CREATIVE MEDIA

Undergraduate Program Information
New Mexico State University’s Creative Media Institute (CMI) prepares students to become digital storytellers using state of the art, industry-standard tools. The Creative Media Institute is dedicated to developing and nurturing the artistic endeavors of student filmmakers through industry-standard education, research and collaboration in the art, craft and production of the moving image through storytelling, resulting in a Bachelor of Creative Media degree. The program provides learning opportunities for newly admitted NMSU students, and provides some credit transfer opportunities for students with an associate degree from a NMSU community college or other two-year degree granting institution. The Bachelor of Creative Media provides a liberal arts background enabling students to pursue further education, professional training or employment in the digital media-based industry. Study in the CMI program fosters collaborative expression based on a clear understanding of media culture, history, design and practice. CMI also offers students the opportunity for internships in digital video, animation, visualization and simulation, industrial and educational video at varied production facilities on and off campus.

Theory and practice are integrated at every step as students manipulate text, sound and images using industry-standard technology. CMI houses a state of the art digital projection system screening room, post-production lab, animation lab, production space, motion capture laboratory and THX sound mixing theatre.

Due to limited capacity, new students wishing to continue in the CMI program after their freshman year are required to complete an application process. Transfer students from other institutions, including NMSU Community Colleges, must complete the application process. Transfer students should contact an Academic Advisor from the College of Arts and Sciences Advising Office for information about joining one of the two degree programs offered in CMI. Space is limited and varies each year. The quality of the student’s work as demonstrated in the application and prior course work are additional criteria of the admission decision. Exact details and procedures for applying to the CMI program can be found on the CMI website at: cmi.nmsu.edu.

Degrees for the Department
Animation and Visual Effects - Bachelor of Creative Media
Digital Film Making - Bachelor of Creative Media

Minors for the Department
Currently, all CMI Minors are closed to any students outside of the major.

Animation and Visual Effects - Undergraduate Minor
Digital Film Making - Undergraduate Minor

Department Head, Amy Lanasa
Associate Professors Fowler, Lanasa, Lapid, Lau; Assistant Professors Marks; College Assistant Professors Bakshi, Chase, Swander; College Instructor Nirmilikhandan

Film & Digital Media Courses
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. Pre/Prerequisite(s): FDMA 2382 or FDMA 2381 or consent of instructor. 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 2210. 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. May be repeated up to 6 credits. 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 for a maximum of 6 credits. 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. Pre/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.
Prerequisite: Consent of instructor.
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.
Prerequisite: Consent of instructor.
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.
Prerequisite(s)/Corequisite(s): FDMA 2382, FDMA 2310. Restricted to: DFM, ANVE, G-CMI majors. Restricted to Las Cruces campus only.
FDMA 301. Sound Design II  
3 Credits (3)  
Mixing and balancing dialogue, sound effects and music in postproduction. Study the role of sound effects, foley, soundtrack choices, and music supervision. Restricted to: DFM, ANVE majors.  
Prerequisite(s): FDMA 2382.

FDMA 303. Cinema Review and Critique  
3 Credits (3)  
This course is for the student who wants to learn to be a more active, intelligent film viewer. It encourages critical thinking about films and educates students on how to write a film review. Students will meet in the movie theater to watch essential films that serious movie watchers should see from classic motion pictures, to current release major motion pictures, independent films and world cinema features. The course will serve as a guide to the illuminating process of evaluating, analyzing, and reviewing movies. Restricted to: DFM, ANVE majors.  
Prerequisite(s): FDMA 2382.

FDMA 305. Business of Filmmaking/Animation  
3 Credits (3)  
Explores the roles of unions, basic contracts, legal arrangements, and the economics of the production process, distribution, and financing. Consent of Instructor required.  
Prerequisite(s): FDMA 2382.

FDMA 308. Writing for Animation  
3 Credits (3)  
This class explores methods for, and approaches to, writing for animation. Students study and produce scripts for a range of animation outlets while engaging in writing exercises based on character and story development.  
Prerequisite(s): FDMA 2382 or consent of instructor.

FDMA 309. Screenwriting I  
3 Credits (3)  
Writing intensive. Students learn the craft of screenwriting, honing skills in writing dialogue and visual narrative, crafting dynamic characters and dramatic action. Original student scripts will be performed and discussed in class. Crosslisted with: ENGL 309 and THEA 306.  
Prerequisite(s): ENGL 2382/FDMA 2382 or consent of instructor.

FDMA 310. Cinematography II  
3 Credits (3)  
Advanced tools of the cinematographer, lighting and composition techniques. Artistic and technological elements of cinematography. Restricted to: DFM,ANVE majors.  
Prerequisite(s): FDMA 2520.

FDMA 311. Editing II  
3 Credits (3)  
Advanced techniques in digital films using professional non-linear editing systems. Restricted to: DFM,ANVE majors.  
Prerequisite(s): FDMA 1220.

FDMA 312. Post Production Color Grading  
3 Credits (3)  
Color grading is an important part of the overall look of a film. It used to be a craft that only a small number of people knew how to do. However, due to advances in technology and business models, more and more people are diving into color grading. This class is an introductory look into the art and techniques of color grading. Restricted to: DFM, ANVE majors.  
Prerequisite(s): FDMA 1220.

FDMA 314. Acting for Film  
3 Credits (3)  
Techniques for film and television acting. In-depth analysis of film performance creation among actor, director, writer, cinematographer, and editor. Restricted to: THTR, DFM majors.  
Prerequisite(s): FDMA 2382.

FDMA 315. Adventures in Genre  
3 Credits (3)  
Students learn storytelling strategies for the screen by studying various structural genres and components of screenplays and films. Utilizing these strategies, students develop a number of their own original screenplay ideas. Additionally, pitch workshops are held and students learn to present their ideas in various, practical situations.  
Prerequisite(s): FDMA 2382 and FDMA 309.

FDMA 316. Border Cinema Around the World  
3 Credits (3)  
What is the relationship between borders, identity, and vulnerability - and how is this relationship explored in cinema? How are borderlands also testing grounds - the sites of serious ethical dilemmas? By examining powerful feature films from such regions as the Middle East, the Balkans, and the US/Mexico border, we will explore ways in which personal, familial, communal, and national identities are defined through the complex process of bordering. We will investigate the role of cinema in reflecting and/or facilitating this process.

FDMA 318. Documentary Production  
3 Credits (3)  
Survey of theory and history of documentary film making including viewings and discussions of notable films and directors. Class works with actual documentary project. May be repeated up to 6 credits. Restricted to: ANVE, DFM majors.  
Prerequisite(s): FDMA 1220, FDMA 2520.

FDMA 320. Race and Gender in Film  
3 Credits (3)  
In this course students will analyze film as an art form as well as be exposed to Race and Gender Feminist Film Theory. We will consider the role of ilm in our understandings of sex, gender and sexuality. Through discussions and writing we will work to discern relevant social, political, ideological, and aesthetic concepts in the media we examine. Crosslisted with: ENGL 399, GNDR 450 and GNDR 550.

FDMA 325. Film Festival Production  
3 Credits (3)  
A course for students interested in learning about the processes of orchestrating an independent film festival. Students will engage in a professional environment with other film students and filmmakers, as well as learn about film event administration and organization. May be repeated up to 6 credits. Restricted to: DFM, ANVE majors.

FDMA 328. Producing  
3 Credits (3)  
Examines the role of the Producer, essential to every film production. The course will revolve around the best practices in organizational design, the production process, the budgeting process, financial controls, scheduling, insurance and distribution.  
Prerequisite(s)/Corequisite(s): FDMA 2510, FDMA 1220, FDMA 2382. Restricted to: ANVE,DFM majors.
FDMA 332. 3-D Character Animation
3 Credits (3)
Essentials and principles of 3D character animation. Techniques and craft of breathing life into characters through movement, including dynamic poses, blocking action, run and walk cycles, lip synching and realism. THEA 1221, Acting and FDMA 2510, Sound Design are recommended. Restricted to: ANVE, DFM majors.
Prerequisite(s): THEA 1210 (or FDMA 314 or FDMA 348), FDMA 1510 and FDMA 2720 or consent of instructor.

FDMA 341. Visual Effects I
3 Credits (3)
Fundamentals and principles of live action footage and computer generated imagery integration, including 3D animation, matchmoving, green screen setup, keying and compositing. Restricted to: ANVE, DFM majors.
Prerequisite(s): FDMA 2520, FDMA 1510, FDMA 2530 (or consent of instructor).

FDMA 348. Acting for Animation
3 Credits (3)
This course explores performance techniques relevant to animators including 2D and 3D animation and motion capture. Students learn to create dynamic, dramatic performances and believable character interactions. Students learn to analyze scripts, sound, acting, action and performance for production. Topics include: acting theory, emotional/mental states, character movement and style, dynamic facial expression, scene construction, posing, layering and rhythm, simplification and exaggeration, and voice-over. May be repeated up to 3 credits. Restricted to: DFM, ANVE majors.

FDMA 350. Intermediate 2-D Animation
3 Credits (3)
Learn the more refined aspects of motion for character animation by focusing on Disney's 12 Principles of Animation, practicing these advanced drawing techniques in exercises and incorporating them into a brief final short.
Prerequisite(s): FDMA 2710.

FDMA 360. Previsualization
3 Credits (3)
Implements 3D animation tools in preproduction shot and sequence design for motion picture and broadcast industries; including 3D storyboarding, technical planning and editing basics. LC Campus Only. Restricted to: ANVE, DFM majors.
Prerequisite(s): FDMA 1510, FDMA 2530, and FDMA 2720 or consent of instructor.

FDMA 362. Motion Graphics
3 Credits (3)
Students will learn the basics of Motion Graphics by working through a variety of exercises and a final project that will combine animation, text, visual effects, and sound using Adobe After Effects, Photoshop, and Illustrator. Restricted to: ANVE, DFM majors.

FDMA 365. Character Design and Development
3 Credits (3)
Digital character design for the entertainment industry. Provides insight into the process of creating iconic characters. Traditional and contemporary character designers are explored. Industry workflow is introduced and necessary skills are developed to design detailed 3D characters from concept through production. Restricted to: ANVE, DFM majors.
Prerequisite(s): FDMA 2710, FDMA 1510 and FDMA 2530, or consent of instructor.

FDMA 377. Game Design Workshop
3 Credits (3)
In this course we will learn to design, develop, and playtest games. This approach will be exercise driven and involve nontechnical approaches as well as digital production techniques. This playcentric approach will involve player participation from conception through production. We will explore the iterative processes of prototyping, playtesting, and revising based on feedback. Consent of Instructor required. Restricted to: ANVE, DFM majors.

FDMA 395. Directing I
3 Credits (3)
Study and application through short scene work of the basic tools of a director and relationships with actors, designers, playwright, and stage managers. Interpreting as well as organizing. May be repeated up to 3 credits. Restricted to: DFM, ANVE majors.
Prerequisite(s): FDMA 2510, AND FDMA 2520, AND FDMA 1220.

FDMA 396. Directing II
3 Credits (3)
Addresses pre-production concerns including script breakdown, casting ground plans and coverage. The criteria employed when selecting the creative team including a director of photography, art director, light, sound and wardrobe designers. Introduction to budgeting, scheduling, and script breakdowns. Prerequisite: FDMA 395

FDMA 397. Practicum
1-3 Credits (1-3)
Practical application of the student’s field of study in a project environment. May be repeated up to 9 credits. Consent of Instructor required.

FDMA 398. Special Topics
3 Credits (3)
This course addresses specific subjects and issues as identified by the department. Topics and credits to be announced in the Schedule of Classes. May be repeated up to 12 credits.

FDMA 400. Directed Studies
1-6 Credits (1-6)
Directed study course in CMI under the supervision of a CMI faculty member. May be repeated up to 9 credits.

FDMA 401. Motion Capture Techniques
3 Credits (3)
Implement industry standard motion capture techniques to capture and integrate performance for movie making, 3D animation and game production. Restricted to: ANVE, DFM majors.
Prerequisite(s): FDMA 1510, FDMA 2720 and FDMA 2725 (or consent of instructor).

FDMA 410. Cinematography III
3 Credits (3)
This class is geared towards those who want to learn more about cinematography, color grading, and digital technology as it pertains to cinematography. Shooting high-end codecs (ProRes/DNxHD) or RAW are becoming more and more popular in filmmaking as camera manufactures and computer processing get better. This class will be a mix of production and post-production as learning how to shoot these higher end codecs do not end with the camera. Focus will be on techniques of shooting raw, understanding how to operate a camera capable of high end image acquisition, properly building up the camera rig and accessories, managing data and the post-production workflow. Consent of Instructor required. Restricted to: DFM, ANVE majors.
Prerequisite(s): FDMA 310.
FDMA 412. Advanced Equipment Training  
3 Credits (3)  
This class is designed for students who want to dive deep into building and operating much of our advanced camera and G&E equipment. Though these on-set tasks are performed by below-the-line crew members, having the knowledge of and ability to use this equipment will serve you greatly as a DP. We will go over a wide variety of devices in this class, ranging from car mounts and our GlideCam to our large jib, 3-axis gimbal, 500-amp generator, and 6K HMI lights. We will also do some advanced lighting scenarios. The goal of this class is to get you “certified” on all the above items, resulting in your being able to build this equipment for other CMI sets, such as the Mixed Class Productions, Senior Projects, etc. Restricted to: DFM, ANVE majors.  
Prerequisite(s): FDMA 310.

FDMA 420. Short Film Production  
3 Credits (3)  
Students work in teams with rotating crews to write, produce, direct and edit individual and group projects—ultimately demonstrating growing confidence with production equipment and professional practices. May be taken up to 6 credits. Consent of instructor required. Pre/Prerequisite(s): FDMA 2510, FDMA 1220, FDMA 2520, FDMA 2382, FDMA 309 and FDMA 395.  
Corequisite(s): FDMA 328. Restricted to ANVE, DFM majors.

FDMA 425. Film Festival Production  
3 Credits (3)  
This course is designed to enhance student knowledge about film festivals and, specifically, the Las Cruces International Film Festival. From soup to nuts, students will build upon what they learned in CMI 325 Film Festival Preparation regarding how to manage and execute a major film festival, including film solicitation and submissions, festival event marketing, celebrity appearances, industry workshops, filmmaker coordination and brand management. Students will gain an appreciation of the value of a film festival to the community and for visiting filmmakers. Students will apply this knowledge in their written assignments, film evaluations, and departmental responsibilities. May be repeated up to 6 credits. Restricted to: DFM, ANVE majors.  
Prerequisite(s): FDMA 325.

FDMA 433. Sets and Environments  
3 Credits (3)  
Digital environment design and creation for movies and games from concept to production; including illustration, modeling, matte painting, texturing, lighting, rendering, integration, and camera projection. May be repeated up to 3 credits. Restricted to: DFM, ANVE majors.  
Prerequisite(s): FDMA 1510, FDMA 2530, and FDMA 2745 or consent of instructor.

FDMA 450. Advanced 2-D Animation  
3 Credits (3)  
Advanced techniques in two dimensional animation including motion graphics and integration of live action. Restricted to: ANVE, DFM majors.  
Prerequisite(s): FDMA 350.

FDMA 477. Digital Game Design  
3 Credits (3)  
This course covers the theory and practice of digital game production using industry standard media and game engine applications. Students apply animation and game development approaches toward gameengine constraints and requirements to create gameplay experiences. Design and production methods are implemented to create game levels and populate them with original assets. Team based game prototyping will require multiple disciplines to devise unique digital game experiences. Consent of Instructor required. Restricted to: ANVE majors.  
Prerequisite(s): FDMA 377.

FDMA 480. Screenwriting II  
3 Credits (3)  
Students will write 2 short scripts, 10-15 pages each throughout the semester. Focus will be on learning how to take notes and rewrite. Script analysis will be in a workshop format. Scripts will be read and discussed, scenes performed and reactions analyzed to consider effect of dialogue, character development, etc. Restricted to: ENGL, DFM, ANVE majors.  
Prerequisite(s): ENGL 480

FDMA 490. Advanced Screenwriting  
3 Credits (3)  
Students will prepare a 30-60 page screenplay. Script analysis will be in an advanced workshop format. Scripts will be read and discussed, scenes performed and reactions analyzed to consider effect of dialogue, character development, etc. This course is aimed at preparing writers for the professional market. Consent of instructor required. Restricted to: ENGL, DFM, ANVE majors.  
Crosslisted with: ENGL 491

FDMA 491. 3D Production Studio I  
6 Credits (6)  
The course is the first semester of a year-long effort to complete a Senior Project. The project will be narrative-driven short form, 3D animation or visual effects movie. Emphasis will be on pre-production and some production depending on ongoing CMI productions. You will produce a professional quality product with the aim to assist you in gaining entry into professional employment or graduate school. The course may be adapted toward a specific concentration in animation, visual effects, or digital film making, for group and individual productions. Each project must be approved by the Instructor and work within departmental policies and procedures.  
Prerequisite(s)/Corequisite(s): FDMA 332, FDMA 360, FDMA 365, FDMA 433.  
Prerequisite(s): FDMA 308. Restricted to: ANVE majors.

FDMA 492. 2D Production Studio I  
6 Credits (6)  
In CMI 498, Pre-Production, students will write a script, create a storyboard, record voice over and/or dialogue and time these storyboards to this dialogue/voice over creating an Anmatic. For those doing demo reels, students will start to compile exercises from all of all their prior classes. Additional exercises will then be assigned to augment the skill set of the student according to the needs of each student. Restricted to: ANVE majors.  
Prerequisite(s): FDMA 350, FDMA 361.
FDMA 493. 3D Production Studio II
6 Credits (6)
The course is the final semester of a year-long concentration on your Senior Project. Emphasis will be on the production, post-production, and distribution of the work created in the first semester. You will produce a professional quality product that will help you gain entry into professional employment or graduate school. The overall objective is that you will demonstrate mastery of craft through synthesis of concept and technique, resulting in an original cinematic experience. Restricted to: ANVE majors.
Prerequisite(s): FDMA 491.

FDMA 494. 2D Production Studio II
6 Credits (6)
Students will complete an entire animated short, trailer, or demo reel for their portfolios by the end of Senior Project II. In FDMA 494, Production and Post-Production, students will animate their stories according to the layout set in the animatic from Senior Project I. Lastly, they will composite and edit their shorts into a final piece that will be viewable in time for the Senior Showcase. For demo reels, students will continue to hone their reel into a finished piece that can be presented at the Senior showcase. Restricted to: ANVE majors.
Prerequisite(s): FDMA 492.

FDMA 495. Internship
1-12 Credits (1-12)
Placement in a production facility and supervised experience required. With CMI advisor approval only. May be repeated up to 18 credits. Consent of Instructor required. Restricted to: DFM, ANVE majors.

FDMA 497. Portfolio Design and Development
3 Credits (3)
Advanced graphic design projects with an emphasis on conceptual development, portfolio preparation, and professional practices. Refine general marketing strategies, personal portfolio, and resumes. Define, target, and penetrate personal target markets. Students develop individual promotional/demo packages. Restricted to: DFM, ANVE majors.

Department Head

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