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 terminologies 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 222. Digital Animation I (3).
Examines concepts, characters and storyboards for basic animation production. Introduces traditional animation. Course includes design, storyboarding, stop-motion and character animation. Gives students a working knowledge of animation techniques necessary to design animation sequences and teaches how to animate using computer software.

MART 232. Game Design I (3).
Introduces software for game development and design. Students learn the tools and techniques that allow them to develop their game creation skills. Students also learn about pivotal, successful games that changed the gaming industry over the years.

MART 260. Game Design Concepts (3).
Introduces electronic game development and game development careers. Examines the history of games and design, the game design and production process, and current issues and practices in the game development industry.

MART 270. Figure Drawing for Animators (3).
Orientation to visualization of the human body. Helps students learn the proper structure of the figure, which enables the drawer to convincingly visualize, manipulate or distort the figure. Also allows students to understand how important structure is in character development. As with all drawing knowledge, this takes much practice and hard work on the artist’s part.

MART 299. Media Arts Practicum I (1).
Expands and enhances the students’ technical and conceptual skills, and increases knowledge in the various mediums supported by the Bachelor of Applied Arts degrees. Practical training in the organization, presentation and technical aspects of production are the focus as students conceptualize, plan and implement a project related to the media arts.

MART 322. Digital Animation II (3).
Explores advanced animated techniques. Students learn advanced animation of a character and learn to understand the advanced animation process of blocking, in-between, refining and animation graph splines, and animation passes. By the end of the course, students animate realistic and convincing action with an animated character. Prerequisite: MART 222 or instructor’s consent.

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 story-telling, 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 332. Game Design II (3).
Students design and create a game that can run as a mobile app and on a desktop computer. Students work with touch screen input versus analog inputs from a mouse and a keyboard. Students work with sprites, images, sound and coding while creating the game. Prerequisite MART 232 or by instructor approval.

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 354. Clay Modeling (3).
Offers a fundamental understanding of the human form via traditional clay sculpting techniques. Students are exposed to variations of the human figure in clay sculpting, and they develop their perception and understanding of the human form, its anatomy, mass, movement and dynamics. Emphasizes working techniques in clay. Class works with live models and with references from printed media.

MART 357. Rigging (3).
Examines 3D rigging. Students learn to use computer software to rig a fully constructed 3D model. The differences between character rigs and
 props rigging is also studied. Students learn how to set up the proper IK/HK splines and how to work with skeletal hierarchy and blend shapes. Prerequisite: MART 220 or instructor’s consent.

MART 359. Cinematography (3).
Introduces the fundamentals of motion picture cinematography. Includes both technical knowledge and artistic application. Focuses on the camera and lighting equipment throughout the course. Topics include camera operation, composition and framing, lens choice, camera movement, setting proper exposure, lighting, blocking, continuity and visual storytelling.

MART 360. Coding I (3).
Studies coding computer languages that are essential in animation, visual effects and the gaming industry. Students learn the fundamentals of coding and computer languages to understand their design elements as they apply to the media arts industries.

MART 361. Coding II (3).
Students learn coding language that is pertinent to the video game industry. The skills, knowledge and techniques are a continuation of Coding I. Provides a foundation in design, programming and creativity associated with video games. Prerequisite: MART 360 or instructor’s consent.

MART 365. Props and Character Design (3).
Examines videogame story through production components of character, props and concept design. Students are exposed to the whole process of props and character design. Students begin with references and preliminary research to idealization. The process expands from rough sketches to rendering an orthographic sheet ready to be passed to the 3D modelers.

MART 390. Professional Practices in Media Arts (1).
Research into, and practical application of, professional practices, portfolio development, business skills, and career planning specific to the field of media arts. Requires attendance at professional design events and creation/maintenance of a professional portfolio and website. Repeatable for credit.

MART 399. Media Arts Practicum II (2).
Expands and enhances the student’s technical and conceptual skills, and increase knowledge in the various mediums supported by the Bachelor of Applied Arts degree. Practical training in the organization, presentation, and technical aspects of production are the focus as students conceptualize, plan and implement a project related to the media arts.

MART 422. Digital Animation III (3).
Direct continuation of MART 322. Students work as a collaborative team on a single project where they animate a short project that is conceptualized, planned, structured and created. Each student works on a specific element of the project to reach completion. Prerequisites: MART 222, MART 322 or instructor’s consent.

MART 424. Compositing and VFX (3).
Provides instruction in digital compositing. Students are taught how to work with software for VFX compositing. Examines the basics of film compositing and software tools that create special effects in media.

MART 432. Game Design III (3).
Designed to further the concepts, techniques and skills learned in preceding game design courses. Students develop games from the class and work to improve the designs. The basics of programming are covered in order to advance student projects and their knowledge. Prerequisites: MART 232, MART 332 or instructor’s consent.

MART 481N. Internship (1-3).
Gain applied knowledge working in the media industry.

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 490G. Figure Studies for Animators (3).
Orientation to visualization of the human body. This class will help the student to learn the proper structure of the human figure, which enables the drawer to convincingly visualize, manipulate or distort the human figure. It also allows the student to understand how important structure is in character development.

MART 499. Media Arts Practicum III (3).
Expands and enhances the students’ technical and conceptual skills, and increase knowledge in the various mediums supported by the Bachelor of Applied Arts degree. Practical training in the organization, presentation, and technical aspects of production are the focus as students conceptualize, plan and implement a project related to the Media Arts.

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.