

MULTIMEDIA (MM)

MM214 Mixed Realities & Interactivity (3.0 Credits)

A studio class that introduces the techniques and concepts of mixed realities and interaction design for screen-based media. The class discusses the dimension of time for animation and interaction for screen as new graphic design components for multimedia-based platforms. Students will learn how to combine graphics, audio, and text in non-linear environments such as websites, social media, and augmented realities. The class also discusses usability for screen-based interactivity systems. 4 hours studio.

Prerequisite(s): GD113.

MM314 Motion Graphics II (3.0 Credits)

Building on skills learned in Motion Graphics I, and a familiarity with the concepts and techniques of key-framing and screen-based graphics, students learn to create motion graphics for film, television, and performance. During the first half of the semester, students will create motion graphics required for various productions. Then, in the second half of the semester, they will apply those graphics to film and real-world objects.

Prerequisite(s): GD327

MM326 Video & Sound Editing II (3.0 Credits)

Building on skills learned in Video and Sound Editing I, advanced video and sound editing is tailored to the individual student's projects and areas of interest. The instructor and student collaborate to set goals for the semester's work. Progress is monitored weekly with screenings and class critique and discussions. Emphasis on the creative aspects of dramatic editing. Collaborate closely with the instructor to build a comprehensive understanding of the post production process. 4 hours studio.

Prerequisite(s): GD226.

MM429 3D Animation III (3.0 Credits)

An advanced course in 3D animation and modeling with Maya. Students should have already taken 3D Animation 2 and have started working on an animated short prior to class. Refine character animation skills to execute an outstanding project for a reel. Emphasis on splines, posing, timing, weight, anticipation, squash and stretch, overlapping action, and staging. Students will also acquire a more in-depth knowledge of the post-treatment process of 3D rendering. 4 hours studio.

Prerequisite(s): GD428.

MM440 Special Topics I (3.0 Credits)

Study of selected topics in print, Web, and multimedia technologies. Topics will be relevant to current issues in concept and practice, and help students gain a broader analytical perspective of the field. Guided by a member of the department, student will work on a jointly selected major project. Maximum of 6 credits. This course is cross-listed with GD440.

Prerequisite(s): Junior class standing or above.

MM441 Special Topics II (3.0 Credits)

Study of selected topics in print, Web, and multimedia technologies. Topics will be relevant to current issues in concept and practice, and help students gain a broader analytical perspective of the field. Guided by a member of the department, student will work on a jointly selected major project. Maximum of 6 credits. This course is cross-listed with GD441.

Prerequisite(s): Junior class standing or above.

MM445 Advanced Studio I (3.0 Credits)

Advanced study in an area that student has previously taken from the list of graphic design and multimedia courses. With the approval of the instructor, student should plan to meet with the regularly scheduled course in that area or by arrangement. Maximum of 6 credits. This course is cross-listed with GD445.

Prerequisite(s): Junior class standing or above.

MM446 Advanced Studio II (3.0 Credits)

Advanced study in an area that student has previously taken from the list of graphic design and multimedia courses. With the approval of the instructor, student should plan to meet with the regularly scheduled course in that area or by arrangement. Maximum of 6 credits. This course is cross-listed with GD446.

Prerequisite(s): Junior class standing or above.