MART - Media Arts

MART 101. Introduction to Media Arts (3).
Introduction to media arts and the interconnectedness of audio, film, animation and gaming. Introduces fundamental concepts in analyzing and interpreting popular media delivery. Employs lectures, guest speakers, collaborative projects and experimental modes of learning. Covers resources available on the main campus and in the community. Written assignments encourage students to think about how various media and entertainment influence culture and its response to these influences. Attendance at outside events, lectures and festivals may be required.

MART 102. Introduction to Media Aesthetics and Analysis (3).
Provides the basic skills necessary to read film and videogames critically. Concentrates on formal analysis, emphasizing the aesthetic, historical and ideological elements that comprise the multiple languages of world cinema and electronic games. Introduces various genres of narrative cinema as well as different practices of cinema such as experimental, documentary, animation and hybrid forms, as well as using the lens of art and independent-based design to examine alternative approaches to aesthetics, gender, and race expressions in electronic games. Provides an introduction to cinema and videogames as artistic practices that span the globe in their contemporary as well as historical modes.

MART 110. Introduction to Music Technology and Industry (2).
Introduction to concepts, techniques and terminology related to computing through musical applications. Students become familiar with major notation software, recording and audio editing software, live sound support, home and concert recording techniques, and music related web pages and pod casts.

MART 111. Intro to Music Business (2).
Gain a broad overview of the music business and learn how the various segments of the industry operate on a day-to-day basis.

MART 220. Computer Modeling (3).
Introduces the terminology and basic concepts of computer modeling graphics as it is used in animation, VFX and game industries. Exposes students to the entire process of computer modeling, including detailed surfaces, good topology, basic character rigging, construction of different types of geometry (poly, nurbs, subdivision) and using reference images as modeling aids.

MART 325. Editing for Film (3).
Examines the role of the editor in the filmmaking process. It affords hands-on experience in the editing process. It provides an introduction to the theory, technique and art of editing. Students learn the basic tasks and vocabulary of the editing process. Editing work focuses on storytelling, visual and aural impact, as well as the dramatic build of a scene, the psychology of the characters, emotional beats, and the effect of sound and music, rhythm and pacing.

MART 351. Principles of Video Production (3).
Introduction to single-camera video production. Through in-class demonstrations, lectures, readings and hands-on projects, students begin learning skills and techniques of HD video field production and postproduction. Students work on their own projects (individually and in groups) producing, directing, shooting and editing projects.

MART 352. Story Boarding (3).
Focuses on storyboarding techniques, the visual and auditory language of time-based media, design development, concept development, and story development. The principles and issues presented are relevant for animation, live-action, film and video. The application of these principles to short film projects is emphasized.

MART 353. Video Storytelling (3).
Production-oriented course teaches students how to tell stories using video. Focuses on storytelling elements (narrative, characters, plot, conflict, resolution) through the medium of video accompanied with audio. In addition, the history of video storytelling, major advancements in the medium, important directors and current trends are examined.

MART 490. Special Topics (1-3).
An umbrella course created to explore a variety of subtopics differentiated by letter (e.g., 490A, 490B, etc.). Students should enroll in the lettered courses with specific topics in the titles rather than in this root course. Generally, MART 490 courses involve supervised study and research into media arts, and require weekly consultation and progress reports. For majors only. Repeatable for credit. Prerequisite: instructor's consent.

MART 490A. Special Topics in Media Arts (1-3).
Supervised study and research into media arts. Involves cross disciplinary studies in more than one media arts area. Requires weekly consultation and progress reports. For majors only. Repeatable for credit. Prerequisite: instructor's consent.

MART 490B. Special Topics in Animation (1-3).
Supervised study and research into animation. Content varies. Requires weekly consultation and progress reports. For majors only. Repeatable for credit. Prerequisite: instructor's consent.

MART 490C. Special Topics in Game Design (1-3).
Supervised study and research into game design. Content varies. Requires weekly consultation and progress reports. For majors only. Repeatable for credit. Prerequisite: instructor's consent.

MART 490D. Special Topics in Filmmaking (1-3).
Supervised study and research into filmmaking. Content varies. Requires weekly consultation and progress reports. For majors only. Repeatable for credit. Prerequisite: instructor's consent.

MART 490E. Special Topics in Audio Production (1-3).
Supervised study and research into audio production. Content varies. Requires weekly consultation and progress reports. For majors only. Repeatable for credit. Prerequisite: instructor's consent.

MART 540. Advanced Editing & Mastering (3).
Explores editing, recording and production techniques at an advanced level. Students gain experience with industry standard digital audio workstations.

MART 570. Electronic Music Production (2).
Gain a working knowledge of composition and production of music made by computers. Covers techniques used in the electronic music genre ranging from EDM to music concrete.

MART 571. Live Sound Design (3).
Explores the acoustical, musical, and technical aspects of the live performance, in order to present the best possible sound to the audience.

MART 575. Seminar in Music Technology (3).
Covers developing trends in music technology and production.