

# Digital Media (DGM)

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To register for courses and see a real-time listing of classes and sections offered, view the add/drop system (<https://userve.uvu.edu/StudentRegistrationSsb/ssb/term/termSelection/?mode=search>).

## **DGM 1061. Digital Cinema Editing I. (3 Credits)**

Introduces the interface, tools, techniques, and operations of a variety of Non-Linear Editing (NLE) software programs. Introduces standard editing concepts and practices necessary for the creation and completion of Digital Cinema projects made for various distribution channels.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

## **DGM 1062. Animation for the Internet. (2 Credits)**

Introduces the interface, tool set, tweening techniques, and operations of an animation software package for online use. Requires creation of an interactive project with sound, video, and motion. Introduces basic scripting.

Lab access fee of \$45 for computers applies.

## **DGM 1063. Image Editing. (2 Credits)**

Introduces students to the interface, fundamental set of tools, techniques and operations of Photoshop. Requires creation and modification of digital images.

Lab access fee of \$45 applies.

## **DGM 1110. Digital Media Essentials I. (4 Credits)**

Beginning course designed to give students an in-depth introduction and well-grounded understanding of the digital media way of thinking, opportunities in the field, various tools, and introduction to development techniques. Topics include: audience assessment, digital imaging, compression algorithms, ethical dilemmas, message design through text, audio, images, animation, and digital video.

May be delivered online.

Software fee of \$15 applies.

Lab access fee of \$45 applies.

## **DGM 1500. Intro to Digital Cinema. (1 Credit)**

Offers an overview of the Digital Cinema major and industry. Teaches students the expectations and timetables required of them as they progress through the major. Develops a broad understanding of the various aspects of the filmmaking process and how training for these various aspects is conducted at UVU. Emphasizes industry standards of safety and professionalism. Should be taken in the first semester of classes in the program.

Lab access fee of \$45 applies.

## **DGM 1510. Film Production Analysis. (3 Credits)**

Film Production Analysis is a foundation class for those interested in the digital media and motion picture business. Analyzes the various technologies and production techniques that make up motion picture communication. Involves viewing a motion picture each week of class and analyzing how the producer and director incorporated production and structural techniques to produce a compelling story. Covers the eight sequence structural elements of motion picture storytelling, how each crew member of the production team contributes to the overall impact, how scripting is used to direct the team to create a strong cinematic effect, and how the three act eight sequence structure guides the entire team through the pre-production, production and post-production process.

Lab access fee of \$45 applies.

## **DGM 1520. Digital Cinema Production I. (3 Credits)**

Introduces professional video production techniques used for non-narrative digital cinema projects. Covers production processes such as working with clients, storytelling, camera techniques, basic lighting techniques, production management and basic non-linear editing techniques. Requires participation in a high-quality semester project that will take a non-narrative project through the entire pre-production, production and post-production process.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course lab fee of \$60 for equipment applies.

## **DGM 1645. Mixed Reality Essentials. (2 Credits)**

Introduces virtual reality using browser technology, mobile apps, head mounted displays and other emerging platforms. Course fee of \$300 for materials applies.

## **DGM 210R. Special Topics in Digital Media. (1-4 Credits)**

Designed for students interested in specific digital media tools and concepts. Includes relevant and changing topics and tools used in production.

Emphasizes hands-on experience along with lectures and demonstrations. This class may be taken for a total of nine credits, but curriculum may vary from one semester to another.

Lab access fee of \$45 for computers applies.

**DGM 2110. Digital Cinema Production II. (3 Credits)**

Prerequisite(s): DGM 1520

Presents professional digital cinema production techniques used in narrative filmmaking. Addresses problem-solving issues related to pre-production, production and post-production. Serves as a Production Assistant Certification course recognized by the Utah Film Commission.

Course fee of \$10 for equipment applies.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 220R. Special Topics in Digital Design. (1-4 Credits)**

Designed for students interested in specific authoring tools and concepts used in digital media processes. Includes relevant and changing topics and tools used in digital authoring. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits toward graduation.

Lab access fee of \$45 for computers applies.

**DGM 2245. Mixed Reality Experiences I. (3 Credits)**

Prerequisite(s): DGM 1645

Introduces students to the technology for photographing locations for Mixed Reality experiences. Covers multiple ways to photograph, stitch, augment, and publish completed experiences to multiple platforms.

**DGM 230R. Special Topics in Digital Graphics. (1-4 Credits)**

Designed for students interested in specific graphic tools and concepts currently used in digital media production. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. This class may be taken for a total of nine credits, but curriculum may vary from one semester to another.

Lab access fee of \$45 for computers applies.

**DGM 2320. Digital Photography and Compositing I. (3 Credits)**

Introduces digital image acquisition and manipulation. Teaches the mechanics of the digital camera, and introduces lighting, white balance, color temperature, digital ISO and electronic image stabilization. Discusses image compositing, EXIF data analysis and archiving.

Lab access fee of \$45 for computers applies.

**DGM 2340. Output and Color for Digital Cinema I. (3 Credits)**

Prerequisite(s): DGM 1061

Introduces digital workflow management of digital still and cinema camera assets. Addresses codecs, asset backup, management, transcoding, preparation of assets for the NLE workflow and final asset output for various digital distribution channels. Introduces color correction and color grading techniques, principles and concepts in a variety of professional software platforms.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 250R. Special Topics in Digital Cinema. (1-4 Credits)**

Prerequisite(s): DGM 2110

Designed for students interested in specific video tools and concepts currently used in digital media processes. Includes relevant and changing topics and tools used in industry. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 for computers applies.

**DGM 2510. Visual Effects for Digital Cinema I. (3 Credits)**

Prerequisite(s): DGM 1061

Introduces a variety of professional Visual Effects software used in conjunction with NLE (Non-Linear Editing) software in current industry use.

Establishes a foundation of understanding of cinematic post-production workflows utilized by professional visual effects houses.

Lab access fee of \$45 applies.

**DGM 2540. Cinematography I. (3 Credits)**

Pre- or Corequisite(s): DGM 1520

Introduces the basic concepts of lighting, grip/electric work, and beginning cinematography. Teaches a full understanding of lighting instruments, power distribution, lighting support, rigging, dollies, and production equipment. Teaches how to work as a member of a team/department applying on-set protocols to meet the needs of production objectives.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

Course fee of \$46 for equipment applies.

**DGM 2570. Storytelling for Digital Media I WE. (3 Credits)**

Prerequisite(s): DGM 1510

Focuses on traditional three-act structure and character-driven storytelling. Introduces dramatic and persuasive writing for filmed media content including short narrative films and documentaries. Applies cinematic storytelling approaches to emerging technologies such as interactive media, gaming, and virtual reality.

Lab access fee of \$45 applies. Software fee of \$13 applies.

**DGM 2600. The Animated Image. (3 Credits)**

Prerequisite(s): ENGL 1010 or ENGH 1005

Chronicles the development of Animation as a medium dependent on both aesthetics and technology from its inception in the late 19th century through contemporary scientific and entertainment venues. Introduces key international personalities and industry benchmarks. Discusses animation both as a means of self-expression and as a commercial enterprise. Includes film screenings and research assignments.

Software fee of \$15 applies. Lab access fee of \$45 for computers applies.

**DGM 260R. Special Topics in Animation and Game Development. (1-4 Credits)**

Designed for students interested in specific animation tools and concepts currently used in digital animation production. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 for computers applies.

Software fee of \$15 applies.

Course fee of \$12 for equipment applies.

**DGM 2661. Visualization for Digital Cinema-Pre-Directing. (3 Credits)**

Prerequisite(s): DGM 1510

Introduces concepts of visualizing filmed media content during the pre-production process from storyboarding and shot design to production design.

Focuses on the role of the director to communicate lighting, character movement, camera movement, camera angles and framing to key motion picture production departments to enhance and support cinematic story.

Lab access fee of \$45 applies.

**DGM 270R. Special Topics in Web Design and Development. (1-4 Credits)**

Designed for students interested in specific web design tools and concepts currently used in multimedia creation. Includes relevant and changing topics and tools used in multimedia. Emphasizes hands-on experience along with lectures and demonstrations. Completers should be able to use the web design tools to create a typical multimedia project. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 for computers applies.

**DGM 281R. Internship. (1-8 Credits)**

Prerequisite(s): Departmental Approval

For Digital Media majors only. Provides a transition from school to-work where learned theory is applied to actual practice through a meaningful on-the-job experience. Includes student, employer and coordinator evaluations, on-site work visits, and written assignments. Completers should obtain experience in establishing and accomplishing individualized work objectives that improve work performance. Internship is intended for entry level DGM students who are working at that level. Credit is determined by the number of hours a student works during the semester and completion of individually set goals. May be repeated for a maximum of 16 credits towards graduation. May be graded credit/no credit.

**DGM 296R. Seminar. (1-3 Credits)**

Provides short courses, workshops, and special programs in information management or current administrative topics. Curriculum may vary from one semester to another. May be repeated for a maximum of nine credits.

**DGM 302R. Digital Cinema Production Lecture Series-CineSkype. (1 Credit)**

Prerequisite(s): (DGM 1520 or CINE 2150 or THEA 1023) and University Advanced Standing

Presents a series of feature-length films and the opportunity to discuss the challenges that went into their creation with the individual filmmaker(s).

Introduces participants to directors, screenwriters, producers, and editors currently working in the industry. May be repeated for a maximum of 3 credits toward graduation. (Note: Some films screened may be considered controversial and carry an "R" rating.) Course fee of \$40 for filmmaker sessions applies.

**DGM 3061. Professional NLE Certification. (3 Credits)**

Prerequisite(s): DGM 1061 and University Advanced Standing

Provides guidance and materials allowing participants to certify in Non-Linear Editing software on various platforms. Focuses on certification on the User-level and Pro-level of Avid Media Composer. Extensively covers technical editing consideration including workflows, media management, color, sound, output, and scripting.

Lab access fee of \$45 applies.

**DGM 3110. Corporate Issues in Digital Media WE. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Covers business and legal issues in multimedia. Reviews good business practices for the multimedia industry. Studies universal marketing and sales principles and mastery, as well as e-commerce fundamentals. Includes copyright laws and procedures, obtaining permissions, creating and using contracts, protecting corporate assets, standards, security and privacy issues, and other legal issues regarding multimedia communication.

Lab access fee of \$45 for computers applies.

**DGM 312G. Digital Media for Intercultural Communication GI. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Explores issues, concepts, and practices for making digital media accessible to people from diverse cultures and people with disabilities. Covers design considerations and techniques for the Web and other digital technologies. Presents methods for understanding and comparing different cultures and ways of approaching and enhancing intercultural interactions. Addresses accessibility standards, guidelines, and laws important for digital media developers to know and implement.

Lab access fee of \$45 for computers applies.

**DGM 320R. Advanced Topics in Digital Media Design. (1-4 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in digital design and authoring. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 for computers applies.

**DGM 321R. Advanced Interaction Design Practicum. (1 Credit)**

Prerequisite(s): DWDD 1430, DWDD 2410

Provides opportunities to lead and mentor a small team. Instructs in the design and production of a fully-featured digital media project, including concept, design, content creation and acquisition, testing, revision, mastering, and publication with hands on guidance. May be repeated for a maximum of 3 credits toward graduation.

**DGM 3220. Digital Media Project Management. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches the foundational management principles that contribute to both the quality and profitability of digital media products. Introduces technical project management skills to help with budgeting and scheduling as well as critical soft skills, such as how to manage product design, make good decisions, communicate effectively, and build productive work relationships. Also, teaches about different types of project documents that enable and support effective, successful projects.

Lab access fee of \$45 for computers applies.

**DGM 3261. Mixed Reality Experiences II. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Explores the use of technology for creating Virtual Reality, Augmented Reality, and Extended Reality workflows. Covers how to develop Mixed Reality content for digital screens and headsets. Addresses the use of Mixed Reality environments in real world applications to remotely tour college campuses, museums, shops, sports venues, plan events at locations; show real estate, influence travel to vacation getaways; and create historical documentation. Prepares students for Mixed Reality Studio work.

Software fee of \$56 applies.

Lab access fee of \$45 for computers applies.

Course fee of \$220 for equipment applies.

**DGM 3290. Developing Digital Media for Instruction and Training. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches the lifecycle of training and development in a business setting. Uses the Instructional System Design (ISD) process, which includes identifying performance deficiencies and appropriate interventions, developing objectives, selecting appropriate learning technologies, developing course content, selecting effective instructional aids, delivering training, and evaluating training effectiveness. Reviews basic educational principles in teaching adult learners and managing classroom dynamics. Examines legal issues, cross-cultural preparation, and workforce diversity as they relate to training and development. Provides hands-on training experiences. Completers should be prepared to apply basic principles to training and development opportunities.

Lab access fee of \$45 for computers applies.

**DGM 330R. Advanced Topics in Digital Media Graphics. (1-4 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in digital graphics and design. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation. Lab access fee of \$45 for computers applies.

**DGM 3320. Digital Photography and Compositing II. (3 Credits)**

Prerequisite(s): DGM 2320 and University Advanced Standing

Builds on skills acquired in Digital Photography and Imaging I. Uses photo imaging tools like Photoshop, Light Table, and Aperture in the creation and manipulation of digital images for use in a broad range of output specific formats. Teaches advanced image manipulation, and compositing and asset management to deliver finished digital image deliverables for such things as the web, DVD media, print, billboard, and wrap advertising media.

Lab access fee of \$45 for computers applies.

**DGM 350R. Advanced Topics in Digital Motion Picture Production. (1-4 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Includes relevant and changing topics and tools used in digital motion picture industry. Emphasizes hands-on experience. Uses digital cinema and production management and development tools to create a typical digital media project. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

**DGM 351R. Digital Broadcasting. (3 Credits)**

Prerequisite(s): DGM 2110, Portfolio Review Acceptance, and University Advanced Standing

Teaches planning, management and execution of live video productions integrating multiple cameras. Teaches the roles of the broadcast production team. Studies digital standards for broadcast equipment. Includes multiple 10 hour hands-on broadcast production labs. May be repeated for a maximum of 12 credits toward graduation.

Lab access fee of \$45 for computers applies.

**DGM 3520. Digital Cinema Production III. (3 Credits)**

Prerequisite(s): DGM 2110 and University Advanced Standing

Teaches skills to produce a micro-budget film. Introduces practical production techniques including paperwork for the Screen Actors Guild and for standard distribution deliverable requirements. Involves the completion of various finished short films both in groups and as individuals.

Course fee of \$10 for equipment applies.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 3530. Digital Cinema Production Management. (3 Credits)**

Prerequisite(s): (Portfolio review acceptance or consent of instructor) and University Advanced Standing

Teaches the foundational principles which contribute to both quality and profitability in digital cinema projects that range from micro to mega budgets. Reviews team dynamics such as the relationship between producer and other production team members. Introduces industry standard budgeting and scheduling software tools, which can be used as management tools to guide multiple projects. Focuses on video/film workflow, from development and budgeting to pre-production, production and post-production. Requires the submission of an industry standard production book at the end of the semester.

Lab access fee of \$45 for computers applies.

**DGM 3540. Cinematography II. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

A "hands-on" class that covers the role of the Director of Photography (DP) and Gaffer in drama-based broadcast television and digital cinematography.

Teaches continuity of lighting, visual story telling, implied script subtext through light quality and color, continuity in direction, use of lenses and shot blocking for fixed and moving camera. Covers advanced grip and lighting equipment use and setups. Covers working with a producer, director, production designer, set decorator, boom operator and editor and on-set protocol.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

Course fee of \$46 for equipment applies.

**DGM 3545. Advanced Editing for Mixed Reality Content. (3 Credits)**

Prerequisite(s): DGM 2545 and University Advanced Standing

Provides advanced training and practice in editing in multiple platforms for use of Mixed Reality content (including virtual and augmented reality, etc). Explores new and emerging technologies for stitching, editing, combining visual-image with immersive sound, and delivery in multiple formats.

Lab access fee of \$45 applies. Course lab fee of \$20 for materials applies.

**DGM 3550. Producing I. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Examines the process of motion picture development and distribution with focus on the role of the producer in identifying, evaluating, developing, financing and securing distribution.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course fee of \$20 for materials applies.

**DGM 3560. Digital Cinema Editing II. (3 Credits)**

Prerequisite(s): DGM 1061, Portfolio Review Acceptance, and University Advanced Standing

Develops an understanding of how editing can shape cinematic storytelling using content from a variety of media and in various styles. Provides further practice in hands-on application on a variety of professional Non-Linear Editing platforms.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 3570. Storytelling for Digital Media II WE. (3 Credits)**

Prerequisite(s): DGM 2570 or THEA 2742, Portfolio Review Acceptance and University Advanced Standing

Teaches advanced writing for cinema, television and emerging media. Includes writing assignments each week that will be read and analyzed according to the structure and execution of a goal. Discusses a specific scriptwriting subject each week such as finding the idea, researching, outlining and rewriting.

Course fee of \$13 for software and plug-ins applies.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 3580. Digital Cinema Directing Workshop I. (3 Credits)**

Prerequisite(s): DGM 1510, DGM 1520, DGM 2110, Portfolio Review Acceptance and University Advanced Standing

Offers an advanced workshop format class structure. Utilizes project-based opportunities to apply and hone skills in digital cinema direction, editing scripts, casting, rehearsing and performing a scene. Includes polishing concept for shooting, then shooting and editing for presentation and critique.

Course fee of \$13 for software and plug-ins applies.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 3590. Documentary I. (3 Credits)**

Prerequisite(s): (DGM 1061, DGM 1510, DGM 1520, portfolio review acceptance or instructor approval) and University Advanced Standing

Presents intermediate viewing and discussion of selected documentaries and instruction in various production skills necessary to create video documentaries. Explores the diversity of documentary styles and approaches including interview, archival, observational, etc. Focuses on character driven stories using traditional three act structures. Requires the completion of various exercises from conceptualization through post-production, culminating in production of short documentary project.

Lab access fee of \$45 applies.

**DGM 360R. Advanced Topics in Animation and Games. (1-4 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in digital animation. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Course fee of \$12 for equipment applies.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 3621. Hard Surface Modeling. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Teaches theories, tools, and principles of current industry modeling trends, specifically for video games and short animated films.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 370R. Advanced Topics in Web Design and Development. (1-4 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Intended for advanced students with an interest in Internet authoring. Includes relevant and changing topics and tools. Emphasizes hands-on experience along with lectures and demonstrations. Curriculum may vary from one semester to another. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 for computers applies.

**DGM 3750. Media Analytics. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Provides students access to all the leading and most effective traffic techniques, ranging from organic search traffic and all aspects of SEO, through paid traffic of all kinds, and on to free, direct traffic methods. Covers all the concepts, techniques, and tools for web and mobile traffic analysis. Offers students the opportunity to practice generating traffic to a real web page and practice using analytical tools to evaluate their results.

Lab access fee of \$45 for computers applies.

**DGM 3760. Web Languages II. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Covers server-side web development and database interaction. Offers the skills and knowledge necessary to produce web sites in a professional environment. Covers current technology and design standards for websites that are database driven using current languages and platforms.

Demonstrates how database interaction can enhance a multimedia website. Includes lectures, demonstrations, and weekly projects. May be delivered hybrid.

Lab access fee of \$45 for computers applies.

**DGM 3780. Web Tools and Frameworks II. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Participants learn advanced techniques for delivering exceptional Flash based Internet applications. Teaches advanced scripting fundamentals, how to deliver content through server-side database connectivity, and engaging the audience through highly interactive experiences.

Lab access fee of \$45 for computers applies.

**DGM 4261. Mixed Reality Studio. (3 Credits)**

Prerequisite(s): DGM 3261, Portfolio Review Acceptance, and University Advanced Standing

Applies knowledge and skills from previous mixed reality courses to assemble and publish highly interactive mixed reality experiences to multiple platforms. Represents the culmination of previous mixed reality courses in which projects will be hands-on practical application of technologies preparing students for senior capstone projects.

Lab access fee of \$45 applies.

**DGM 4310. Senior Capstone I. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

For senior Digital Media students. Provides a capstone experience working in digital media. Develops individual real world projects in consultation with a faculty advisor. Encourages team work.

Course fee of \$10 for equipment applies.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 4410. Senior Capstone II. (3 Credits)**

Prerequisite(s): DGM 4310, Portfolio Review Acceptance, and University Advanced Standing

Conclusion of DGM 4310. Concludes the capstone experience for digital media students. Addresses post production issues such as testing, packaging, and documentation. Offers the opportunity to present projects to students, faculty, sponsors, and potential employers or clients.

Course fee of \$10 for equipment applies.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 4420. Applied Digital Media Technology. (3 Credits)**

Prerequisite(s): University Advanced Standing

For educators and general public interested in technology integration. Examines the ever-expanding array of options available to educators, business personnel and government agencies for creating and distributing rich media based materials. Explores what new technologies and creative practices are available and how to implement them into their present workflow. Focuses on getting the most out of Digital Media technology.

Lab access fee of \$45 for computers applies.

**DGM 450R. Story Editing for Digital Media. (3 Credits)**

Prerequisite(s): Cinema Portfolio Review Acceptance OR Instructor Approval, and University Advanced Standing

Pre- or Corequisite(s): DGM 2570 or THEA 2742

Teaches necessary skills for working with writers and producers preparing scripts for production through various media technologies. Uses Daniel Methodology to analyze stories in all stages from early concept to production scripts, identify strengths, diagnose weaknesses, and find possible solutions to strengthen the scripts. Teaches consulting techniques for working with writers and producers to communicate clearly and in a way that encourages and empowers them to suit their storytelling plan to the appropriate technologies. May be repeated for a maximum of 6 credits toward graduation.

Lab access fee of \$45 applies. Software fee of \$13 applies.

**DGM 4510. Visual Effects for Digital Cinema II. (3 Credits)**

Prerequisite(s): DGM 2510 and University Advanced Standing

Provides an advanced practicum in a variety of professional Visual Effects software used in conjunction with NLE (Non-Linear Editing) software in current industry use. Further develops on the foundation of understanding of cinematic post-production workflows utilized by professional visual effects houses. Overviews a broad survey of types of visual effects in use today and the evolution of various programs and their shifting capabilities.

Lab access fee of \$45 applies.

**DGM 4511. Film Production Analysis II. (3 Credits)**

Prerequisite(s): (DGM 1510 or instructor approval) and University Advanced Standing

Immerses participants in the theory and practice of effective storytelling through digital media. Features films and Daniel Methodology analysis as a foundation, then branches into applying Daniel Methodology to other media, including television series, documentaries, animation, gaming, interactive design and virtual reality. Prepares students for the rigorous requirements of the digital media industry in key creative professional roles, including writing, directing, producing and editing.

Lab access fee of \$45 applies.

**DGM 4530. Special Topics-Cinematography Masterworks. (3 Credits)**

Prerequisite(s): DGM 1510, DGM 1520, DGM 2540, and University Advanced Standing

Surveys selected cinematographers and their works. Looks at each cinematographer's films in chronological order from their earliest to more recent and analyzes their progression throughout their career. Evaluates individual technique and style in depth, breaking down films, scene by scene.

Lab access fee of \$45 applies.

**DGM 454R. Cinematography III. (3 Credits)**

Prerequisite(s): DGM 3540 and University Advanced Standing

Offers an advanced workshop format class structure. Utilizes project-based opportunities to apply and hone advanced professional skills in composition, lighting and camera movement. May be repeated for a maximum of 9 credits toward graduation.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies. Course lab fee of \$150 for materials applies.

**DGM 4550. Producing II. (3 Credits)**

Prerequisite(s): DGM 3550

Implements the advanced process of motion picture development and distribution with focus on the role of the producer in identifying, evaluating, developing, financing and securing distribution.

Lab access fee of \$45 applies. Course fee of \$20 for materials applies.

**DGM 4560. Output and Color for Digital Cinema II. (3 Credits)**

Prerequisite(s): DGM 1061, DGM 2340, Portfolio Review Acceptance or instructor approval, and University Advanced Standing

Focuses on advanced digital post-production workflow, digital output, and color grading for digital cinema productions. Furthers training in professional industry standard software used for color grading, output and compression. Prepares students for a career in post-production with emphasis on the careers of the Digital Imaging Technician and Color Grader.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.

**DGM 456R. Digital Cinema Editing III. (3 Credits)**

Prerequisite(s): DGM 3560, Portfolio Review Acceptance, and University Advanced Standing

Presents an advanced practicum in Digital Cinema editing and craft. Prepares students for employment as professional editors and assistant editors in a variety of work environments on a variety of types of media. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 applies.

**DGM 457R. Storytelling for Digital Media III. (3 Credits)**

Prerequisite(s): DGM 1510 and (DGM 2570 or THEA 2742), University Advanced Standing

Pre- or Corequisite(s): DGM 450R

Focuses on advanced writing for longform media projects including feature narrative films, documentary projects, episodic television series, experimental new media, interactive games, etc. Introduces participants to the process, discipline and format necessary to outline, write and refine a character-driven media script that will ultimately have a running-time of greater than forty-five minutes. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 applies. Software fee of \$13 applies.

**DGM 458R. Digital Cinema Directing Workshop II. (3 Credits)**

Prerequisite(s): DGM 3580 and University Advanced Standing

Offers a professional level workshop format class structure for students interested in feature film and television direction, as well as other narrative screen-based content. Focuses include approaches to evaluating story and screenplays, directing actors, staging and blocking scenes, and approaches to visual/cinematic storytelling. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 applies. Course lab fee of \$60 for materials applies.

**DGM 459R. Documentary II. (3 Credits)**

Prerequisite(s): DGM 1520, DGM 3590, and University Advanced Standing

Presents advanced viewing and discussion of selected documentaries and instruction in various production skills necessary to create video documentaries. Explores the diversity of documentary styles and approaches including interview, archival, observational, etc. Requires the completion of various exercises from conceptualization through postproduction, culminating in the production of professional level documentary project. May be repeated for a maximum of 9 credits toward graduation.

Lab access fee of \$45 applies. Course lab fee of \$60 applies.

**DGM 4610. Designing Technology based Training. (3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

Provides shadowing opportunities in an educational or business setting where students can see basic principles of training and development in action and gain insights into training design, development, implementation, and evaluation. Uses the course map content from the DGM 3290 course to pre-author a technology-based training program, which includes creating a course navigation map (flowchart) to determine course sequence and navigational paths, designing storyboard frames with multimedia elements, and generating the navigation map and storyboards into an authoring tool. Completers should be prepared to apply shadowing experiences, discussion insights, and pre-authoring computer skills to future training opportunities.

Lab access fee of \$45 for computers applies.

**DGM 4620. Producing Technology based Training. (3 Credits)**

Prerequisite(s): DGM 4610 and University Advanced Standing

Builds on information taught in DGM 3290 and DGM 4610. Generates story boards from a computer design tool into an authoring tool. Teaches basic principles of building and editing frames with text and multimedia elements. Provides practice and feedback, remediation as needed. Addresses individual learner needs and evaluation of program effectiveness. Uses program objectives to evaluate final program product.

Software fee of \$15 applies.

Lab access fee of \$45 for computers applies.



**DGM 481R. Internship. (1-8 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

For Digital Media majors only. Provides a transition from school to-work where learned theory is applied to actual practice through a meaningful on-the-job experience. Includes student, employer and coordinator evaluations, on-site work visits, and written assignments. Completers should obtain experience in establishing and accomplishing individualized work objectives that improve work performance. Internship is intended for senior DGM students who are working at that level. Credit is determined by the number of hours a student works during the semester and completion of individually set goals. May be repeated for a maximum of 16 credits towards graduation. May be graded credit/no-credit.

**DGM 497R. Independent Study. (1-3 Credits)**

Prerequisite(s): Portfolio Review Acceptance and University Advanced Standing

For bachelor's degree students and other interested persons. Offers independent study as directed in reading or in individual projects; offered at the discretion and approval of the department chairperson. May be repeated for a maximum of 6 credits toward graduation.