CMI - CINEMA & FILM/VIDEO PROD (CMI)

CMI 100. Introduction to the Creative Media Industry
3 Credits
This class is an introductory course for students interested in learning about the creative media industry and the Creative Media Institute. It offers a broad view of the entire industry including Marketing, Production, Budgets, Jobs, New Media Literacy, and Industry Standards. Students will listen to experts in the field, and become involved in open discussions about the industry and use new information to complete hands-on assignments in the laboratory. Restricted to Las Cruces campus only.

CMI 200. Sound Design I
3 Credits
Focuses on the techniques for creating, recording and manipulating sounds through challenging sound design projects. Crosslisted with: CMT 206.
Prerequisite(s)/Corequisite(s): CMI 235. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.

CMI 205. Cinematography I
3 Credits
Theories and techniques of visual design in videography and the aesthetics of lighting. Crosslisted with: CMT 205.
Prerequisite(s)/Corequisite(s): CMI 235. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.

CMI 216. Editing I
3 Credits
Focuses on individual editing skills including capture, interface, basic cuts, and transitions. Crosslisted with: CMT 195.
Prerequisite(s)/Corequisite(s): CMI 235. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.

CMI 220. Drawing for Animation
3 Credits
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.

CMI 228. History of Cinema I
3 Credits
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.

CMI 229. History of Cinema II
3 Credits
Examines 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.

CMI 232. Storyboarding
3 Credits
Examines effective writing principles for creating storyboards that communicate the overall picture of a project. There are timing, scene complexity, emotion and resource requirements. Crosslisted with: ENGL 232. Restricted to: DFM,ANVE, G-CMI majors. Restricted to Las Cruces campus only.

CMI 233. Light, Shade, Render
3 Credits
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): CMI 260, CMI 280, or Consent of Instructor.

CMI 235. Narrative: Principles of Story Across the Media
3 Credits
Examines the various strategies of written and visual storytelling: narrative structure and its principle components (plot, theme, character, imagery, symbolism, point of view), with an attempt to connect them to elements of contemporary forms of media expression, including screenwriting, playwriting, writing for documentaries and animation, etc. Crosslisted with: ENGL 235. Restricted to: G-CMI, DFM, ANVE majors. Restricted to Las Cruces campus only.

CMI 240. Digital Illustration
3 Credits
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.

CMI 245. 2-D Compositing & FX
3 Credits
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 unrendered 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.

CMI 250. Beginning 2-D Animation
3 Credits
Learn the basics of digital 2D animation by creating an animated short from a storyboarded scene using professional animation, imaging, and editing software. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.
CMI 260. Foundations of 3D Animation
3 Credits
The objective of this course is to provide a hands-on overview of the 3D animation production process. 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. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.
Prerequisite(s): CMI 235, CMI 232 or consent of instructor.

CMI 270. Rigging for 3D Animation
3 Credits
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): CMI 260.

CMI 280. Modeling
3 Credits
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. Restricted to: DFM,ANVE majors. Restricted to Las Cruces campus only.

CMI 290. 3-D Animation
3 Credits
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): CMI 260, CMI 250 or consent of instructor.