 credits. Restricted to: Community Colleges only.

Prerequisite(s): FDMA 2530.

FDMA 2735. Advanced 3D Animation Workshop A**3 Credits (2+4P)**

Program capstone. Students will utilize the skills learned in the program to produce their final animation. Group integrated projects are strongly recommended to emulate a real-work animation studio environment. May be repeated for a maximum of 9 credits. Consent of instructor required.

Corequisite(s): FDMA 2740.

FDMA 2740. Advanced 3D Animation Workshop B**3 Credits (2+4P)**

Program capstone. Students will utilize the skills learned in the program to produce their final animation. Group integrated projects are strongly recommended to emulate a real-work animation studio environment. May be repeated for a maximum of 9 credits. Consent of instructor is required.

Corequisite(s): FDMA 2735.

FDMA 2745. Light, Shade, Render**3 Credits (3)**

This course will explore the theory and practice of 3D lighting and rendering methodologies. Techniques covered will implement cameras, lighting sources, textures, surface-mapping and algorithmic rendering to produce stylized and photo realistic images. Topics covered will include direct and indirect lighting, shaders that simulate physical substances and effects, rendering multiple passes and simulating physical lens effects. Restricted to: DFM, ANVE majors. Restricted to Las Cruces campus only.

Prerequisite(s): FDMA 1510, FDMA 2530, or Consent of Instructor.

FDMA 2750. Digital Sculpting**3 Credits (3)**

Introduce students to the 3D Sculpting programs which are the industry standard sculpting programs. Students will learn how to create complex high polygon sculpts and normal maps and transfer the models into 3D studio Max and Autodesk Maya. May be repeated up to 6 credits. Restricted to: Community Colleges only.

Prerequisite(s): FDMA 2530.

FDMA 2755. Drawing for Animation**3 Credits (3)**

Introductory study of the human and animal form in relation to animation. Students learn fundamentals and exaggeration of the figure, as related to proportion, rhythm, mechanics, and motion. Areas of focus are: basic form, proportion, shape, contour, gesture, anatomy, portraiture, perspective, clothing effects and drawing from observation. Restricted to: CMT,DFM,ANVE majors.

FDMA 2770. Critical Game Studies**3 Credits (2+2P)**

Focus on creating a complete design document utilizing techniques and standards used in the industry today. May be repeated for up to 6 credits. Restricted to: Community Colleges only.

FDMA 2775. Game Tools and Techniques**3 Credits (2+2P)**

Focus on the different engines and gaming technologies that power the games of today. May be repeated for a maximum of 6 credits.

Prerequisite(s): FDMA 2770.

FDMA 2785. Level Design Concepts**3 Credits (2+2P)**

Focus on the design and creation of video game levels. Dealing with the challenges and pitfalls of different video game genres. May be repeated for a maximum of 6 credits. Prerequisite(s): FDMA 2770

FDMA 2993. Workshops (Advanced Photography-Subtitle)**1 Credit (1)**

This is a series of 1-credit workshops offering specialized and intense advanced skill training and upgrading applications of photography for commercial purposes and training in photographic skills and styles presented by a variety of professional lecturers. May be repeated up to 7 credits. Restricted to Community Colleges only.

Prerequisite(s): FDMA 1545.

FDMA 2994. Portfolio Design & Development**1-3 Credits**

Personalized design and creation of the student's professional portfolio including hard-copy, demo reel, and online. May be repeated up to 6 credits. Consent of Instructor required. Restricted to Community Colleges campuses only.

FDMA 2995. Film Crew Cooperative Experience**3-6 Credits (3-6)**

Industry production experience in specific craft areas for film crew technicians who have successfully completed two semesters of FTTP. Restricted to: Dona Ana campus, Carlsbad campus.

Prerequisite(s): FDMA 2125.

FDMA 2996. Special Topics**1-4 Credits**

Specific topics to be announced in the Schedule of Classes. May be repeated for a maximum of 18 credits.

FDMA 2997. Independent Study**1-3 Credits**

Individual studies directed by consenting faculty with prior approval of department head. May be repeated up to 6 credits. Restricted to Community Colleges campuses only.

Prerequisite(s): Minimum GPA of 3.0 and sophomore standing.

FDMA 2998. Internship

1-3 Credits

Work experience that directly relates to a student's major field of study that provides the student an opportunity to explore career paths and apply knowledge and theory learned in the classroom. Internships may be paid or unpaid. Students are supervised/evaluated by both the employer and the instructor. May be repeated up to 9 credits. Consent of Instructor required. Graded: S/U Grading (S/U, Audit). Restricted to Community Colleges campuses only. Consent of instructor required.

Name: Matt Byrnes, Department Chair

Office Location: DADM 200I

Phone: (575) 528-7310

Website: <https://dacc.nmsu.edu/cmt/>