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. May be repeated up to 3 credits. Crosslisted with: CMT 206.  
Prerequisite(s)/Corequisite(s): CMI 100. 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 100. Restricted to: ANVE, DFM 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. May be repeated up to 3 credits. Crosslisted with: CMT 195.  
Prerequisite(s)/Corequisite(s): CMI 100. Restricted to: DFM, ANVE majors. Restricted to Las Cruces campus only.

CMI 220. Drawing for Animation  
3 Credits  
(2+4P)  
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: ANVE, DFM, and CMT majors.

CMI 231. History of Animation  
3 Credits  
Explores the history of Animation as an art form and industry through readings, screenings, lecture and periodic guest speakers. May be repeated up to 3 credits. Restricted to: DFM, ANVE, G-CMI 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: CMT 232 and ENGL 232. Restricted to: DFM, ANVE 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: Main campus only. Restricted to DFM, ANVE majors.  
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 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: ANVE, DFM majors. Restricted to Las Cruces campus only.

CMI 245. 2-D COMPOSITING & FX  
3 Credits  
(3+3P)  
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. May be repeated up to 3 credits. 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. May be repeated up to 3 credits. 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: Main campus only. Restricted to ANVE, DFM majors.  
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: ANVE, DFM 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: Main campus only. Restricted to ANVE, DFM majors.

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. Restricted to: Main campus only.
Prerequisite(s): CMI 260, CMI 250 or consent of instructor.

CMI 300. History of Cinema
3 Credits
In-depth analysis of cinema's history looking at each aspect of film from inception to current development. It focuses on the historical aspects of sound production, cinematography, technological advances, music scoring, foley, animation, and narrative development. Students will see examples of movies throughout the semester and will take part in discussions. May be repeated up to 6 credits. Restricted to Las Cruces campus only.

CMI 301. Sound Design II
3 Credits
Mixing and balancing dialogue, sound effects and music in postproduction. Study the role of sound effects, foley, soundtrack choices, and music supervision. Prerequisite: CMI 200

CMI 303. Cinema Review and Critique
3 Credits
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. Students' reviews will be published publicly.

CMI 305. Business of Filmmaking/Animation
3 Credits
Explores the roles of unions, basic contracts, legal arrangements, and the economics of the production process, distribution, and financing.
Prerequisite: CMI 235.

CMI 308. Writing for Animation
3 Credits
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. May be repeated up to 3 credits.
Prerequisite(s): CMI 235 or consent of instructor.

CMI 309. Screenwriting I
3 Credits
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 THTR 306.
Prerequisite(s): ENGL/CMI 235 or consent of instructor.

CMI 310. Cinematography II
3 Credits
Advanced tools of the cinematographer, lighting and composition techniques. Artistic and technological elements of cinematography.
Prerequisite(s): CMI 205, CMT 205. Restricted to DFM, ANVE majors.

CMI 311. Editing II
3 Credits
Advanced techniques in digital films using professional non-linear editing systems. Restricted to: ANVE, DFM majors.
Prerequisite(s): CMI 216.

CMI 313. Animated Film Review
3 Credits
This course will enhance student literacy in analyzing and writing about animated films. Through screenings, readings, discussion and lectures, students will acquire conceptual tools for viewing and evaluating films. Through analysis, students will identify cinematic elements.

CMI 314. Acting for Film
3 Credits
Techniques for film and television acting. In-depth analysis of film performance creation among actor, director, writer, cinematographer, and editor. Restricted to: DFM, THTR majors, or Consent of Instructor.
Prerequisite(s): CMI 100, AND CMI 235.

CMI 315. Adventures in Genre
3 Credits
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): CMI 235. Restricted to DFM, ANVE majors.

CMI 316. Border Cinema Around the World
3 Credits
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. May be repeated up to 3 credits.
CMI 318. Documentary Production
3 Credits
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): CMI 216, CMI 205.

CMI 320. Race and Gender in Film
3 Credits
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 film 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, W S 450 and W S 550.

CMI 328. Producing
3 Credits
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): CMI 200, 216, 235. Restricted to: ANVE,DFM majors.

CMI 329. Studies in Drama
3 Credits
Students will draw on a group of related American and European dramatic works to examine various areas of 20th century culture. Topics will vary. Restricted to DFM, ANVE, ENGL, THTR majors. Crosslisted with: ENGL 329 and THTR 329

CMI 330. Developing the Animated Project
3 Credits
This course will cover fundamental theories and elements of the production and development processes for animated projects. Concept, story, and story and character development will be addressed as well as storyboarding, layout, sound, voice recording and basic editing. Students will develop at least one animated project, and construct an animatic to be used for future production. Restricted to: ANVE, DFM majors.

CMI 332. 3-D Character Animation
3 Credits
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. THTR 110, Acting and CMI 200, Sound Design are recommended. May be repeated up to 3 credits. Restricted to: DFM,ANVE majors.
Prerequisite(s): THTR 105 (or CMI 314 or CMI 348), CMI 260 and CMI 290 or consent of instructor.

CMI 341. Visual Effects I
3 Credits
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): CMI 205, CMI 260, 280 (or consent of instructor).

CMI 342. Intermediate 2-D Animation
3 Credits
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): CMI 250.

CMI 345. Directing I
3 Credits
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): CMI 200, AND CMI 205, AND CMI 216.

CMI 346. Directing II
3 Credits
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: CMI 395

CMI 348. Acting and Directing for Voiceover
3 Credits
Students will explore methods for approaching voiceover and for improving acting and directing skills. Exercises will promote ease with collaboration in the studio setting, written work will focus on viewing voiceover in an analytical and discerning light. Restricted to ANVE, DFM majors.

CMI 350. Intermediate 2-D Animation
3 Credits
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): CMI 250.

CMI 355. Character Design and Development
3 Credits
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.
Prerequisite(s): CMI 250, CMI 260 and CMI 280, or consent of instructor.Restricted to ANVE, DFM majors.

CMI 356. Motion Graphics
3 Credits
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.
Prerequisite(s): CMI 260, CMI 280, and CMI 290 or consent of instructor. Restricted to ANVE, DFM majors.

CMI 357. Directing III
3 Credits
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: CMI 395

CMI 360. Previsualization
3 Credits
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.

CMI 362. Motion Graphics
3 Credits
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.
Prerequisite(s): CMI 260, CMI 280, and CMI 290 or consent of instructor.Restricted to ANVE, DFM majors.

CMI 365. Character Design and Development
3 Credits
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.
Prerequisite(s): CMI 250, CMI 260 and CMI 280, or consent of instructor.Restricted to ANVE, DFM majors.

CMI 366. Directing III
3 Credits
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: CMI 395

CMI 371. Practicum
1-3 Credits (2-6P)
Practical application of the student’s field of study in a project environment. May be repeated up to 9 credits. Consent of Instructor required.
CMI 398. Special Topics  
**3 Credits**
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.

CMI 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.

CMI 401. Motion Capture Techniques  
**3 Credits**
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):** CMI 260, CMI 290 and CMI 270 (or consent of instructor).

CMI 410. Cinematography III  
**3 Credits**
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):** CMI 310.

CMI 420. Short Film Production  
**3 Credits**
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): CMI 200, CMI 216, CMI 205, CMI 235, CMI 309 and CMI 395.  
**Corequisite(s):** CMI 328. Restricted to ANVE, DFM majors.

CMI 421. Short Film Post-Production  
**3 Credits**
Students work together to complete short films shot in CMI 420. This course focuses on advanced post-production techniques, including editing and sound design, as student directors, editors and producers continue to learn to work together. In the last half of the course, students will build marketing campaigns and submit their finished film to festivals. May be repeated up to 6 credits. Restricted to: DFM, ANVE majors.  
**Prerequisite(s):** CMI 420.

CMI 433. Sets and Environments  
**3 Credits**
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):** CMI 260, CMI 280, and CMI 233 or consent of instructor.

CMI 450. Advanced 2-D Animation  
**3 Credits**
Advanced techniques in two dimensional animation including motion graphics and integration of live action. Restricted to: ANVE, DFM majors.  
**Prerequisite(s):** CMI 350.
CMI 493. 3D Production Studio II
6 Credits
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): CMI 491.

CMI 494. 2D Production Studio II
6 Credits
Students will complete an entire animated short, trailer, or demo reel for their portfolios by the end of Senior Project II. In CMI 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): CMI 492.

CMI 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.

CMI 496. Media Law/Ethics
3 Credits
Overview of legal & ethical issues in creative media elements of business and commercial law. This class will focus on the fundamentals of entertainment law by exploring the business and legal relationships within film industries, and animation. Learn to anticipate and avoid legal problems prior to production. Key issues in the area of copyright law, sources of financing, distribution agreements; insurance and union consideration will be discussed. Restricted to ANVE, DFM majors.

CMI 497. Portfolio Design and Development
3 Credits
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. May be repeated up to 3 credits. Restricted to: DFM,ANVE majors.

CMI 498. Final Year Senior Project I: Production and Post Production
3-6 Credits (3-6)
Senior Project I is the first half of a year long concentration on a pre-approved creative project guided by a faculty member. Projects are narrative-driven and have an end product: screen-play, short film, documentary, 2-D or 3-D animated short, or pilot with treatment for television. Consent of Instructor required. Restricted to: ANVE,DFM majors.
Prerequisite(s): Consent of instructor.

CMI 499. Final Year Senior Project II: Production and Post Production
3-6 Credits (3-6)
Senior Project II is the second half of a year long concentration on a pre-approved project, guided by a faculty member. Projects are narrative driven and have an end product: short film, documentary, 2-D or 3-D animated short, or pilot and treatment for television. May be repeated up to 9 credits. Restricted to: ANVE,DFM majors.
Prerequisite(s): CMI 489 and Consent of Instructor.