

ART - ANIMATION (ARTA)

Courses

ARTA 123 Lights! Camera! Action! 3 Credits

Exploration of fundamental components of digital design and time-based media, such as photography, animation, digital filmmaking, and motion design. Students focus on the elements of light, sound, and motion as key time-based design factors.

Terms Typically Offered: Fall.

Fees: Yes.

ARTA 222 Principles of Digital Photography 3 Credits

Exploration of photographic principles through the use of the digital single lens reflex camera.

Terms Typically Offered: Fall, Spring.

Fees: Yes.

ARTA 223 Image and Motion 3 Credits

Introduction to tools, techniques, and practices relating to images and time-based media. Integration of images, typography, digital film, and sound.

Terms Typically Offered: Fall, Spring.

ARTA 224 Principles of Film 3 Credits

Introduction to various stages of film production. Emphasis on screenwriting, planning and scheduling, cameras, lenses, lighting, and editing.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 225 Principles of Animation 3 Credits

Introduction to the core principles of animation through animated exercises that explore various techniques and tools for creating the illusion of life.

Prerequisites: ARTA 123.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 250 Films for Filmmakers 3 Credits

Survey of notable films and ideas, themes, and techniques that guide and influence filmmakers. Discussions on how to draw inspiration when producing films.

Prerequisites: ARTA 224.

Terms Typically Offered: Spring.

ARTA 296 Topics 1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 320 Stop Motion Animation 3 Credits

Introduction to stop motion animation techniques, including: claymation, puppet, paint, cut out, and pixilation. Involves the principles of animation, character design, armature building, puppet and prop fabrication, set creation, and lighting.

Prerequisites: ARTA 123; and ARTA 222 or ARTS 225.

Terms Typically Offered: Fall.

ARTA 322 Intermediate Photography 3 Credits

Discovery of vision and the art of seeing through the lens of a camera.

Prerequisites: ARTE 101 and ARTA 222.

Terms Typically Offered: Fall.

Fees: Yes.

ARTA 323 Character Design and Story Concepts 3 Credits

In-depth exploration of the power of story and how it influences the design process. World building through character design and concept art for animation, live-action, comics, and video games.

Prerequisites: ARTA 225.

Terms Typically Offered: Spring.

ARTA 324 Animation Production 3 Credits

Development of a personal aesthetic through advanced individual or collaborative short animations and character performances, based on original concepts and stories. Involves storyboarding, pre-production, and post-production.

Prerequisites: ARTE 101, ARTA 224, and ARTA 225.

Terms Typically Offered: Fall.

Fees: Yes.

ARTA 325 3D Digital Modeling 3 Credits

Exploration of the basics of 3D animation. Focus on modeling, texturing, lighting, cameras, animation, and rendering. Emphasis will also be on creative expression in these areas.

Prerequisites: ARTA 223, ARTA 224, and ARTA 225.

Fees: Yes.

ARTA 326 Intermediate Filmmaking 3 Credits

Continuation of ARTA 224. Exploration of intermediate filmmaking techniques and aesthetics.

Prerequisites: ARTA 222, ARTA 224, and ARTA 225.

Terms Typically Offered: Fall.

Fees: Yes.

ARTA 327 Sound Design and Post-Production 3 Credits

Exploration of the relationship between sound and image through post-production techniques, including editing, coloring, and sound design. Creation of Foley sound effects for short films, podcasts, and video games.

Prerequisites: ARTA 324 and ARTA 326.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 328 Experimental Video and Animation 1 Credit

Visual experimentation with abstract forms, non-narrative techniques, and emerging digital media that challenge conventional storytelling. Can include mixed media, 3D animation, AI art, and live video manipulation.

Prerequisites: ARTA 224 and ARTA 225.

Terms Typically Offered: Fall.

ARTA 396 Topics: 1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 421 Advanced Filmmaking I 3 Credits

Advanced studies in digital filmmaking focusing on each student's individual creative interests, such as experimental filmmaking or the combination of film with additional media.

Prerequisites: ARTA 326.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 422 Advanced Photography and Studio Lighting 3 Credits

Exploration of light and the development of a studio lighting portfolio.

Prerequisites: ARTE 101 and ARTA 222.

Terms Typically Offered: Fall, Spring.

Fees: Yes.

ARTA 423 Advanced Filmmaking II 3 Credits

Further investigation and development of techniques and practices in digital filmmaking. End of semester film is publicly screened.

Prerequisites: ARTA 421.

Terms Typically Offered: Spring.

ARTA 424 Animation, Film, and Photography Studio I 3 Credits

Creation of pre-production and concept development for an individual or collaborative senior thesis. Students are encouraged to focus on their personal interests, career goals, and portfolio needs.

Prerequisites: ARTA 222 or ARTS 225; and ARTA 324 or ARTA 326.

Terms Typically Offered: Fall.

Fees: Yes.

ARTA 425 Animation, Film, and Photography Studio II 3 Credits

Continuation of ARTA 424. Production of individual or collaborative thesis. Emphasis is placed on industry criteria for professional presentation in portfolios, festivals, and public exhibitions.

Prerequisites: ARTA 424.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 426 Advanced Motion Studio 3 Credits

Development of emerging personal direction in film and animation. Opportunities for unique, experimental, and personal projects, working individually or in collaboration with other students.

Prerequisites: Upper division standing.

Terms Typically Offered: Fall.

Course may be taken 2 times for credit.

Fees: Yes.

ARTA 427 Portfolio and Demo Reel 3 Credits

Preparation of demo reel, resume, and promotional materials for entry into the professional job market.

Prerequisites: ARTA 424.

Terms Typically Offered: Spring.

Fees: Yes.

ARTA 428 Concept and Environment Art 3 Credits

Exploration of concept art and environment art. World building through concept development integrating environment, character, and prop design. Applicable for character design and concept art for animation, live-action, comics, and video games.

Prerequisites: ARTA 323.

Terms Typically Offered: Fall.

ARTA 429 Screenplay Adaptation 3 Credits

Art of adaptation, from script to screen. Adapt pre-existing stories and concepts into screenplays for film, TV, graphic novels, or games.

Prerequisites: ARTA 123, ARTA 224, and ARTA 225.

Terms Typically Offered: Fall.

ARTA 430 Creature Design 3 Credits

Fundamentals of creature design, with a focus on form, function, and believability for film, animation, comics, and games.

Prerequisites: ARTE 101, ARTS 151, ARTA 123, and ARTA 323.

Terms Typically Offered: Fall.

ARTA 435 Advanced Cinematography 3 Credits

Study of cinematography, encompassing both technical understanding and artistic skill in creating memorable and meaningful images. Students will begin to develop their own visual storytelling style.

Prerequisites: ARTA 224.

Terms Typically Offered: Fall.

Fees: Yes.

ARTA 496 Topics: 1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

ARTA 499 Internship 1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.