

2009-2010 Course Catalog

The University Of Montana

School of Media Arts

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Richard Hughes, Director

The School of Media Arts offers a uniquely integrated curriculum on both the graduate and undergraduate level that is centered in digital technology as a storytelling and artistic medium. There are two areas of specialization within the School: Digital Filmmaking and Integrated Digital Media. The school offers a Master of Fine Arts in Media Arts, a Bachelor of Fine Arts in Media Arts and a Media Arts Minor. For more information on the academic programs, faculty, and students, please visit our website at: www.umt.edu/mediaarts.

Special Degree Requirements

Refer to graduation requirements listed previously in the catalog. See index.

The Media Arts Graduate Program

The Media Arts Graduate Program is a three-year program for students pursuing the M.F.A. degree. It offers a spacious and secure graduate lab that serves as a comprehensive post-production space. It focuses on digital filmmaking and provides the student with comprehensive training in the areas of writing, directing and editing. For application information please visit our website at www.umt.edu/mediaarts.

Bachelor of Arts in Media Arts

The B.A. program offers two areas of specialization. The course of instruction in the digital filmmaking area focuses on the three primary components of pre-production, production and post-production and includes directing, writing, sound design, and editing. The course of instruction in the integrated digital media area focuses on the relationship between digital technology and aesthetics and includes still image, motion design, sound design and web design. History and theory courses in both areas provide students with a deeper understanding of artistic principles and best practices. The undergraduate program has a large production space including a green screen area, two computer labs with 40 total stations and an audio recording room. For more information please visit our website at www.umt.edu/mediaarts. The course of study for the Bachelor of Arts degree in Media Arts is as follows:

A. Prerequisites

Offered every term. Each student must complete the four core classes (12 credits) from one of the areas of specialization (for course descriptions see Courses section):

Digital Filmmaking

MAR 101L Introduction to Media Arts - 3 cr. - open to all university students and may be taken any semester

MAR 112A Intro to Non-Linear Editing - 3 cr.

MAR 210 Creation of Media Story - 3 cr.

Both are open to all university students and may be taken in the same semester.

Students must achieve a 3.5 grade point average for these two courses in order to qualify for the following:

MAR 211 Principles of Digital Video Production -3cr.

Integrated Digital Media

MAR 111A Integrated Digital Art -3cr.

MAR 102 Digital Technology in the Arts -3cr.

Both are open to all university students and may be taken in the same semester.

Students must achieve a 3.5 grade point average for these two courses in order to qualify for the following:

MAR 201 Intro to Digital Still Imaging -3cr.

MAR 202 Intro to Motion Design -3cr.

Both may be taken in the same semester.

B. Application to the Major

Upon satisfactory completion of the core curriculum, the student then applies to the B.A. program. Acceptance requires faculty approval, a 3.0 GPA in Media Arts classes and no less than a 2.5 GPA in the student's overall studies. Please see the Media Arts office for complete information on the application process.

C. Required courses for the Major

Once accepted as a major, the student must then complete 30 credits in one of the two specializations (see below) for a total of 42 credits. GPA requirements continue through each assessment period with annual reviews occurring at the end of spring semester each year.

Specialization in Integrated Digital Media:

MAR 221 Fundamentals of Digital Design

MAR 222 Fundamentals of Digital Compositing

MAR 321 Digital Image Design Techniques

MAR 322 Digital Compositing I

MAR 325 Fundamentals of Digital Animation

MAR 330 Principles of Sound Design

MAR 340 Principles of Web Design

MAR 422 Digital Compositing II

MAR 425 Techniques of Digital Animation

MAR 440 Web Design Techniques

Specializing in Digital Filmmaking:

MAR 250 Visions of Film

MAR 251 Digital Video Production Techniques

MAR 252 Screenwriting

MAR 253 Digital Video Production Lab

MAR 301 Digital Film Practices

MAR 330 Principles of Sound Design

MAR 355 Directing the Fiction Film

MAR 356 Directing Lab

MAR 357 Techniques of Non-Linear Editing

MAR 442 Experimental Film

MAR 450 Topics in Film and Media Studies

MAR 455 Visions of Documentary Film

Advisement

Upon acceptance into the B.A. program in Media Arts, each student is assigned a faculty advisor from their area of specialization. Students will not be assigned a Media Arts faculty advisor until then. Please see the School Director for details.

Media Arts Minor

This program is designed to supplement the work of those undergraduate students whose major area of study can be enhanced through the application of media arts principles and technologies. For more information please visit our website at www.umt.edu/mediaarts.

A. Required Courses for the Minor

Offered every term. Each student must complete the four core classes (12 credits) from one of the areas of specialization listed below. For course descriptions see Courses section.

Digital Filmmaking

MAR 101L Introduction to Media Arts - 3cr.

MAR 112A Intro to Non-Linear Editing - 3cr.

MAR 210 Creation of Media Story - 3cr.

Both are open to all university students and may be taken in the same semester.

Students must achieve a 3.5 grade point average for these two courses in order to qualify for the following:

MAR 211 Principles of Digital Video Production- 3cr.

Integrated Digital Media

MAR 111A Integrated Digital Art - 3cr.

MAR 102 Digital Technology in the Arts - 3cr.

Both are open to all university students and may be taken in the same semester.

Students must achieve a 3.5 grade point average for MAR 112A and MAR 210 in order to qualify for MAR 211.

MAR 201 Intro to Digital Still Imaging - 3cr.

MAR 202 Intro to Motion Design - 3cr.

Both may be taken in the same semester.

B. Elective Classes

Students must complete nine additional credits outside of their major that support their work and development in Media Arts. These credits need to be approved by the School. Please see the School Director for a complete list of acceptable courses.

Courses

U=for undergraduate credit only, UG=for undergraduate or graduate credit, G=for graduate credit. R after the credit indicates the course may be repeated for credit to the maximum indicated after the R.

Media Arts (MAR)

U 101L Introduction to Media Arts 3 cr. Offered autumn and spring. Overview of the media arts and their interaction, integration and development in the creation of story beginning with early years of photography and movie-making through the introduction of radio and television up to the digital revolution.

U 102 Digital Technology in the Arts 3 cr. Offered every term. An introduction to the relationship between aesthetics and the emerging capacities of digital technology. The course will explore the basic evolution of hardware, system software, and the internet and will present a brief history of the pioneers of both traditional and digital art. It will also look at contemporary and emerging trends in the artistic application of digital technology.

U 111A Fundamentals of Integrated Digital Art 3 cr. Offered autumn and spring. A project oriented editing and design course that focuses on artistic expression and its relationship to digital technology. Using Final Cut Pro, Adobe Photoshop and Adobe After Effects, students will create audio/visual work in both the still image and time based mediums.

U 112A Intro to Non-Linear Editing 3 cr. Offered each term. Study of the history, process and philosophy of narrative film/video editing and an introduction to Final Cut Pro nonlinear editing software.

U 195 Special Topics 1-6 cr. (R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

U 201 Intro to Digital Still Imaging 3 cr. Offered autumn and spring. Prereq., MAR 102 and MAR 111A. This course provides a thorough introduction to the practices of digital still imagery, with emphasis on content, layering, and digital manipulation of images.

Production techniques, project planning, narrative, and the integration of various forms of digital design are fundamental components of this course.

U 202 Intro to Motion Design 3 cr. Offered autumn and spring. Prereqs., MAR 102 and MAR 111A This project oriented course will introduce students to the basic technical and aesthetic components of digital motion design using the industry standard software programs Photoshop and After Effects.

U 210 Creation of Media Story 3 cr. Offered autumn and spring. An introduction to screenwriting and visualization for media story. Focus is on developing visual writing skills and effective utilization of critical story elements.

U 211 Principles of Digital Video Production 3 cr. Offered every term. Prereq., MAR 112A, MAR 210. The study and application of basic aesthetic, narrative and organizational principles as well as technical applications integral to the production process of short video works; preparation of scripting formats for narrative and experimental works; shot selection and design; fundamental camera and sound operations; capturing and editing; production planning.

U 221 Fundamentals of Digital Image Design 3 cr. Offered autumn. Prereq., Media Arts Major. Introduction to the fundamental concepts, principles and practices of digital still imaging in order to establish a common aesthetic and technical language necessary to develop quality designs on the computer.

U 222 3D Motion Design 3 cr. Offered autumn. Prereq., Media Arts Major. Introduction to fundamental concepts, principles and practices of digital compositing and rendering in order to establish a common aesthetic and technical language necessary to develop quality time-based art and design.

U 250 Visions of Film 3 cr. Offered autumn. Prereq., MAR 112A, MAR 210. Study of major film theories that led to the constitution of visual film language and their application in contemporary film narrative and direction.

U 251 Digital Video Production Techniques 3 cr. Offered autumn. Prereq., Media Arts Major; Coreq., 253. Intermediate study of digital video cameras, lighting, sound, and their use in specific production situations.

U 252 Screenwriting 3 cr. Offered autumn. Prereq., Media Arts Major. Intermediate level writing class devoted to short films, with an emphasis on writing camera-ready scripts for spring production. Feature film structure and techniques also discussed.

U 253 Digital Video Production Lab 1 cr. Offered autumn. Prereq., Media Arts Major; Coreq., MAR 251. Incorporates studio and on-location production work.

U 295 Special Topics 1-6 cr. (R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

U 296 Independent Study 1-6 cr. (R-6) Offered intermittently. Prereq., consent of instr.

U 301 Digital Film Practices 1-6 cr. (R-6) Offered every term. Prereq., Media Arts Major. Practical application of the principles of production through work on graduate and upper level undergraduate projects, either as a crew member, production manager, designer, editor, director of photography or actor.

U 321 Digital Image Design Techniques 3 cr. Offered spring. Prereq., MAR 221. Introduction to the digital vector based graphics and drawing using Adobe Illustrator

and the process of integration between Photoshop and Illustrator, as well as their relationship to video production and animation.

U 322 Digital Compositing I 3 cr. Offered spring. Prereq., MAR 222, 321.

Project-oriented course which builds on the fundamentals of compositing introduced in MAR 222. Students create a more sophisticated body of integrated 2D work that explores multi-layered digital art and design in greater detail.

U 324 Stop Motion Animation Techniques 3 cr. Offered winter and summer sessions. Guides students through the active creation of several individual stop motion animation projects while developing their knowledge and expertise in traditional stop motion animation techniques using modern computing technology.

U 325 Fundamentals of Digital Animation 3 cr. Offered autumn. Prereq., MAR 321, 322. Introduction to two-dimensional digital animation, focusing on character and motion design animation fundamentals including: cell animation (frame by frame), motion-tweening, working with key frames and motion paths, moving elements on a 2D stage, object choreography and text animation.

U 330 Principles of Sound Design 3 cr. Offered autumn. Prereq., Media Arts Major. Introduction to fundamental concepts, principles and practices of digital sound recording and editing in order to establish a common aesthetic and technical language necessary to develop quality audio design.

U 340 Principles of Web Design 3 cr. Offered spring. Exploration of the fundamental techniques and principles of creating an interactive web site. Focus is on general website structure, directory structure, content, design and navigation.

U 355 Directing the Fiction Film 3 cr. Offered spring. Prereq., Media Arts Major. Coreq., MAR 356. Developing, directing and editing a five to seven minute fiction movie. In depth work on creation of shooting script, casting, work with actors and location work. Emphasis on collaborative process and diligence and preparation in all levels of production.

U 356 Directing Lab 1 cr. Offered spring. Prereq., Media Arts Major. Coreq., MAR 355. Incorporates studio, on location production and post-production computer lab time.

U 357 Techniques of Non-Linear Editing 3 cr. Offered spring. Prereq., Media Arts Major. Investigation of different techniques of narrative editing, including continuity, construction and montage. Students edit short project using supplied footage. Emphasis on finding and shaping the story. Final project uses student's own footage from the project in MAR 355.

U 396 Independent Study 1-6 cr. (R-12) Offered intermittently. Prereq., consent of instr.

U 422 Digital Compositing II 3 cr. Offered spring. Prereq., MAR 322. Combines the common aesthetic and technical language with solid design principles. Students immerse themselves in the making of a body of integrated-digital 3D work that explores the technical and aesthetic possibilities of multi-layered x y z plane actualizations.

U 425 Techniques of Digital Animation 3 cr. Offered spring. Prereq., MAR 325, 422. Advanced techniques of 2D animation using Macromedia Flash as well as integrating those techniques with the basic 3D digital animation capabilities of Adobe After Effects, including virtual lighting and the virtual camera.

U 440 Web Design Techniques 3 cr. Offered spring. Prereq., MAR 325, 422.

Project-based class in advanced techniques of 2-D animation using Macromedia Flash

as well as integrating those techniques with the basic 3-D digital animation capabilities of Adobe After Effects, including virtual lighting and the virtual camera.

U 442 Experimental Film 3 cr. Offered autumn. Prereq., Media Arts Major. Surveying a wide range of experimental cinema (film/video) from the 1920's to the present with a central focus being artistic practice in the context of historic and cultural concerns. Students will also create projects focusing on exploring film/video both as a form of personal expression and as a medium, rather than as mass entertainment.

UG 443 Documentary: Theory and Practice 3 cr. Designed to bring together Film Studies students (theorists) and Media Arts students (filmmakers) so they may draw from their respective fields to collaborate on the production of documentaries. After exposure to both documentary history and criticism, students will be required to work with a team of producers in learning the basic skills involved in documentary production.

U 450 Topics in Film and Media Studies 3 cr. Offered autumn. Prereq., Media Arts Major. Research and exploration of contemporary film, video, digital art and design. Focus on areas of student research both in commercial and non-commercial venues and styles.

U 455 Visions of Documentary Film 3 cr. Offered autumn. Prereq., Media Arts Major. Production of short experimental works of non-fiction. Emphasis on pre-production articulation of ideas and goals that lead to competent dramatic footage of actual events and people. Applied concepts: personal point-of-view, metaphor as organizing principle, articulation of subject/thesis, complexity of story, embedded meanings, use of visual motif.

U 465 Special Projects 3 cr. Offered spring. Prereq., Media Arts Major. Focus on the production of short commercial works, including advertisements, industrial work, "how to" video, as well as paper projects with potential clients. Students develop a DVD/Web portfolio for entry into the profession upon graduation. The class serves as a synthesis point for analysis and presentation of techniques and principles learned throughout the program.

U 470 Advanced Acting for Film I 3 cr. Offered autumn. Introduction to acting techniques needed to work competently in realistic film work. Consists of acting in several exercises and scenes shot in the studio, as well as research into different film acting styles.

U 471 Advanced Acting for Film II 3 cr. Offered spring. A project-based course that combines actors and directors in the collaborative creation of a short fiction film.

UG 495 Special Topics 1-12 cr. (R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

UG 496 Independent Study 1-12 cr. (R-12) Offered intermittently. Prereq., consent of instr.

G 508 Media Production 4 cr. Offered autumn and spring. Introduction to visual composition, photo and video manipulation and layering on the digital platform. Projects begin with static image composition and move to video time-based work using software-compositing programs.

G 509 Media Production 4 cr. Offered spring. Continuation of production and post-production practices and techniques introduced in MAR 508.

G 515 Editing Dramatic Action 4 cr. Offered autumn. Prereq., graduate standing in the Media Arts program. Study and application of the principles of editing narrative. Beginning with animated storyboards created from scenes written by the student, the class edits existing footage in action and dialogue scenes. Study of history of editing as well as analysis of classic editing techniques.

G 577 Media Directing I 4 cr. Offered autumn. Study of dramatic action, human psychology, and the patterns of story as applied to script analysis and directing for stage and video. Students will analyze and stage scenes from existing dramatic works and adapt them for use in video and film format.

G 578 Media Directing II 4 cr. Offered spring. Production process and direction for one-camera video/film. Technical elements of camera operation, lighting and principles of shot selection are studied. Scenes are staged and shot, both in studio and on location.

G 579 Media Directing III 4 cr. Offered autumn. Continuation of video/film directing techniques at a more advanced level, including location shooting work, as well as development of a production team. A script, developed in Writing I is shot on location during this semester.

G 580 Principles of Cinematography 4 cr. Offered autumn. Intermediate study of digital cinematography including color theory, composition, lens choice, continuity, camera movement/support, lighting for film and video, and grip in both studio and location situations.

G 586 Media Writing I 4 cr. Offered spring. Prereq., MAR 577. Advanced writing principles, including the creation of layering and density through further exploration of character and the use of dramatic irony. The semester begins with the creation of the shooting script from the same script used in Directing III. Students also work on pitching full-length film stories and develop short, related treatments. Group creation of story is explored in the development of ideas for a commercial campaign.

G 587 Media Writing II 4 cr. Offered autumn. Prereq., MAR 586. Continued work in media writing at an advanced level.

G 595 Special Topics 1-6 cr. (R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, and one-time offerings of current topics.

G 596 Independent Study 1-6 cr. (R-12) Offered autumn and spring. Prereq., consent of instr.

G 597 Research 1-12 cr. (R-12) Offered intermittently.

G 601 Graduate Media Research 3 cr. Offered autumn. Prereq., graduate standing in media arts. Beginning analysis and articulation of story structures in classic film. Application of qualitative research techniques, with a research portfolio due at the end of the semester.

G 680 Media Directing IV 4 cr. Offered spring. Prereq., MAR 577, 578, 579. In depth analysis of significant works in film and media story with emphasis on genre and question of narrative voice. Students analyze and articulate creation of story in foreign film, areas of narrative de-construction, performance art, installation work and theoretical literature dealing with media in other art forms. Several short projects are completed, based on this area of research

G 687 Final Portfolio Production 4 cr. Offered autumn. Ongoing production and content work relating to thesis projects.

G 688 Media Production Lab 3 cr. (R-6) Offered autumn and spring. Participation as support/design team member for another student's thesis work.

G 690 Media Apprenticeship 3 cr. (R-6) Offered autumn and spring. Work outside of program in an area of professional interest.

G 699 Final Portfolio Post-Production 6 cr. Offered spring. Final work on thesis portfolio. Approval by the student's thesis committee is required for graduation.

Faculty

Professors

- Martin Fromm, M.F.A., The University of Idaho, 1992
- Richard P. Hughes, M.M., M.F.A., The University of Montana, 1999
- Michael R. Murphy, M.F.A., The University of Montana, 1994

Associate Professor

- Mark Shogren, M.F.A., Ohio University, 2003

Assistant Professors

- Andrew J. Smith, M.F.A., University of Iowa, 1997
- Gregory Twigg, M.F.A., The University of Montana, 2001