

Digital Media

Department Goals

Digital Media's industry leaders teach traditional and digital skills to creative motion designers, artists, and storytellers in the film, television, video gaming and advertising industries. Students in the Digital Media Department will:

- Learn to succeed no matter what their initial skills are.
- Understand people skills, design principles and process to enable them to take creative risks and to solve problems positively and in unique ways.
- Build a strong foundation in all aspects of design and production for storytelling in motion.
- Seek inspiration in fields outside of digital media such as poetry, science, music, astronomy, history, and dance.
- Develop their professional commitment to their field, their work and themselves; prepare them to be members and leaders in their profession; teach them how to act both as individuals and as team members to support the whole.
- Learn to continually challenge themselves and also laugh often and fully enjoy what they do.
- Value continuous learning, experimentation, and both professional and personal growth. Engender an attitude of openness so that they seek new and unusual opportunities to learn and create.

Digital Media

Sophomore Year		Fall	Spring	Degree Requirements
DGMD200/220	Media in Motion I/II	3.0	3.0	
DGMD270	Basic 3D for Storytellers	2.0	—	
DGMD250	Perspectives in Stories, Technologies & Design	2.0	—	
DGMD260	Studio Visits	—	2.0	
DGMD230	Drawing the Fantastic for Films and TV	—	2.0	
-or- +DGM340	Type and Design Fundamentals	—	2.0	
DGMD285	Concept Development and Creativity	—	2.0	
	Studio Elective	2.0	2.0	
AHCS310	Art History Elective	—	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
AHCS220	Contemporary Perspectives in Art and Design	3.0	—	
*ENGL202	Sophomore English	3.0	—	
LIBS217	Concepts & Issues in Media Arts	2.0	—	
*ILML200	Integrated Learning Lecture	—	3.0	
Total Credits per Semester		17.0	17.0	

Junior Year		Fall	Spring
DGMD300/301	Media in Motion III/IV	3.0	3.0
DGMD320	3D Modeling and Animation	3.0	—
DGMD325	Advanced 3D Animation	—	3.0
DGMD330/331	Visual Effects I/II	3.0	3.0
DGMD350	Perspectives in Entertainment & Technology	2.0	—
ILMS300	Integrated Learning Studio	—	2.0
*AHCS310	Art History Elective	3.0	—
*MATH136	Math for Artists and Designer	—	3.0
*NSCI307	Natural Science	3.0	—
	*Advanced Topics in English or Liberal Studies Elective	—	3.0
Total Credits per Semester		17.0	17.0

Senior Year		Fall	Spring
DGMD402	Thesis Preparation	3.0	—
DGMD400	Senior Thesis	—	4.0
DGMD410/411	Business Seminar I/II	2.0	2.0
DGMD430	Practicum in Media Technologies	3.0	—
DGMD440	Advanced Tools & Techniques	—	3.0
DGMD450	Advanced Concept Development	2.0	—
	Studio Electives	2.0	4.0
*LIBS440	Senior Liberal Studies Capstone	—	3.0
*SSCI210	Social Science	3.0	—
Total Credits per Semester		15.0	16.0

*These courses may be taken in either the fall or spring semester. + It is suggested that students take Drawing Fantastic if they are interested in 3D or Visual Effects, or take Type and Design if they are interested in Motion Graphics.

*** Juniors will be assigned to take ILMS300 either in the Fall or Spring. If you take it in the fall, you will have Tricks of the Trade in the Spring. If you take ILMS300 in the Spring, you will have taken Perspectives in the fall

NOTE: In the Spring semester of the Junior year, students with a grade point average of 3.5 or better are eligible to apply for DGMD399 Honors Project, in lieu of one of the other Junior required courses.

Course Descriptions

Media in Motion I

DGMD200 3 credits
This course is an introduction to digital image making, manipulation and management. Fundamental concepts of storytelling, digital media, type design, and motion design are defined as students learn the techniques for image creation, input, manipulation and enhancement, as well as non-linear editing, compositing, and digital video.

Media in Motion II

DGMD220 3 credits
Students learn industry standard applications for motion graphics and storytelling by mastering appropriate software through a series of design assignments, concentrating on color, typography, and motion.

Drawing Fantastic The Creative Figure

DGMD 230 2 credits
Los Angeles' top models are presented in dynamic poses. The sessions are theme oriented with an emphasis on story and action

Drawing the Fantastic for Films and Video

DGMD231 2 credits
While continuing with traditional life drawing exercises, students progress to drawing the fantastic, such as monsters, aliens, dinosaurs, and imagery from traditional Hollywood genres. Students draw under a range of dramatic lighting conditions. Reviews of animation from around the world are incorporated. This course may also be taken as an elective. Open to all majors.

Digital Media Imaging/Painting

DGMD240 2 credits
This course extends students' skills with Adobe Photoshop and Illustrator. Students investigate the functions of these applications and become expert in their uses.

Perspectives in Stories, Technologies & Design

DGMD250 2 credits
Lectures explore all aspects of design, technology, and the nature of the industries utilizing digital media, as well as an introduction to the occupations involved in these fields.

Studio Visits

DGMD260 2 credits
Students research and visit various video game developers, special effects houses, post-production facilities, film and TV Studios, independent design houses, and freelancers, as an exposure to the positions available in the industry and the different cultures of these companies.

Basic 3D for Storytellers

DGMD270 2 credits
This course introduces students to 3D animation. Students begin to learn about space and the principles of animation. They then proceed to 3D computer animation, with special emphasis on its use to communicate stories for film, television, and video games.

Concept Development and Creativity

DGMD285 2 credits
Students learn how to apply research, critical analysis, brainstorming and improvisational techniques in order to create ideas for effective storytelling and communication, through motion graphics and animation.

Media In Motion III/IV

DGMD300/301 3 credits/3 credits
The art and design of motion graphics is investigated in depth. Students explore the world of broadcast design, and the use of motion graphics for a variety of purposes.

Animation Topics

DGMD310 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in animation. See department for offerings each semester.

Course Descriptions

Visual Development for Animation

DGMD310 2 Credits
An introduction to visual development using the traditional animation production styles of classic Disney, Warner Brothers, and many other celebrated animated shorts and feature films. There will be great emphasis on lighting, composition, and mood. Students will also develop strong storytelling skills through their character designs and environments developing a unique consistent style along the way. Both traditional technique and computer 2D painting technique will be used to create artworks.

3D for Motion - Cinema 4D

DGMD310 2 Credits
This course covers the use of Cinema 4D to create elements and 3D animation for motion graphics. Students will learn C4D for development of graphics ranging from 3D type treatments and backgrounds to looping elements and an introduction to Mograph, C4D's procedural animation system. Modeling, materials and shader development, lighting and multi pass rendering for compositing with After Effects will also be addressed.

Narrative Topics

DGMD311 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in narration. See department for offerings each semester.

Comic Books

DGMD311 2 credits
This course provides an introduction to the comics as a story telling medium. Students learn to develop and execute their own ideas using comics. The industry's history and future are explored. Emphasis is placed on writing, drawing, and presentation. Both traditional skills and digital skills are required.

Concept Art for Video Games and Films

DGMD310 2 credits
In this course, students create everything from monsters to little girls and puppies. Concept development for video games and films includes, not only designing characters and the settings, but also creating the back-story for each one. Students investigate and develop character motivation, set and equipment purposes, and their histories to create solid understanding of these components, as they lead to successful concepts.

Concept Art Environments & Props & Vehicles

DGMD310 2 credits
Learn how to create the concepts for the different elements that go into building a game.

Digital Sculpting in ZBrush

DGMB310 2 Credits
Learn advanced tools of digital sculpting and painting in ZBrush. You'll learn some of the techniques used to create next generation game and movie characters. Create architectural along with organic models with millions of polygons. This class will require a basic knowledge of the ZBrush and a prior class in organic modeling or the equivalent.

Painting-Old School for the New School

DGMD310 2 Credits
Working from a live model with traditional materials and techniques, the focus of this class is to strengthen one's knowledge and mode of expression with color and light. Students will develop a shorthand approach of balancing large shapes of color against one another to define an image's overall tone, structure and composition. Instructor demonstrations will be done with oil and gouache.

Concept Art Environmental Painting

DGMD310 2 credits
This is a digital painting class focusing on Environments.

Course Descriptions

Creativity and Storytelling: Experiments with Digital Filmmaking

DGMD311 2 credits
This class explores digital filmmaking from both narrative and experimental viewpoints. Many wonderful animators, filmmakers and artists have created stunning experimental films since the beginning of the art form. Students extend this tradition with non-traditional tools. Discussion includes when it is effective to stick to narrative and when it is right to diverge. Students are encouraged to experiment with multiple ideas and techniques.

Drawing and Painting Topics

DGMD312 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in drawing and painting. See department for offerings each semester.

Dynamic Painting Concepts

DGMD312 2 Credits
What is digital painting without the PAINTING? We will cover painting basics from an advanced perspective for concept art. Our focus will be learning strong value and color control within the scheme of everything else you have learned so far. We will be breaking down the logic of light and material and how to communicate your concepts visually.

Drawing & Painting Vehicles

DGMD312 2 Credits
Explore digital painting and sketching as well as vehicle design. You'll be using the Cintiq lab for this class.

Earth, Wind and Fire

DGMD312 2 credits
Students examine, analyze and use different art media to capture a vast array of landscapes: mountains, desert, forest, ocean, city, and the fantastic. In addition, they cover the effects of weather: rain, clouds, changing sunlight, etc. and unique natural and geologic phenomena, such as volcanoes, meteors, and tornadoes. This course is strongly recommended for students interested in films, games, and television.

The Figure: Expression/Impressions and Movement

DGMD312 2 credits
This course is a creative exploration in drawing and painting the figure in various media. The class examines quick sketch, figure invention, facial expression, manipulation of facial structure to display various emotions and speech patterns, drapery and costume, long and short poses, portraiture, light logic, mood, and narrative.

Digital Art for Art's Sake

DGMD312 2 credits
Starting with a review of digital art and its various creators, students explore this world, and then participate in it. From abstract to structured pieces, this course examines various programs that can assist students to create pieces from still art, motion art, motion art with sound and music, and interactive art.

Visual Effects: The Next Step

DGMD313 2 credits
This class explores visual effects (those done in the computer) and special effects (physical effects) and how to combine them. Students investigate digital mattes, models, lighting (in both the virtual and the physical worlds), and the interface between physical and visual effects through compositing.

Film and Video Topics

DGMD315 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in film and video. See department for offerings each semester.

Film And Video Lab for Digital Artists

DGMD315 2 credits
Students learn the skills that are required for making films and videos. They create concepts, storyboard them, set up a shoot, and then, in teams, shoot a number of projects. Students learn to log, capture, and edit their footage, and then to layoff to tape for presentation.

Course Descriptions

Broadcast Design Lab

DGMD316 2 credits
This is a workshop in broadcast design taught by a professional from the field. Students apply the skills they have learned to broadcast design projects. Timing, emotions, and client relations, are among the topics presented in this lab class.

Design Concepts

DGMD316 2 credits
This vital class for motion graphics designers covers concepts of design for still and motion work.

Advanced Broadcast Design

DGMD316 2 credits
This class mimics the production environments common to this field. Students produce many quality concepts, animatics, revisions, and finished projects for a number of different types of projects. Industry leaders participate and guide the process.

Audio Topics

DGMD317 2 credits
Topics are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in sound production. See department for offerings each semester.

Game Design Topics

DGMD318 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in game design. See department for offerings each semester.

Game Design Overview

DGMD 318 2 credits
Explore what you need to know about designing games. Learn about the various jobs, what skills you need, and what the different skills are that are common to all game artists and unique to each position.

Directing for Film and Video

DGMD315 2 credits
This course covers the skills needed to direct live-action, computer-generated, or combination films. Students gain experience in directing people and scenes.

Editing Films and Video

DGMD315 2 credits
In this course, students learn to edit from a feature film editor. The techniques learned here may be applied to feature films, documentaries, visual effects, and computer animated films.

History and Techniques of VFX

DGMD315 2 credits
In this class, students explore the history of visual and special effects in Hollywood films. The class views and discusses breakthrough movies, which demonstrated technological innovations in effects, and how they have impacted the motion picture industry. Both digital and analog effects are explored. Film as art, art as communication, and effects vs. story line are discussed.

Advanced Tools Workshop

DGMD315 2 credits
These workshops are intended for students with at least 2 semesters experience with the applicable digital tools. They extend students' technical and creative skills with the tool chosen each semester. Maya and After Effects are some of the tools offered in these workshops.

Broadcast Design Topics

DGMD316 2 credits
Topics courses are designed to take advantage of the specific areas of expertise offered by guest faculty. This is a special topics course that addresses issues in broadcast design. See department for offerings each semester.

Advanced Type Design for Motion Graphics

DGMD316 2 credits
There are many opportunities and constraints in the world of motion. Type must be designed to work well in this specific environment. Students learn how to be creative and professional with their type designs as applied to motion graphics.

Course Descriptions

Game Industry: Production and Leadership

DGMD318 2 credits
Students investigate the features of video games that make them successful in the marketplace. Students discuss these issues and explore attributes of leadership in the game industry.

Game Development: Game Level Design

DGMD318 2 credits
Using mod and emulators students create new levels for existing popular games. Students learn by doing.

Game Animation

DGMD318 2 credits
Video game animation has very strict requirements. Students learn to mix creativity with observations from life, as they meet the hardware restrictions of current game platforms, while they rig and animate their characters.

Game Animation: Advanced

DGMD318 2 credits
Students familiar with the basics of game animation and rigging apply their knowledge to advanced projects.

Game Modeling

DGMD318 2 credits
Game companies want to see what designers can do when they model people, vehicles, weapons, and other objects. Of particular importance for modelers is the ability to create a model of an easily recognizable public figure.

Environments in 3D

DGMD318 2 credits
This class will focus on digital sets and environments (i.e., architecture). At the end of the semester, each student will have created images of a carefully designed, meticulously lit and textured environment. Topics covered will include: A survey of Renaissance and Baroque to Modern Architecture, Architectural design principals, Efficient modeling techniques, and Lighting. We will cover how to set up custom passes and how to use them in your compositing

3D Modeling and Animation

DGMD320 3 credits
Having learned the basics, students now explore methods that give life to the models they create or adapt from the College's extensive library. Animators and modelers learn about the uses and constraints applicable to 3D in films, television, and video games.

3D for Motion Graphics

DGMD323 2 credits
Students learn how to create 3D elements for motion graphics projects. "Flying logos" are one type of animation, but this course also explores other forms of 3D animation that enhance designs and contribute to students' value in the marketplace.

Advanced 3D Animation: Character Animation

DGMD325 3 credits
Bringing a character to life implies more than simply making an object move. Expression, gesture, appearance, and reaction/response are all determined by personality and psychology. This course examines the traditional skills 2D animators have long used to create life-like characters, and reveals the computer-generated techniques that are available today.

Robots, Props and Environments

DGMD329 2 credits
Robots, landscapes, rooms, castles and other environments are explored, along with the everyday and fantastic things that make up an invented world. Students create props, environments, and robots, with the feature film, television, and video games in mind. Reviews of feature films from Hollywood and around the world are incorporated. Open to all majors.

Course Descriptions

Digital Matte Painting

DGMD343 2 credits
Through exploring and understanding its history, starting with the mail car scene from *The Great Train Robbery*, through the films of the '40s and '50s, and winding up with contemporary filmmaking, students address the intricacies of matte painting. Exercises are done in practical and digital matte painting.

Drawing for Feature Films

DGMD345 2 credits
Traditional life drawing exercises, plus landscapes and other types of drawing, are practiced with the feature film in mind. Reviews of feature films from Hollywood and around the world are incorporated. Open to all majors.

Advanced Motion Graphics Tools and Techniques Workshop

DGMD346 2 credits
This course assists students to extend their expertise in the program, After Effects. Students explore various third-party plug-ins and the capabilities of the AE Production Bundle. Students must have worked with After Effects for at least 2 semesters or have equivalent experience in order to take this class.

Storyboarding for Features, TV and Games

DGMD348 2 credits
Storyboarding is practiced as a tool for planning and making informed changes in digital work for film, games, and television. Students learn the basics of storyboarding and its importance as a tool of visualization. Students create characters, settings, and sequences to communicate clearly the vision of their projects.

Basic Game Design I

DGMD349 2 credits
Students investigate concept development for game design. This course explores the development and production of video games for the industry. The course includes discussions with an industry leader. Students research currently available game titles and discuss their features to identify their successful qualities.

Visual Effects I/II

DGMD330/331 3 credits/3 credits
Students learn the methods for traditional visual effects, under what circumstances they are still used, and when today's digital techniques have replaced them. Morphing, resolution and resolution matching, working with layers, and wire removal are covered in the first semester. In the second semester, students use compositing techniques and effects to weave synthetic objects and characters into digital scenes. Post-production use of color timing, time code editing, digital video effects, and effects editing are included.

Advanced Visual Effects

DGMD331 3 Credits
This class will cover the 3D interface in Nuke, some effects animation, 3D Camera Projection in Maya, and the creation of Stereoscopy.

Master Class in Visual Effects

DGMD331 3 Credits
A study and investigation of the theories, the processes, and the business of Professional Visual Effects.

Storytelling in 30 Seconds

DGMD333 2 credits
In this course, students study the elements of good narrative. Stories from 30 seconds to 120 minutes in length share the same basic structure. In this class students learn the elements that contribute to a successfully engaging story. This knowledge is applicable to a great many areas of their study.

Drawing Animals for Films, TV and Games

DGMD337 2 credits
Animal drawing exercises are practiced with the entertainment industry in mind. Students take many field trips to the zoo and other animal habitats. Open to all majors.

Type and Design Fundamentals

DGMD340 2 credits
Students learn how to use typography effectively as a design element and how to control the details of its use, both hallmarks of good designers. Design principles learned in the foundation year are reviewed as knowledge and experience in this area is extended.

Course Descriptions

Perspectives in Entertainment & Technology

DGMD350 2 credits
This course is a lecture series exploring all aspects of entertainment and technology development and its impact on the visual and visceral arts. Different sections are offered each semester, dealing with film, visual effects, type design, or other special topics.

Digital Design Principles

DGMD352 2 credits
This course focuses on basic design principles that are useful in everything from filmmaking to motion graphics to web design. Students learn the rules of design; then they learn how to break them.

Motion Graphics For The Web

DGMD355 2 credits
The internet demands a different approach to design than print or broadcast design. Design for the web must take into account, not only the new medium, but also concepts, goals, content, and intended audience. Students learn to bring life to the web through instruction in Macromedia Flash, a variety of other tools, and their own creativity.

Basic Game Design II

DGMD359 2 credits
Students continue to explore concept development for game design. This course focuses on the development and production of video games for the industry. The course includes discussions with an industry leader.

Real and Computer Generated Lighting

DGMD360 2 credits
This course covers the basics of lighting in a classroom environment, then extends that information to the computer lighting of virtual sets, props and characters.

Digital Still Photography

DGMD361 2 credits
The basics of photography assist students with improving their videography, computer generated compositions, and films. After briefly touching upon 35mm photography, this course addresses the elements of good photography as applied to digital photography. Using both "prosumer" and professional cameras, students learn to use all the manual features of these new cameras to achieve a variety of looks and effects.

Sculpture for Digital Artists

DGMD367 2 credits
In this class, students work with clay to understand the 3D form as it applies to computer-generated models, character design, and props. They create maquettes, hand-crafted 3D models that animators reference when animating a character. Maquettes, along with model sheets, bring consistency to the production of an animated character when it is produced by different animators.

Advanced Sculpture for Digital Artists

DGMD368 2 credits
Students work with clay to understand the 3D form as it applies to computer-generated models, character design, and props. This is the next step for those who have completed the beginning course or who have equivalent experience. Prerequisite: DGMD367 or equivalent experience.

Acting for Animators

DGMD373 2 credits
Sony Imageworks, ILM, and many other large and small production houses use "Acting for Animators" classes to enhance their animating skills. In this course, students learn to portray movement and emotion in animated characters through the method of acting out scenes.

Broadcast Design

DGMD380 2 credits
This class explores the fundamentals of theory and strategy behind broadcast design. Students learn the characteristics of award-winning pieces that are progressive in design but strategic in implementation. Aspects of branding and client communications are included.

Broadcast Design Rapid Projects

DGMD380 2 credits
This fast-paced environment will help you get out of the habit of cherishing each idea and into the habit of coming up with an idea, refining it, producing it and moving on to new projects.

Storyboarding for Motion

DGMD380 2 Credits
In this class we will develop the process of storyboarding for motion. Addressing, story arch, concept, composition, board flow, overall technique, and more. Also we will be developing the designers voice and vision.

Honors Class

DGMD399 2 credits
For outstanding students who wish to explore their own projects in greater detail. This multi-disciplinary class will see a wide range of projects and gain much from class critiques of their work as it progresses.

Senior Thesis

DGMD400 4 credits
In this course, students develop their own final projects. Class critiques help students develop their own work, while learning from the creative processes of their fellow classmates. Visiting industry leaders take part in these critique sessions. Students collect their work-ups from drawing classes, their storyboards, and other parts of the creative process, to be used as windows into their personal working styles. These pieces are then used to develop the students' reels and are of great value to future potential employers.

Thesis Preparaton

DGMD402 3 credits
In this class, students are given the time to work on developing their senior projects. Storytelling, storyboarding, and other issues are discussed in relationship to students' personal or group projects. Critiques are a vital part of this process and assist the students in understanding their own creative processes, as well as those of their classmates.

Senior Business Seminar I: Career Planning & Personal Management

DGMD410 2 credits
This course provides a practical introduction to skills for acquiring and keeping a job, as well as the processes for developing a freelance business. Students learn presentation techniques and practical business concepts, from accounting and personal finances to business communications and networking.

Senior Business Seminar II: Career Planning & Personal Management

DGMD411 2 credits
Continuing from the first semester, students learn more about job availability. They practice interviewing techniques, write a professional resume, and document and organize their work to create appropriate reels and portfolios, with the goal of packaging and presenting themselves to employers.

Industry Internship

DGMD425 2 credits
Students may apply for internships or equivalent work experience in one of the digital media industries. The department, along with the Office of Career Services, assist students in locating appropriate internship positions. These internships assist students in gaining the work experience and industry contacts necessary for job placement upon graduation.

Traditional Animation

DGMD428 3 credits
Learn how to do traditional animation to help your 3D animation. Our teacher will introduce you to the history of animation from Emile Kohl to Winsor McCay, Betty Boop and more and then on to Disney, Hanna Barbera, Osamu Tezuka, and Hiyao Miyazaki. From there you will study in depth the principles of animation and the principles of animation as applied to computer animation. A must for serious CG animators.

Practicum in Media Technologies

DGMD430 3 credits
"Software is not important. Your skill and talents are. If you are good in one program, you're good in another." This quote by distinguished lecturer, Glen Campbell of Area 51, is quite accurate. While students work a great deal with many programs, their value to employers comes from their skills as artists and designers, coupled with their "people skills." In this course, students extend their skills in creating pieces that show off their talents.

Course Descriptions

NOTE: In the Spring semester of the Junior year, students with a grade point average of 3.5 or better are eligible to apply for DGMD399 Honors Project, in lieu of one of the other Junior required courses.

Course Descriptions	Methods and Materials
	DGMD437 2 credits Students receive in-depth instruction in the use of pencils, markers, watercolor, pastels, and mixed media. Techniques are applied to landscapes, costumes, vehicles, and a variety of other subjects.
	Advanced Tools and Techniques DGMD440 3 credits Students extend their expertise and knowledge in one of these areas: motion graphics, character animation, filmmaking, or visual effects.
	Visiting Artists Series DGMD444 2 credits This is an ongoing, ever-changing class created to share the expertise, experience and interests of some of the world's foremost talents in digital art, design, and storytelling. See department for course description each semester.
	Advanced Concept Development DGMD450 2 credits This course develops the creative and problem-solving skills needed to be an effective artist and designer. Whether students are interested in 3D, visual effects, video game development, or motion graphics, they learn techniques for overcoming creative block. Students learn the skills needed to either lead a team or participate as a effective member of a creative team.
	Independent Study DGMD999 1-6 credits Independent studies provide an opportunity for students to work closely and collaboratively with faculty on assignments that extend the scope of their current interests, or expand their expertise. Applications for independent study projects are reviewed and approved by the department chair based on proposals submitted by interested students.

Faculty	Department Faculty
Harry Mott <i>Chair</i> MFA and MBA USC Peter Stark Motion Picture Producers Program. Speaker, writer, designer for motion graphics, animation, education, art and design industries. Education Director for the American Film Institute's Advanced Technologies Training Division. DV Expo Conference Chair. Freelance designer and producer of motion graphics, visual effects and web sites. Member L.A. SIGGRAPH and BDA-Broadcast Designers Association.	Robert Coddington <i>Senior Lecturer</i> Attended Academy of Art College with concentration in animation. Animation and Cinematic Director at Electronic Arts. Has worked on titles such as the "Medal of Honor" series, "Tiberium," and "Knock Out Kings." Author of the Gnomon instructional DVD "Animation for Games with Robert Coddington."
Art Durinski <i>Assistant Chair, Associate Professor</i> MFA and MA UCLA. BFA Univ. of Illinois. Motion Graphic Designer/Director, Visual Effects Supervisor, Computer Animation Director. Clients include: Sony Corporation, Sega Enterprises, Toyota, Bridgestone Corporation, Walt Disney Corporation, New Line Cinema, Dentsu, and 20th Century Fox.	Tracy Colby <i>Associate Professor</i> MFA Syracuse Univ. Clients include SIGGRAPH Traveling Art Show II, "Drei Maler aus den USA", and Spannungen.
Orrin Anderson <i>Senior Lecturer</i> Designer, director, photographer, animator, art director, and drummer. Recent client is Mattel.	Chris T. Do <i>Adjunct Associate Professor</i> BFA Art Center. Creative Director and Founder of Blind Studio. Clients include Saatchi & Saatchi, Toyota, Deutsch, Mitsubishi, Wieden & Kennedy, Nike, TBWA Chiat Day, and Nissan.
Jake Banks <i>Lecturer</i> Founder and Executive Creative Director of Stardust Studios, an award-winning creative production company, specializing in motion design, animation, visual effects and live-action production	Chris D. Do <i>Senior Lecturer</i> BFA (Digital Media) Otis. Co-Owner and Co-Founder of Fulltank, a creative company of artists of diverse backgrounds in print, illustration, typography, photography, cell-animation, storytelling, and directing. Has worked with prominent studios, companies, and designers such as: Christopher Wargin, Smog and Western Images, Digital Kitchen, and Stardust, and agencies such as Crispin, RPA, BBDO, JWT, Ogilvy & Mather, Young & Rubicam, Wieden & Kennedy, Chiat/Day, Fallon, Campbell-Ewald, Saatchi & Saatchi, and Believe Media.
Laura Barbera <i>Senior Lecturer</i> MFA (Computer Graphics and Animation), MFA (Painting and Printmaking) Pratt Inst, BFA (Photography) Brooklyn College. 3D Character animator, photographer, artist and improv actress. Entertainment work includes more than 25 commercials, ten films, and seven TV shows with Emmy and Clio awards and nominations.	Bob Dobbie <i>Lecturer</i> BFA (Illustration) Otis. Clients include Fox Family Channel, Aflac, Kraft, Intel, The Village Voice, American Airlines, Southwest Airlines, Random House Publishing, and numerous editorial magazines.

Department Faculty

Keith Downey

Associate Professor

BA and MFA, Cal Arts. Associate Professor of motion graphics, 3D and video art.

Chris Eckhardt

Associate Professor

Owner of 3D/Visual Effects Company. Films include “Galaxy Quest,” “Metal Gold,” and “American Outlaws.” Commercials include Hot Jobs “Super Bowl Spot,” and Sun Microsystems. Music Videos include the Red Hot Chili Peppers, Britney Spears, Papa Roach, Ricky Martin, Backstreet Boys, AeroSmith, Korn, and Jennifer Lopez.

Bill Eckert

Professor

MFA San Diego St. Univ. Clients include Rupert Murdoch, Marvin Davis, Don Henly of the Eagles, Dick Clark Production, Entertec, and Strand Century/Rank Xerox. Currently working on the historic renovation of Green Acres, Beverly Hills. Shows include Artists Look at Hollywood.

Jennifer Egger

Assistant Professor

BFA Otis. Graphic Designer. Clients include Time Warner Inc., Price Waterhouse, Disney Publishing, and Disney Consumer Products.

Glen Eisner

Senior Lecturer

AA, San Joaquin Delta College. Other training includes, Dick Smith: Advanced Professional Make-Up Certification, and Taro Yashima’s Method of Painting. Emmy Award Winning Freelance Sculptor/Make-Up Designer/Puppeteer/Illustrator for television programs such as Buffy, Babylon 5, and the X-Files. Feature film credits include 300, The Passion of Christ, The Mask of Zorro, The Nutty Professor, Batman Returns, Terminator 2, Exorcist III, Gremlins 2. Also holds California Art Club honors.

Brian Eun

Senior Lecturer

Attended Center for Creative Studies-College of Art and Design majoring in transportation design curriculum. Freelance toy and entertainment designer, past experiences include working as concept design illustrator for Mainframe Entertainment on CG cartoon shows “Reboot,” “Beast Wars,” “Weird-Oh’s,” and product concept designer for Kenner Toys/Hasbro Toy Group, working on boy action properties such as G.I. Joe, Jurassic Park, Microverse, and Superman.

Andrew Foster

Lecturer

BFA Art Center. Exhibitions at Earl Group exhibitions at McGrath, West Hollywood; Robert Berman, Santa Monica; George Billis, Culver City; Solaris, West Hollywood. Group exhibits include Jonathan Levine, New York and Merry Karnowsky, Los Angeles; Santa Monica Museum of Art, Santa Monica. Published in *New American Painters* #85.

Gary Geraths

Professor

BFA Cal St. Univ. Long Beach; MFA Claremont Grad. School. Clients include Disney, Mattel and many film production companies; sketch artist for the OJ Simpson criminal trial. Exhibited both nationally and internationally.

Lewis Hall

Senior Lecturer

BFA, Theater, Film & TV, UCLA. Emmy and Academy Award-winning writer and producer with an extensive background in filmmaking and design. Produced five award-winning educational films, including the animated documentary, “Anti-Matter.” Has served as design director for CBS Entertainment, senior art director for Novocom. Clients include CBS, NBC, RTL Germany, BskyB in the UK, Star TV, Channel Corp in Saudi Arabia, and Channels 5, 8, and 12 in Singapore. Currently completing a novel, writing DVD games, and developing an interactive vocabulary program for middle school students.

Department Faculty

Kate Johnson

Adjunct Associate Professor

President of EZTV. Clients include the Getty Center, Politically Incorrect, Seagrams America, Faye Dunaway, and the Watts Tower Cultural Center.

Doug Jones

Senior Lecturer

BFA Otis. Creative Director of Ratched Graphics at Asylum Entertainment, a Emmy nominated company that has produced and developed close to 350 hours of television for networks such as ABC, HBO, MTV, BET, E! Entertainment, Discovery, A&E, TLC, ESPN, and Fox Sports Net. Experience in Animation, Storyboarding, Art Directing, and Freelance Broadcast Design. Credits include; “American Gangster,” “The Forbes Celebrity 100: Who Made Bank,” “Men in Black,” “Top 20 Women in Entertainment,” “Who Wants to be a Millionaire,” and “Gilmore Girls.”

Kory Jones

Senior Lecturer

Executive Producer, Creative Director, and Co-Founder of Reality Check Studio in Hollywood, a company that develops innovative graphics, games, animation, visual effects, websites, and interactive projects. Visual Effects and Animation credits include “Star Wars Episode 1,” “Behind Enemy Lines,” “Spiderman II,” “The Messengers,” “The Grudge 2,” “Harold and Kumar Go To White Castle,” “Jersey Girl,” “The Grudge,” and “Titan A.E.” Other projects include the redesign of ESPN’s in game graphics for NFL, NBA, MLB, College Football and College Hoops, CBS Sports, NFL Networks, CCTV China and Sky Italia.

Tim Jones

Senior Lecturer

Senior Animator, Lead Modeler and Artist at Knowledge Adventure. Projects include: Jumpstart World, Math Blaster, Barbie Swan Lake, Jurassic Park Scan Command, Dear America, American Idol, and Barbie Fashion Show.

Chip Houghton

Senior Lecturer

B.S. School of Communications, Boston Univ. Co-Founder of Imaginary Forces—a multi-disciplinary entertainment and design company based in Hollywood and New York. Has extensive experience in Executive Producing and in Digital and Special Effects. Notable film and television credits include “Seven,” “Spider-Man,” “Band of Brothers.” Major clients include Sony, Disney, IBM, Nike, Universal Studios, and The Museum of Modern Art.

James Huang

Senior Lecturer

BFA (Graphic Design)—Univ. of the Pacific, BFA Art Center. Motion Graphics Designer, Game Designer. Earned a Hollywood Reporter Key Art Award and Golden Trailer Award. Credits include; “Blades of Glory,” “Grindhouse,” “Forgetting Sarah Marshall,” “Hellboy II,” “Spider-man 2,” “The Hitchhiker’s Guide to the Galaxy” and “Hairspray.” Has worked with; 20th Century Fox, Paramount, Columbia, Universal, Newline, Warner Bros, Lionsgate, Focus Features, Dimension and Miramax Films.

Casey Hunt

Lecturer

BFA (Otis). Partner in directing collective Three Legged Legs, with two other Digital Media alumni. Produces visual effects projects and animations. www.threeleggedlegs.com

Stephen Jarrett

Lecturer

BA (Computer Science) Oxford Univ. Design Director, Namco/Badai. Director of Game Design at Disney 2005-2008, Creative Director at THQ 2002-2005. Stephen managed the creative vision of all Nickelodeon and Pixar titles and helped turn the brands into one of THQ’s most successful licenses. As a lead designer Stephen was responsible for helping kick off the Harry Potter franchise with Harry Potter and the Sorcerers Stone and Harry Potter and the Chamber of Secrets. Two of the biggest selling games of all time on the Playstation. Stephen started his career working under Peter Molenuex at Bullfrog helping design titles such as Syndicate Wars, Theme Hospital, and Dungeon Keeper

Department Faculty

Steve Jung

Lecturer

Attended Art Center. Co-founder, Red Engine Studios. Feature animation, themed entertainment, video games and live action films for DreamWorks, Universal, Disney and Marvel. Member, Directors Guild.

Jeff Kaisershot

Senior Lecturer

MFA. BFA (Fine Arts) UC Santa Barbara. Specialties in Digital Animation and Media in Motion. Editor, Fine Art Artist, Artist, and Designer. Clients include: LA Eyeworks, Disney, Showtime, Warner Bros., NBC, and GRP Records. Fine Art Exhibitions include Robert Berman Gallery, Contemporary Exhibitions (LACE), County Museum of Art, Bliss, Patricia Correia Gallery.

Siri Kaur

Senior Lecturer

MFA Cal Arts, MA and BA, Smith Coll. Exhibited photography at 401 Projects, N.Y.; Hayworth Gallery, L.A.; Torrance Museum of Art, and UCLA Wight Biennial. Permanent collection of National Gallery, D.C. and Univ. of Maine.

Ben Kerr

Senior Lecturer

MFA (3D Animation) Acad of Arts Univ, BA Indiana Univ. Character Animator at Sony Pictures Imageworks, Walt Disney Animation, and Rhythm & Hues. Projects include: “Cloudy with a Chance of Meatballs,” “Bolt,” “The Golden Compass,” and “Alvin and the Chipmunks.”

Cecil Kim

Senior Lecturer

BFA(Illustration) Art Center. Concept Artist, Storyboard Artist, and Illustrator. Videogame industry experience. Currently working as Environment Lead Concept Artist, Sony Computer Entertainment Santa Monica Studio since 2000. One of the main developers for “God of War” franchise. Worked on films “Final Fantasy IX,” and “Parasite Eve.”

Rebecca Kimmel

Senior Lecturer

BFA Art Center (Illustration), MFA George Mason University (Digital Art). Accomplished instructor of figurative art, digital painting and traditional drawing. Creator and moderator of online forum "Artistic Anatomy & Figurative Art" on CGSociety.org. Animation and set piece design for live performance, New Media Performance Studio, Harris Theatre, Center for the Arts. Animations featured in *Live Movies: A Field Guide to New Media for the Performing Arts*.

Bryan Koszoru

Senior Lecturer

BS (Advertising) Univ. of Florida. Senior Environment Artist at Sony (SCEA) and Amaze Entertainment. Game Projects include: God of War III, X-Men Origins: Wolverine, Indiana Jones and the Staff of Kings, Call of Duty: Roads to Victory, and Pirates of the Caribbean 2:Dead Man's Chest.

Wonhee Lee

Lecturer

BFA Otis. Animation director/designer for Coke, Nike, Apple, MTV, NBC, FOX, Honda, Pepsi and music videos. He is working as a director/animation director at various agencies and studios worldwide and is represented by The Institute alongside Michael Bay and Rob Cohen. Awards from BDA, Type Director’s Club, The Art Director's Club and has been featured in *Stash, Boards, Animation Magazine* and various book publications.

John LePrevost

Senior Lecturer

BFA Univ. of Arizona. Emmy awards for computer animation

John Livesay

Lecturer

Livesay made his professional comic book inking debut in 1994 with Prototype #13 and Excalibur #82. Career highlights include “The Flash,” “Legion of Superheroes,” “Spider-Man,” and “X-Men.” Currently inking "Doom Patrol" for DC Comics

Department Faculty

Joddy Nicola

Senior Lecturer

Certificate of Fine Arts, Character Animation. Animator, Director, Writer. Owner of Hijinks Animation. Has worked with Jim Keeshan Studio Animatics. Clients include Disney and Warner Brothers.

David Nicksay

Senior Lecturer

BA, Hampshire Coll. Film producer with visual effects experience. Has produced more than twenty films, and is currently Executive Producer of “Surrogates,” a science fiction detective film starring Bruce Willis, to be released in 2009 by Walt Disney pictures. Nicksay was most recently Executive Producer of “Step up 2 the Streets.” Former positions: President, Morgan Creek Productions; Sr. VP, Paramount Pictures; Assistant Dean, Ringling Bros Clown College. Additional credits include “Legally Blonde 2,” “Agent Cody Banks,” and “Married Life.”

Nathan Ota

Adjunct Associate Professor

BFA Art Center College of Design. Freelance Illustrator. Clients include Saatchi & Saatchi, Wall Street Journal, Chicago Tribune, New York Times, U.S. News & World Report, Jazz Iz Magazine, Capital Records, House of Blues Music Co., Virgin Interactive-Entertainment, Imago Recording Co., 2-13-61 Publications.

Jung Ho Park

Senior Lecturer

BFA (Illustration) Art Center. Senior Concept Designer at Sony (SCEA). Projects include: God of War III, Tabula Rasa, Lineage Forever, Aion, Mortal Kombat, NFL Blitz, and Strangehold.

David Santiago

Lecturer

MSEE (Microwave Systems/Electrophysics) USC, BSEE Univ of Texas. Specializes in pipeline and studio design and organization. VFX Supervisor, CG Supervisor, Effects Department Head, FX Supervisor, and VFX and Animation Consultant, for “The Ant Bully,” “Sky Captain and the World of Tomorrow,” “Master and Commander,” “Black Hawk Down,” and “Titanic.” Author *Creating 3D Effects for Film, TV and Games*.

Debra Magit

Senior Lecturer

BA Loyola Marymount. Actor/Acting Teacher. Clients include UCLA Extension, Raytheon.

Marilyn McLaughlin

Senior Lecturer

MFA Acting, UCLA; CLMA, Integrated Movement Studies. BFA Dance, University of Utah. Marilyn’s performing arts career had a broad and colorful range—from performing in the Frank Zappa production of “A Zappa Affair” to a series of full length solo cabaret performances, to writing music and acting in stage productions with Ten Thousand Things Theatre Company, presenting classical theatre for nontraditional theatre audiences. She also toured professionally with Tandy Beal and Company.

Izzy Medrano

Senior Lecturer

BFA Art Center. Character and Creature Concept Artist at companies such as Sony Entertainment and SCEA Santa Monica. Also a Published Illustrator for games developed by Neversoft. Paints frequently for Wizards of the Coast.

Kathleen Milnes

Adjunct Assistant Professor

BA(American Studies) Univ. of MD. Senior Vice President of Workforce & Economic Development, Entertainment Industry Development Corporation.

Raul Moreno

Associate Professor

BArch So Ca. Inst. of Architecture. Worked with Trailer Park, Banned from the Ranch. Films include “Austin Powers 2,” “Mod Squad,” “Big Daddy,” “GO,” and “8mm,” “Entrapment,” “Enemy of the State.” Effects artist, “Dr. Dolittle.”

Jan Nagel

Senior Lecturer

BA (Journalism) Cal State L.A. Marketing, advertising, public relations, business development. Major clients include, Rhythm and Hues, Jadooworks Animation Studio, US Army Recruiting, Hughes Aircraft

Digital Media

Department Faculty

Bill Sneed

Lecturer

BFA (Digital Media) Otis. Bill Sneed is a freelance illustrator/ animator who recently moved back from London and is currently working in Los Angeles. For the last two years, he has directed short films for the BDA presentation showcase 20/120.

Carly Steward

Lecturer

MFA Cal Arts, BFA Otis. Armory Center for the Arts Fellowship. Exhibited at Soil, Seattle; Anna Kustera Gallery, N.Y.; AndrewShire Gallery, L.A.; LACE L.A.; Atelier als Supermedium, The Hague; Caren Golden, N.Y.; and Gavin Brown's Enterprise, N.Y.

Richard "R.T." Taylor

Adjunct Assistant Professor

Computer Graphics Technical Director. Clients include Alaias|Wavefront, ILM, Rhythm and Hues, Sony, NASA, IBM, Charles Eames, ABC, CBS, NBS, CBC, TF1, HBO, 20th Century Fox, Universal, Columbia, Paramount, Warner Bros., Technicolor, Exxon, ESSO, Chevrolet, Volkswagen, Ford, Kawasaki, USC, Cal Arts, Academy of Art, and CSULB.

Christian Volquartz

Lecturer

BA (Film and TV Production) Loyola Marymount Univ. Vice President, Operations, for McCartney Multimedia, Inc., a local based media company that specializes in web design, social media advertising, and traditional video/print advertising and marketing. Current and former clients include: Lexus, Chevrolet, MGM Mirage, Boutique.

Darnell Williams

Lecturer

Runs ELEKTRSHOCK, an animation boutique that focuses on realtime motion capture, character animation, and game engine display. Art director/graphic designer/illustrator for SoftImage, Disney Imagineering, Digital Domain, NVidia, and Square.

Michael Wright

Professor

BFA Univ. of Wash. Shows include WYSIWYG (What You See is What You Get), "I Be Am", LA Printmakers Invitational, Featured in Computer & Visual Arts.