

MEDIA ARTS (MART)

MART 101L - Intro to Media Arts. 3 Credits.

Offered every term. Overview of the media arts and their interaction, integration and development in the creation of story beginning with the early years of photography and movie-making through the introduction of radio and television up to the digital revolution.
Gen Ed Attributes: Lit & Artistic Studies (L)

MART 102 - Digital Technology in the Arts. 3 Credits.

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.

MART 111A - Intro to Photoshop. 3 Credits.

Offered every term. Online Course. This project-oriented design and compositing course introduces students to the fundamentals of Adobe Photoshop while focusing on artistic expression in a digital technology environment.

Gen Ed Attributes: Expressive Arts Course (A)

MART 112A - Introduction to Film Editing. 3 Credits.

Offered every term. Study of the history, process and philosophy of narrative film/video editing and an introduction to Final Cut nonlinear editing software.

Gen Ed Attributes: Expressive Arts Course (A)

MART 120 - Creative Coding I. 3 Credits.

Offered every term. The course focuses on the fundamentals of programming (variables, conditionals, iteration, functions, and objects) while relating this all back to the creative and expressive possibilities of media art. The JavaScript-based 'p5.js' programming framework will be utilized within this class. This course will include weekly programming assignments that implement the theory and techniques discussed in class towards creative, art-based projects. Ultimately, this course is designed to offer the student a deeper understanding of the essential aesthetic possibilities of computation.

MART 191 - Special Topics. 1-6 Credits.

(R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

MART 214 - Digital Publishing & Design. 3 Credits.

Offered autumn. Offered at Missoula College. Prereq., CAPP 120, CSCI 105, or consent of instructor. A comprehensive foundation of layout and design principles to integrate digital media essential for effective print-based and web-based business publications.

MART 220 - Creative Coding II. 3 Credits.

Offered every term. Prereq., MART 120. This course builds directly on the techniques, theory, and skills acquired during Creative Coding I. It will focus on advanced topics such as; physical computing, the Internet of Things (IoT), database science, and project development. This course will also spend a significant amount of time analyzing and discussing creative technology artists and practitioners and how they use technology as an extension of their voice. Students will be expected to devise, iterate, and create multiple projects throughout the course of the semester that push them to consider how modern computing technologies can be used to create art, as well as how art can be used to influence the deployment and development of increasingly sophisticated technologies.

MART 221 - Fund of Digital Image Design. 3 Credits.

Offered autumn. Media Arts majors only. 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.

MART 230 - Introduction to Still Image. 3 Credits.

Offered every term. This course provides a thorough introduction to the practices of capturing digital still imagery through scanning, photography, internet acquisition and mobile devices. Emphasis on content, composition, and digital manipulation of images is applied through the creation of various still-image projects. Digital capture techniques, project planning, narrative, and the integration of various forms of digital design are fundamental components of this course.

MART 232 - Interactive Web II. 3 Credits.

Offered autumn and spring. Offered at Missoula College. Prereq., CAPP 120, CSCI 105, or consent of instr. Provides a background and foundation skills required for designing and implementing Web sites for public and private organizations. Marketing and design techniques are applied using state-of-the-art software.

MART 235 - Fundamentals of Type. 3 Credits.

Offered every semester. This course is a study of the design and use of basic letterforms, anatomical features, hierarchy of information, major type families and characteristics, and the understanding of typographic grids. Students will learn the historical significance of letterforms and their origins to help fully understand how to use typography correctly within their works and designs. Students will gain experience in the art of typesetting and typographic layout, and learn the necessary skills for expressive typography, conceptual thinking and effective communication.

MART 255 - Photoshop: Art and Design. 3 Credits.

Offered every term. Online Course. This project-based course explores a variety of design principles and techniques through Adobe Photoshop.

MART 256 - Illustrator: Vector and Layout Design. 3 Credits.

Offered every term. An introduction to the basic principles and techniques of still image design and manipulation using Adobe Illustrator, the industry leading application for creating vector-based content. This project-based course demystifies the powerful Illustrator toolsets and workspace and enables students to actualize their ideas by helping them to develop an efficient production process. No prerequisites required.

MART 291 - Special Topics. 1-6 Credits.

(R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

MART 292 - Independent Study. 1-6 Credits.

(R-6) Offered intermittently. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student.

MART 300 - Visions of Film. 3 Credits.

Offered spring. Prereq., WRIT 101 (or higher) or equivalent. Media Arts majors only. Study of major film theories that led to the constitution of visual film language and their application in contemporary film narrative and direction.

Gen Ed Attributes: Writing Course-Intermediate

MART 301 - Media Arts Practices. 1-6 Credits.

(R-6) Offered autumn. Prereq., Media Arts majors only. 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.

MART 302 - Intro to Motion Design. 3 Credits.

Offered spring. Media Arts majors only. 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.

MART 304 - Modern Horror Film. 3 Credits.

Offered every term. Online Course. This class explores the changing landscape of the horror film since 1960, studying the movies in filmic terms (Acting, Directing, Cinematography, Music, etc.) and sociological importance. Through online discussions, selected readings, multimedia projects, and video lectures, we will seek to understand the often-controversial genre of horror.

MART 305 - 3D Animation I. 3 Credits.

Offered Autumn. This course is an introduction to fundamental concepts, principles, and practices of 3D digital modeling with Maya. Students will develop 3D modeling techniques, including production of geometric and organic objects. Through lectures, tutorials, in-class exercises and projects, students will be exposed to various techniques that may be used for innovative and artistic content such as filmic animation and compositing. Open to Media Arts majors only.

MART 320 - Art of Photoshop. 3 Credits.

Offered every term. Online Course. Pre-requisite MAR 230 or consent of instructor. This course provides an understanding of the use of Photoshop as an artistic tool. Exercises and projects will explore areas of customizing & combining tools, depth & perspective, and graphic elements (including text & paths), and will be based on effective production techniques, project planning, and the artistic principles of color theory, content, and layering.

MART 321 - Digital Image Technq. 3 Credits.

Offered spring. Media Arts majors only. 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.

MART 322 - Digital Compositing I. 3 Credits.

Offered autumn. Media Arts majors only. Project-oriented course which builds on the fundamentals of compositing introduced in MAR 323. Students create a more sophisticated body of integrated 2D work that explores multi-layered digital art and design in greater detail.

MART 323 - 3D Motion Design I. 3 Credits.

Offered autumn. Media Arts majors only. 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.

MART 325 - Introducton to Animation. 3 Credits.

Offered spring. Media Arts majors only. 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.

MART 327 - Intro to Cinematography. 3 Credits.

Offered spring. Media Arts majors only. Preliminary 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.

MART 330 - Principles of Sound Design. 3 Credits.

Offered autumn. Media Arts majors only. 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.

MART 332 - Introduction to Film Scoring. 3 Credits.

Media Arts / Music Majors only. Intro to Film Scoring focuses on the role of music in movies. It covers composition, orchestration, and dramatic techniques and how they integrate with the elements of dramatic action. Students will analyze iconic movies and scores and working with media arts film students, create two original film scores. Media Arts / Music Majors only.

MART 333 - 3D Animation II. 3 Credits.

Offered Spring. Building on the modeling skills learned in 3D Animation I, this course teaches students how to animate, texture map, add visual effects and render. The course will also cover advanced rigging techniques. As a continuation of this series, students will be introduced to animation, dynamics (including particle and fluid systems), and MEL scripting. Open to Media Arts majors only.

MART 336 - Directing the Fic Film. 3 Credits.

Offered autumn. Media Arts majors only. 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.

MART 340 - Princ of Interactive Media. 3 Credits.

Offered spring. Media Arts majors only. This course is designed to help students gain the skill sets necessary to successfully create work in the constantly evolving internet environment. It covers the fundamentals of website structure, content design and navigation and focuses on directory structure, visual design, user navigation, audio/video integration and domain management.

MART 341 - Intro to Web Design. 3 Credits.

Offered every term. Online Course. Students will gain necessary skills in this introduction to the fundamentals of website structure, content design and navigation. Areas of focus will be directory structure, visual design, user navigation, audio/video integration and domain management. This course is open to all university students and geared to non-majors.

MART 342 - Art & Sci of Interactive Games. 3 Credits.

Offer every term. Online course. This class is an introduction to the technological achievements and artistic and social impacts involved with the development of interactive games. It will cover the evolution of the gaming profile and the advanced visual, sonic and narrative properties that make interactive games the explosive growth industry that is today.

MART 345 - Sound for Film. 3 Credits.

Offered spring. Media Arts majors only. This course is targeted at the Digital Filmmaking student and introduces fundamental concepts, principles and practices of digital location sound recording and post-production editing to picture in order to establish a common aesthetic and technical language.

MART 355 - Experimental Documentary Media. 3 Credits.

In this course, students will explore the state of contemporary documentary media through investigating new approaches to integrating narrative content in documentary, interactive documentary, avant-garde documentaries, sensory filmmaking, and experiments in collaborating with documentary subjects. The focus of this course is to expand students' understanding of the possibilities of the documentary genre. Selected films, film history and theory will encourage students toward a more expansive definition of documentary practice, while considering how they might create new work in documentary arts.

MART 391 - Special Topics. 1-12 Credits.

(R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

MART 392 - Independent Study. 1-6 Credits.

(R-12) Offered intermittently. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student.

MART 395 - Practicum I. 3 Credits.

Offered every term. This course offers the student the opportunity to apply their media arts skill sets and techniques to a variety of professional level projects that include movies, web site design, and still image design.

MART 398 - Internship. 1-6 Credits.**MART 416 - Production Studio I. 3 Credits.**

Offered Autumn. Prereq., Media Arts major. This course offers a thorough look at storyboarding/previsuals, idea sketches and writing synopsis, as well as identity and promotion of finished works. This is also an opportunity for the student to begin production of the projects that will be continued in MART 457 Postproduction Studio.

MART 422 - Digital Compositing II. 3 Credits.

Offered spring. Media Arts majors only. 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.

MART 425 - 3D Motion Design II. 3 Credits.

Offered autumn. Media Arts majors only. Advanced techniques of 3D motion graphics and animation.

MART 432 - Techniques of Film Scoring. 3 Credits.

Prereq., MART 332. Focuses on the role of music in movies and expands upon the work accomplished in MART 332. It covers composition, orchestration, and harmonic techniques and integrates these with the elements of dramatic action. Students will work with media arts film students to actualize these techniques by creating original film scores of short scenes. The course will include a student project gallery, a peer review area, downloadable videos specific to the curriculum and a wide variety of online resources applicable to the subject matter.

MART 436 - Producing. 3 Credits.

The secret history of great filmmakers is the history of great producers working behind the scenes to give the director the freedom and the resources to focus on his or her vision. The director's job is everything in the frame; the producer's job is everything outside the frame. This class asks: how does one produce a film? What do producers do, anyway? Why are there so many of them (what are their duties)? Why do they do it? And most importantly: HOW do they do it? This class creates structures and techniques for students to create more viable film productions; it also invites a number of guest speakers to share their experiences and advice about filmmaking. Most of these speakers are producers, or work in the world of film production and development.

MART 440 - Tech Interactive Media Design. 3 Credits.

Offered spring. Media Arts majors only. Pre-requisite MAR 340. Advanced interactive media design class that builds on the foundation of principles taught in MAR 340.

MART 441 - Web Technologies. 3 Credits.

Offered every term. This online advanced web technologies course will explore the latest in HTML5 and CSS3 in order to creating complex interactive functions and user experiences. Gaining an understanding of the overall environment of web design technologies will allow for a more integrated set of web design skills and a greater understanding of how the internet works.

MART 445 - Sound for Digital Media. 3 Credits.

Offered spring. Media Arts majors only. This course is targeted at the Integrated Digital Media student and introduces fundamental concepts, principles and practices of digital sound recording and editing. This will enable students to expand their aesthetic by integrating their sonic and visual creative work.

MART 450 - Topics in Film/Media Studies. 3 Credits.

Offered spring. Prereq., WRIT 101 or equivalent, and one intermediate writing course and Media Arts majors only. 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.

Gen Ed Attributes: Writing Course-Advanced

MART 455 - Visions of Documentary Film. 3 Credits.

Offered spring. Media Arts majors only. 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.

MART 457 - Production Studio II. 3 Credits.

Offered Spring. Prereq., Media Arts Major. This course covers the principles and techniques of finishing projects. Students will focus on advanced rendering tools, prototype testing, installation and final performances, refined editing/titles/credits, enabling students to leave with a well polished finished project.

MART 491 - Special Topics. 1-12 Credits.

(R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

MART 492 - Independent Study. 1-6 Credits.

(R-12) Offered intermittently. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student.

MART 495 - Practicum II. 3 Credits.

Offered every term. This course offers the student the opportunity to apply their media arts skill sets and techniques to a variety of professional level projects that include movies, web site design, and still image design.

MART 499 - Senior Project. 3 Credits.

(R-9) Offered spring. Media Arts Majors only. This capstone course gives the student an opportunity to create an integrated senior project which brings together all of the elements of their course of study.

MART 500 - Core Research: Digital Technology in the Arts. 4 Credits.

Offered autumn. This course explores the relationship between aesthetics and the emerging capabilities of digital technology. It will cover the historical relationship between science and art up to the end of the 20th century and examine the methodology of critical artistic applications. Level: Graduate

MART 508 - Film Production. 4 Credits.

Offered every term.. 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. Level: Graduate

MART 509 - Media Production II. 4 Credits.

Offered spring. Continuation of production and post-production practices and techniques introduced in MAR 508. Level: Graduate

MART 510 - Core Research: Narrativity and Experiments in Media. 4 Credits.

Offered spring. This course expands upon the research begun in MAR 500 by exploring the development of emerging 21st century digital technologies and their impact on aesthetics in artistic production. Level: Graduate

MART 514 - Advanced Composit Tech. 4 Credits.

Offered spring. This course continues the work begun in MAR 422 by furthering the development of artistic principles and practices and culminates in an in-house presentation of graduate level motion design techniques. Level: Graduate

MART 515 - Digital Post-Production. 4 Credits.

Offered spring. 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. Level: Graduate

MART 520 - Core Research: Peer Teaching. 2 Credits.

This graduate seminar is designed for prospective graduate teaching assistants and will cover techniques and best practices for both in-class and online delivery. Level: Graduate

MART 522 - Intro to Inter Digi Media. 4 Credits.

Offered autumn. Based upon the research developed in MAR 500 and MAR 510, graduate students will explore and begin to develop artistic applications of interactive digital media, which will culminate in a semester end in-house presentation. Level: Graduate

MART 523 - Tech in Inter Digi Media. 4 Credits.

Offered spring. This course expands upon the work begun in MAR 522 and will culminate in a semester end public presentation. Level: Graduate

MART 524 - Compositing Applications I. 4 Credits.

Offered autumn. Based upon the concepts and principles developed in MAR 422 and MAR 514, graduate students will create a compositing project from pre-production through post-production, which will culminate in a semester end in-house presentation. Level: Graduate

MART 525 - Compositing Applic. II. 4 Credits.

Offered spring. This course expands upon the work begun in MAR 524 and culminates in a semester end public presentation. Level: Graduate

MART 530 - Core Rsrch: Prof Presentation. 3 Credits.

The purpose of this class is to develop a foundation for your professional media arts practice, to prepare you for seeking career, exhibition, and public presentation opportunities in the field. Level: Graduate

MART 577 - Film Directing I. 4 Credits.

Offered autumn. Study of dramatic action, human psychology, and the patterns of story as applied to script analysis and directing for film. Level: Graduate

MART 578 - Graduate Studio. 1-6 Credits.

(R-18) Offered every semester. Each semester students work on individual projects under the supervision of a faculty mentor. Each year begins and ends with a faculty and peer review of projects in progress. Level: Graduate

MART 580 - Principals of Cinematography. 4 Credits.

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. Level: Graduate

MART 586 - Screenwriting I. 4 Credits.

Offered autumn. Prereq., MAR 577. Basic development of the short screenplay from idea, through development of characters and action to final shooting script. Level: Graduate

MART 587 - Screenwriting II. 4 Credits.

Offered spring. Prereq., MAR 586. Continued work in screenwriting at an advanced level. Level: Graduate

MART 591 - Special Topics. 1-6 Credits.

(R-12) Offered every term. This course offers the graduate student the opportunity to expand their media arts skill sets and techniques by working on a variety of professional level projects that include movies, web site design, and still image design. Level: Graduate

MART 595 - Graduate Practicum. 1-6 Credits.

(R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, and one-time offerings of current topics. Level: Graduate

MART 596 - Independent Study. 1-6 Credits.

(R-12) Offered autumn and spring. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student. Level: Graduate

MART 597 - Research. 1-12 Credits.

(R-12) Offered intermittently. Directed individual research and study appropriate to the back ground and objectives of the student. Level: Graduate

MART 598 - Internship. 1-6 Credits.

(R-6) Offered intermittently. Prereq., consent of department. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (198, 298, 398, 498) may count toward graduation.

MART 601 - Final Portfolio Research. 3 Credits.

Offered every semester. Investigation into subjects relevant to the development of the student's Final Portfolio work. Application of qualitative research techniques, with a research presentation or paper due at the end of the semester. Level: Graduate

MART 680 - Film Directing IV. 4 Credits.

Offered spring. Prereq., MAR 577, 578, 579. Continued advanced work in directing, including the completion of a short film. Level: Graduate

MART 687 - Final Portfolio I. 1-12 Credits.

Offered autumn. Ongoing production and content work relating to thesis projects. Level: Graduate

MART 688 - Media Practicum. 1-4 Credits.

(R-12) Offered every term. Pursuit of Practical Experience in Media Arts projects both personal and Professional. Level: Graduate

MART 690 - Professional Practices. 3 Credits.

(R-6) Offered every term. Work outside of program in an area of professional interest. Level: Graduate

MART 695 - Special Topics. 1-8 Credits.**MART 698 - Internship. 1-6 Credits.**

(R-6) Offered intermittently. Prereq., consent of department. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (198, 298, 398, 498) may count toward graduation.

MART 699 - Final Portfolio II. 1-12 Credits.

Offered spring. Final work on thesis portfolio. Approval by the student's thesis committee is required for graduation. Level: Graduate