

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 Art History	3.0	—		
*ENGL202	Sophomore English	3.0	—		
LIBS217	Concepts & Issues in Media Arts	2.0	—		
*SSCI210	Social Science	—	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		
*MATH136	Math for Artists and Designers	—	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		
*ILML400	Integrated Learning Lecture	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.

Digital Media

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 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.

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

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. Included is a brief look at other imaging applications, such as Freehand, Painter, StudioArtist and Artmatic.

Perspectives in New Technologies and 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 through stop motion animation techniques. 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. Examples follow:

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.

Concept Art Environmental Painting

DGMD310D 2 credits

This is a digital painting class focusing on Environments.

Dynamic Painting Concepts

DGMD312B 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

DGMD312C 2 Credits

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

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. Examples follow:

Comics Class

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.

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. Examples follow:

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.

Digital Media

Course Descriptions

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. Examples follow:

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.

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.

Visual and Special Effects in Hollywood

DGMD315 2 credits

In this class, students explore the history of 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, Max, After Effects, Commotion, Magic Bullet, and Shake 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. Examples follow:

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.

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.

Design And Type Principles

DGMD 316 2 credits

You will learn how to use and extend your knowledge of typography as a design element, and how to control the details of its use, which is the hallmark of good designers. If you want to be a successful motion graphics designer, this is vital!

Audio Topics

DGMD317 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 sound production. See department for offerings each semester. Examples follow:

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. Examples follow:

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.

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.

Digital Media

Course Descriptions

Environments in 3D

DGMD318 2credits
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 (polys and subd's). Lighting and Texturing XSI's render tree / Mental Ray Rendering and compositing. 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, televisions, 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.

Advanced 3D Animation: 3D for Motion Graphics

DGMD325 3 credits
This section of the class concentrates on 3D animation as applied to motion graphics.

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.

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.

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.

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.

Perspectives in Entertainment and New Technologies

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.

Practical 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 Media

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.

Digital Still Photography

DGMD361 2 credits

The basics of photography assist students with improving their videography, computer generated compositions, and films. After briefly touch 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.

Professional 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.

Tricks of the Trade

DGMD385 2 credits

This course investigates variations in techniques and attitudes as they differ within the many fields that utilize digital media. Students are exposed to the specific tools and techniques that enable them to be successful within diverse segments of the industry.

Honors Class

DGMD399 3 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 3 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 2 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.

Business Seminar I: Career Planning & Personal Management I

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.

Business Seminar II: Career Planning & Personal Management II

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.

Animation Principles

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 Hayao 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.

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.

Course Descriptions

Digital Media

Course Descriptions

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.

Harry Mott

Chair

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.

Art Durinski

Asst. Chair

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.

Orrin Anderson

Senior Lecturer

Designer, director, photographer, animator, art director, and drummer. Recent client is Mattel.

Laura Barbera

Senior Lecturer

MFA (Computer Graphics and Animation), MFA (Painting and Printmaking) Pratt Inst, BFA (Photography) Brooklyn Coll). #D 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.

Chuck Carey

Lecturer

BS (Film) Northwestern University, Co-Founder and President of award winning Troika Design Group. Clients include ABC, DirecTV, E! Entertainment, ESPN, Fox, Oxygen Channel, Starz Entertainment, HGTV, and KCET. Chuck was a producer and creative director at Pittard Sullivan and is currently the Vice Chair of the BDA (Broadcast Designers Association) Board of Governors.

Robert Coddington

Senior Lecturer

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."

Tracy Colby

Professor

MFA Syracuse Univ. Clients include Siggraph Traveling Art Show II, "Drei Maler aus den USA", and Spannungen.

Chris T. Do

Adjunct Associate Professor

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.

Chris D. Do

Senior Lecturer

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.

Jason Doss

Senior Lecturer

BFA Otis. Character Technical Director and Artist at: Sony Pictures Imageworks, Digital Domain, and Rhythm & Hues. Feature Films include: Alice in Wonderland, Watchmen, Surf's Up, Chronicles of Narnia, and The Day After Tomorrow.

Digital Media

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

Associate 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 hold 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 cartoons 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.

Gary Geraths

Professor

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

Ellis Goodson

Senior Lecturer

Concept Artist, Digital Artist, Illustrator, Designer, Storyboard Artist with significant videogame design experience. Currently creates concept and digital art for Heavy-Iron/THQ. Has worked for Leland Entertainment, Blue Sky games, The Neverhood, and Paradox Games. Credits include Pixar license games such as Ratatouille and Wall-E, as well as Curious George, Mortal Combat, Shoalin Monks, Skullmonkeys, Boombots, Vectorman, Jurassic Park, Shadowrun, Top Gun, Dragon’s Lair Two, Getting Even, and Final Cut.

Bob Gordon

Senior Lecturer

BA, UCLA Film School. Film editor with extensive experience editing major studio and independently produced feature films. Pioneer in the development of CGI animation. Credits include “Final Fantasy,” “The Chubb Chubbs,” “Stuart Little III,” “Toy Story,” and “The Blue Lagoon.” Currently experimenting with a storytelling technique using classical sculpture and painting as the source of semi-animated visuals.

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. Has 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.

Kraig Horigan

Senior Lecturer

Leading game designer and illustrator. Currently lead designer, THQ Heavy Iron Studios. Was lead designer at Point of View, Inc. on LotR's White Council for EA and, a core producer on EA Sports NASCAR 06: Total Team Control and the re-launch of The Shield for Aspyr and Fox Interactive. Lead scripter on Midway's NARC and lead level designer for Namco's Dead to Rights. Other credits include; game designer on Xena: Warrior Princess and Associate Producer on Spider: the Video Game and Motoracer GP.

Chip Houghton

Senior Lecturer

B.S. School of Communications, Boston University. 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.

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.

Cathy Jones

Senior Lecturer

AA, Arts & Humanities, Chaffey College. Specializes in Concept Design and 3D Animation with an extensive history of working on major studio productions. Most recent film credits include, “Surf’s Up!,” “The Golden Compass,” “The Simpsons Movie,” “Monster House,” “Sinbad: Legend of the Seven Seas,” “Spirit: Stallion of the Cimarron,” “The Land Before Time,” “All Dogs Go to Heaven,” and “The Prince of Egypt.” MGM, Sony Pictures Imageworks, Dreamworks, and Rhythm and Hues.

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.

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Digital Media

Department Faculty

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 Idle, and Barbie Fashion Show.

Jeff Kaisershot

Senior Lecturer

MFA. BFA (Fine Arts) University of California, 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 from CalArts, her MA in Italian Studies and BA in Comparative Literature from Smith College. Her photographs have been exhibited in numerous group shows, including 401 Projects in New York, Hayworth Gallery in Los Angeles, the Torrance Museum of Art, and the UCLA Wight Biennial. Kaur's work is in the permanent collections of the National Gallery in D.C. and the University of Maine. She lives and works in Los Angeles, where she is currently a visiting lecturer at Otis College of Art and Design.

Ben Kerr

Senior Lecturer

MFA (3D Animation) Academy of Arts University. BA Indiana University. 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, Malone, Kirby and Gail Scott White, eds.

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.

John LePrevost

Senior Lecturer

BFA Univ. of Arizona. Emmy awards for computer animation

George Maestri

Senior Lecturer

President/CEO of Animation Studio "RubberBug, Inc." Director/Producer for such projects as: Price is Right DVD Game, Scooby Doo DVD Game, Algebra's Cool, Math's Cool, Corey the Clown, Shrek Totally Twisted Tales, Sandy Lane, and Fringer. Worked for Threshold Digital, Toon Disney, Warner Brothers, Film Roman, MGM Animation, and South Park.

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 Associate 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."

Rick Morris

Senior Lecturer

Designer of titles, show opens, and commercials. Instructor and speaker at American Film Institute, as well as at numerous international conferences. His short films have been featured at festivals such as Resfest, Worldwide, Rotterdam, Lovebytes, and Oberhausen. Creative Director, Nobleassassins.

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

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."

Jung Ho Park

Senior Lecturer

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

Richard "R.T." Taylor

Adjunct Associate 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.

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.

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