

MULTIMEDIA (MM)

MM214 Multimedia & 2D Interactivity (3 Credits)

A studio class that introduces the techniques and concepts of interactive design. Learn to transfer graphics into 2D space, time, and interaction. Combine graphic elements, video, and sound to create a two-dimensional interactive application. Using Adobe Director, learn the foundations of interface design and how to build an interactive promotional CD, DVD, or kiosk that requires user involvement while being visually distinctive and engaging. Explore methods of usability and communication in a non-linear interactive environment. 4 hours studio.
Prerequisite(s): GD113.

MM314 Game Design & 3D Interactivity I (3 Credits)

Building on skills learned in 3D Animation I and a familiarity with the concepts and techniques of low-polygon modeling, learn to create and modify real-time 3D game objects and environments, using custom low-poly models and textures. During the first half of the semester, create the 3D models, textures, and environments required to develop a short video game. In the second half, apply interactive functions and physics to models and finalize the game to create an engaging user experience, based on play testing, in-class discussions, and critiques. 4 hours studio.
Prerequisite(s): GD328.

MM326 Video & Sound Editing II (3 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 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 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.
Prerequisite(s): Junior class standing or above.

MM441 Special Topics II (3 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.
Prerequisite(s): Junior class standing or above.

MM445 Advanced Studio I (3 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.
Prerequisite(s): Junior class standing or above.

MM446 Advanced Studio II (3 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.
Prerequisite(s): Junior class standing or above.