DIGITAL MEDIA AND DESIGN (DMD)

DMD 5000. Creative Digital Fundamentals. (3 Credits)
Introduces core concepts for developing skills to create and implement digital graphics utilizing a combination of techniques and effects working with the applications: Photoshop, Powerpoint, After Effects and Premiere. Acquisition of these skills will prepare students to create their own animated promotional videos, edit raw video, manipulate graphic elements for posting to websites, the production of infographics and for insertion of digital elements into PowerPoint presentations.
Enrollment Requirements: This is an online course only open to graduate students matriculated in the Digital Media & Design online graduate certificate or non-degree graduate students. Full-time matriculated DMD graduate students cannot enroll in this class.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205000)

DMD 5001. Digital Media Graduate Colloquium. (3 Credits)
This course orients Digital Media and Design graduate students in their first semester to the opportunities and resources available to them within the Department, the School of Fine Arts, and the University of Connecticut.
Enrollment Requirements: Open only to Digital Media and Design graduate students.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205001)

DMD 5010. Digital Culture. (3 Credits)
Development and use of digital media and technology in different social and cultural contexts. Digital technology is treated as a cultural construct, the characteristics and impact of which are analyzed through social science theories of the interplay between technology and society. Ethnographies of digital media used in different parts of the world and in different digital environments will be used to examine issues such as culture, identity and social networks. Examination of different ethnographic research methods for digital anthropology.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205010)

DMD 5015. MFA Studio Critique. (3 Credits)
Directed studio research and analysis, group discussions, and related readings connecting current studio work to contemporary trends in digital media, art, and design. May be repeated for a total of 12 credits.
Enrollment Requirements: Open only to Digital Media and Design graduate students.
May be repeated for a total of 12 credits
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205015)

DMD 5020. Design Thinking. (3 Credits)
Exploration of the nature of design thinking about how a process that employs immersion, empathy, ideation, definition, prototyping and testing can lead to innovative discovery. We will explore the ways in which diversity of culture, experience and thought lead to innovation while examining the value of a human based design process on the growth and direction of culture and society at large and how can we as designers participate in driving that process.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205020)

DMD 5021. Design Lab. (3 Credits)
The theory, principles and practices of digital screen-based visual communication. Through a multi-disciplinary perspective involving art, design, art history, and media studies, students will address how culture visualizes screen-based communication through both image and type.
Enrollment Requirements: Open only to Digital Media and Design majors.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205021)

DMD 5030. Narrative Workshop. (3 Credits)
Designed for students to "workshop" their own narratives and works-in-progress for animation, short/long films, commercial media, interactive media, game creation, graphic novels, and short or long form pieces of writing (novels, children's books, short stories, etc.). Open forum/roundtable where students can bring pieces of writing or media into the class and share with other students, using each other as editors, collaborators, ideators while incorporating guest artists, writers, scientists and media makers to visit, help critique and weigh in on how their work and process has evolved given the cultural shift from printed page to e-readers, apps and the invention of viral marketing or internet video shorts, for example.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205030)

DMD 5035. Interaction Design. (3 Credits)
Provides a critical overview of interaction design (including usability, evaluation, and cultural aspects) and a practical program of website and computer software interface creation.
Enrollment Requirements: DMD 5070; open to DMD majors, others by instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205035)

DMD 5040. UConn Student Agency. (3 Credits)
Exposes students to and builds an understanding of the principles necessary to communicate the essence of a commercial brand through the ideation and creation of digital and social media structures and artifacts. Based on the principles of experiential learning promoting effective ideation, development, production, and implementation of digital and social media marketing strategies and artifacts.
May be repeated for a total of 9 credits
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205040)

DMD 5070. Introduction to Web Design. (3 Credits)
Survey of the concepts and methodologies of Web design. Introduction to the key concepts of Web design and development as well as the software that facilitates it. No prior experience in Web design is necessary, but students must be willing to embrace a new perspective on the design process as it pertains to the creation of functioning, interactive sites. Both technically and conceptually demanding. Will require, in addition to design time, many hours of self-initiated software exploration. Comprised of a series of exercises and projects beginning with basic HTML and increasing in complexity to include multiple pages sites using CSS and simple scripting.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205070)

DMD 5075. MFA Final Project. (3 Credits)
Development of a project in the student's area of concentration that demonstrates vigorous and consistent thematic engagement and articulates both technical and conceptual sophistication.
May be repeated for a total of 6 credits
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205075)

DMD 5086. MFA Thesis in Digital Humanities. (3 Credits)
Preparation and presentation of a thesis that demonstrates vigorous and consistent intellectual engagement and articulates technical, conceptual, and scholarly sophistication. To be taken twice in two consecutive semesters in the student's final year.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205086)

DMD 5095. Special Topics. (1-6 Credits)
May be repeated for a total of 9 credits
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205095)

DMD 5099. Independent Study. (1-6 Credits)
Independent study in a Digital Media area of concentration.
May be repeated for a total of 15 credits
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205099)

DMD 5200. Introduction to Motion Graphics. (3 Credits)
Provides to digital filmmakers instruction and guidance in the technique and critical understanding of motion effects, animation, and compositing. The technical instruction will be focused around the use of Adobe After Effects CS in the handling of both animated still and motion imagery. Students will create visual effects and animated graphics for television, film, web, and other types of multimedia productions using software including Adobe After Effects, Final Cut, Photoshop. The course will involve weekly technical exercise projects, practicing techniques covered in class, as well as a self-proposed midterm and final project.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205200)

DMD 5201. Advanced Motion Graphics. (3 Credits)
Allows digital animators and filmmakers to fully develop advanced skills and large scale/longer format projects, drawing from a combination of techniques including: green screen, 2D particle systems, mattes, rotoscoping, sound sync, 2D character set up and animation, hand-drawn/frame-by-frame, 3D integration, digital cut-out animation, and/or live-action compositing. Relies primarily on After Effects, particularly exploring its 2D/3D/effects capabilities; Maya; Photoshop; Final Cut; Toon Boom and other programs may also be utilized as necessary. Draws upon a canon of films to observe successful techniques that can be applied in computer work, and also to develop sensitivity to the artistry of moving images, cinema and storytelling.
Enrollment Requirements: DMD 5200.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205201)

DMD 5205. History of Animation. (3 Credits)
Survey of animation. From the early magic lantern shows of the late nineteenth century to current and emerging digital animation technologies. Series of discussions, lectures, assignments, as well as viewing and evaluating animated work. Exploration of this subject from various perspectives: by chronology, from its prehistory before the invention of film to the present day; by form, including method and medium; by culture, comparing the US to Japan, Russia, Europe and others; by subject; and by personality, concentrating on the figures who have shaped the art form and continue to influence it through their example. Students are expected to bring an enthusiastic interest in the medium, and to devote serious effort to reading about, viewing, researching and discussing animation and the artists who have created it.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205205)

DMD 5208. 3D Motion I. (3 Credits)
Designed to prepare graduate students for careers in motion graphics, advertising, branding, and animation fields. Courses provide students an understanding of the collaborative function of industry during the production process as well as the development of their unique style of independent filmmaking during preproduction, production, and postproduction of their project. In addition, this course allows students to create their own motion project, animation, and/or visual effects thesis. Students are encouraged to develop visual storytelling skills while using a variety of techniques, including traditional hand-drawn, stop-motion, 2D and 3D motion graphics and computer animation.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205208)

DMD 5210. Film and Video Editing I. (3 Credits)
Introduction to digital editing, project management, and working with sound and time-based storytelling. Teaches the basics of Adobe Premiere Pro, providing the tools necessary to create and deliver compelling digital video content. The course goes from the beginning of the video editing process, teaching students how to create assemblies and rough cuts, through to the end of the process, teaching the basics of sound mixing and color correction; their own videos, instructional videos, or anyone wanting to create and assemble video content and share it online.
Enrollment Requirements: Open to graduate students in the M.F.A Digital Media Design program.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205210)

DMD 5211. Experimental and Alternative Techniques. (3 Credits)
Explores non-traditional techniques/mediums for creating motion graphics and animation. Some common forms of experimental techniques include: stop motion (photographing physical models), pixilation (stop motion with people), collage, direct-to-film, filming with/out a lens, tilt-shift, mixed media compositing, the exquisite corpse, digital cell animation, among others.
Enrollment Requirements: DMD 5200.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205211)

DMD 5220. Broadcast Graphics and Title Sequence. (3 Credits)
Survey of broadcast design and title sequences made for film, games and television. Students will develop a deep understanding of the evolution of broadcast television and film graphics, as well as a command of several methods of producing graphics.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205220)

DMD 5230. Cinematic Storytelling. (3 Credits)
A survey of film and media, in particular, the close analysis of graphic storytelling techniques in television, animation, shorts, and movies. Alternates between explanation of specific filmmaking techniques (such as continuity editing) and discussion of the ways in which media implicitly reflect and subtly influence cultural attitudes and values. Requires a research paper to be submitted for midterm evaluation, and a project component - or demonstration of the craft - for your Final Project.
Enrollment Requirements: DMD 5200.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205230)

DMD 5235. Scientific Visualization. (3 Credits)
Exploration of techniques for the development of still and animated graphics for use in science education and scientific publications and presentations. Individual and collaborative project-based coursework with involvement from scientific experts.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent. Recommended preparation: DMD 5200.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205235)

DMD 5240. Animating Science. (3 Credits)
A project-based exploration of scientific communication through animation and animation for artistic expression inspired by science.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent. Recommended preparation: DMD 5200.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205240)

DMD 5250. Visual Effects. (3 Credits)
Exploration of compositing and visual effects through production, manipulation, and combination of live action footage with 2D and 3D animated effects.
Enrollment Requirements: DMD 5200 and 5210; open to DMD graduate students, others with instructor consent. Recommended preparation: DMD 5230.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205250)

DMD 5260. Motion Design and Animation II. (3 Credits)
Provides students with the conceptual and practical 3D tools for understanding and creating the diverse range of time-based media that have come to be known as motion graphics. Throughout the course, students will create visual effects and animated 3D graphics for television, film, web, and other types of multimedia productions using Cinema 4D, Adobe After Effects in conjunction with Illustrator, Photoshop, and Premiere Pro.
Enrollment Requirements: Open only to DMD graduate students, others with instructor consent. Recommended preparation: DMD 5200.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205260)

DMD 5280. Advanced Motion Media. (3 Credits)
Advanced exploration of motion media topics, including large-scale, collaborative, and interdisciplinary projects, and investigations in emerging motion media technologies.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent. Recommended preparation: DMD 5260.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205280)

DMD 5300. Introduction to 3D Animation. (3 Credits)
Introduction to 3D animation emphasizing traditional animation principles as applied to 3D animation. Topics will include principles of animation, transformations and deformations of 3D objects, rigging, and rendering. Its purpose is to familiarize the students with working in a 3-D environment and build a working knowledge of the basic tools used in 3D animation. This course will be required for future advanced 3D related classes. Students will develop their skills using key-frame animation and the graph editor. Students will also learn techniques for researching & using reference. Students can apply skills learned in this class in other areas including game art, motion graphics and 2D Animation.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205300)

DMD 5301. Advanced 3D Animation. (3 Credits)
Students bring characters to life, applying core animation principles learned in DMD 5300 to visually convey weight, force, self-impulse, and emotion to bipedal CG characters. Students leverage principles of human mechanics and classic animation process to analyze and interpret reference footage. Best practices are learned using industry standard 3D software, resulting in appealing character animation that is mechanically sound and communicates emotion.
Enrollment Requirements: DMD 5300.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205301)

DMD 5310. Introduction to 3D Modeling. (3 Credits)
Creation of polygonal 3D models using industry standard modeling tools. The aesthetics of simplicity are important as it relates to edge flow and geometry construction for both software and real-time rendering application. Comprised of in class labs and take home tests. Labs and tests will assess and inform both the instructor and the student of their progress and overall modeling skill level.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205310)

DMD 5311. Advanced Modeling, Lighting and Rendering. (3 Credits)
Illumination of the connection between the audience and the image on screen. Students learn how lighting creates mood in a scene and the technical ways in which CG lighting is achieved. Students will learn what types of lights to use, how and when to use them, and techniques to achieve realistic lighting while being resource savvy. Lighting in theater as well as in traditional film will be studied to give students a solid understanding of why certain lighting choices are made and why they work, whether in live action or CG applications.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205311)

DMD 5315. Character Rigging. (3 Credits)
Rigging concepts with a specific emphasis on animated props and characters. Techniques for using and creating bones, constraints, skeletons, skinning, and weight painting. Students will come to understand the connection between animation and rigging, and specifically, how rigging increases quality and productivity in animation production.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205315)

DMD 5320. Introduction to Lighting and Rendering. (3 Credits)
Explanation of the connection between the audience and the image on screen. Students learn how lighting creates mood in a scene and the technical ways in which CG lighting is achieved. Students will learn what types of lights to use, how and when to use them, and techniques to achieve realistic lighting while being resource savvy. Lighting in theater as well as in traditional film will be studied to give students a solid understanding of why certain lighting choices are made and why they work, whether in live action or CG applications.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205320)

DMD 5340. Compositing for Visual Effects. (3 Credits)
Working with Film Students, students shoot plates on HD that fulfill the desire and needs another. Will work with "client" to achieve the desired effect on time, and on-budget. The students hone their effects skills, as they learn to track the motion of on-set cameras, objects and elements. They will learn that the best way to do an effect isn't always to pick up a computer mouse, but might be to go out and shoot elements to be manipulated in 2D after the fact.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205340)

DMD 5350. Simulation and Technical Directing. (3 Credits)
Art and science of creation of physical simulations using particle systems and collision detection. Creation of complicated rendering and compositing setups that make their animations both easier to render and more flexible within the bounds of any animation or VFX sequence.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205350)

DMD 5380. Advanced 3D Research and Production. (3 Credits)
This course explores, develops and evaluates the research and skills in 3D animation production, focusing on each student's own path of study.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent. Recommended preparation: Experience with working in a 3D animation application.
May be repeated for a total of 9 credits
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205380)

DMD 5420. Wearable Electronics and Interactive Objects. (3 Credits)
(Also offered as DRAM 5420.) Provides a basic understanding of electronics, key components, function, construction, and project design.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205420)

DMD 5440. Mobile Application Development 1. (3 Credits)
Provides an introductory experience into mobile application development. Through lecture and hands-on exercises, students will be introduced to the progresses, technologies, an environment or mobile applications. Emphasis will be on building simple android applications with the MIT App inventor to gain introductory knowledge of programming concepts and design.
Enrollment Requirements: DMD 5070; open to DMD majors, others by instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205440)

DMD 5470. Advanced Web Design and Development. (3 Credits)
Explores intermediate and advanced web design and development techniques, covering Cascading Style Sheets, XML, dynamic HTML with Javascript, common frameworks, and the principles of site management. Through projects, the course will also cover more advanced design concepts in Website creation, such as efficient navigation design, designing or portability and accessibility, separating content from presentation for easy site updating and maintenance, planning interactivity, and search engine optimization.
Enrollment Requirements: DMD 5070; open to DMD majors, others by instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205470)

DMD 5500. Introduction to Digital Game Design. (3 Credits)
Introduction to the principals of video game design and development. Exploration of the history of the industry, investigation of the theory of story, game mechanics and level progression, development of creativity skills that can be applied through an ideation process, and design and develop a 2D video game. Participation is conducted in a game-based environment.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205500)

DMD 5510. Interactive Storytelling. (3-6 Credits)
With a focus on story and character development, students in this course will be challenged to generate a short narrative video game storyline. Participants will examine the relationship of story, character and player, investigate a selection of popular storytelling games, and explore ways that games have historically visualized and communicated their story. This course culminates in the development of an interactive media prototype utilizing an appropriate off-the-shelf game engine. Formerly offered as DMD 5522.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent.
May be repeated for a total of 6 credits
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205510)

DMD 5530. 3D Virtual World and Simulations. (3 Credits)
Students are challenged to design and develop a virtual simulation that will train, educate or replicate a historical, military or scientific event. Participants investigate a selection of different virtual environments, simulations and serious games, explore some of the basic principles of 3D modeling, and examine how game engines can be used to generate a three-dimensional computer-based environment.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205530)

DMD 5531. Game System Design. (3 Credits)
Students will be challenged to create a new game system within an existing game engine. This system will expand and change existing gameplay based on an in-class prompt. They will utilize their knowledge of player psychology and their analysis of other gameplay systems to develop a deeper understanding of the internal mechanics of games.
Enrollment Requirements: DMD 5500; open to Graduate Digital Media and Design students, others with instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205531)

DMD 5542. Introduction to Scripting for Games. (3 Credits)
Introduction to the fundamentals of gameplay scripting utilizing a current game engine. At the end of this course students will have a basic understanding of scripting concepts, constructs like numbers, strings, assignment, loops, functions, arrays and available engine commands.
Enrollment Requirements: Open to DMD majors, others by instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205542)

DMD 5550. Game Production. (3 Credits)
A practical examination into the successful management of video game products. Students in the class will be required to develop budgets, asset management plans and evaluate risk of game development options. As part of the design process, participants will explore relationship management, team management, investigate the business aspect of the video game industry, and deliver a series of documents as part of the development of video game project.
Enrollment Requirements: DMD 5500; open to DMD majors, others by instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205550)

DMD 5560. Advanced Digital Game Design and Development. (3 Credits)
Practical examination into the development of three-dimensional video games. Students are required to design and develop a video game and extensive game design document. Participants explore a selection of advanced game engines, share and critique ideas, investigate the business aspect of the video game industry, and deliver a series of progress reports as part of the development of a video game project.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205560)

DMD 5580. 2D Game Art. (3 Credits)
Introduction to figure and perspective drawing, character and environmental concept art, pixel art, sprite animation, vector art, game UI design, texture painting, and 2D art for 3D games.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205580)

DMD 5581. 3D Game Art I - Modeling and Texturing. (3 Credits)
Basic introduction to all parts of the 3D asset creation pipeline for games including subdivision, surface, and spline modeling for game assets, UV unwrapping, PBR material painting, asset creation for game props, characters, and environments.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205581)

DMD 5582. 3D Game Art II - Motion and Technical Art. (3 Credits)
Introduction to elements of motion and detailing with an emphasis on in-engine techniques including digital sculpting and retopology, rigging and animation for games, physics simulations, particle effects, custom shader design, camera animation and post-processing effects.
Enrollment Requirements: DMD 5581. Open to DMD graduate students, others with instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205582)

DMD 5610. Digital Humanities Methods. (3 Credits)
Digital methods in humanities research, pedagogy, and public practice drawing on current work in History, English, Classics, Media Studies, Library Science, and related disciplines.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205610)

DMD 5700. Digital Media Strategies for Business. (3 Credits)
Introduction to digital media concepts and platforms that are being used in companies' marketing strategies and plans.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205700)

DMD 5710. Social Media Business Applications. (3 Credits)
An introduction to social media marketing, focusing on the platforms and strategies being employed by brands.
Enrollment Requirements: DMD 5700.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205710)

DMD 5720. Digital Media Analytics. (3 Credits)
Provides a working knowledge of the array of metrics and analytics needed to understand the digital consumer and measure the effectiveness of digital media marketing.
Enrollment Requirements: DMD 5700.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205720)

DMD 5730. Digital Consumer Behavior. (3 Credits)
Exploration and analysis of the changes in consumer decision-making and behavior in today's digital world.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205730)

DMD 5810. Digital Cinematography I. (3 Credits)
Introduces graduate students to the fundamentals of cinematography in the digital realm, including both technical knowledge and aesthetics. Emphasis on camera angles, movements, composition, and lighting to enhance storytelling.
Enrollment Requirements: Open to DMD graduate students, others with instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205810)

DMD 5820. Documentary Film Production. (3 Credits)
Introduction to camera and sound recording for small-crew documentary filmmaking. Students learn interviewing, ethics in documentary, and basic story structure. Through analysis of short and feature length documentary films, as well as hands-on directing, filming, and editing, students will learn the art and technique of documentary filmmaking.
Enrollment Requirements: Open to Digital Media and Design M.A. and M.F.A. students; instructor consent required. Recommended preparation: DMD 5210 and 5810.
View Classes (https://catalog.uconn.edu/course-search/?details&code=DMD%205820)

DMD 5830. Film Writing. (3 Credits)
Introduces students to theoretical and practical work in the content and
form of the fiction scenario.
Enrollment Requirements: Instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?
details&code=DMD%205830)

DMD 5835. Narrative Short Film Production. (3 Credits)
Focuses on production of narrative short films, delineating the role of the
director, from script breakdown through post-production, with emphasis
on directing actors and other methodologies necessary to realize the
dramatic possibilities of a cinematic story. Students create several shorts
and analyze the works of master directors.
Enrollment Requirements: Open to DMD graduate students, others with
instructor consent.
View Classes (https://catalog.uconn.edu/course-search/?
details&code=DMD%205835)

DMD 5900. M.F.A. Thesis Exhibition. (3 Credits)
Preparation and installation of M.F.A. thesis exhibition. Requirements
include: design and production of artworks for final exhibition, written
statement, promotional material design and distribution, exhibition
design, installation, documentation, and faculty review.
Enrollment Requirements: Open only to Digital Media and Design
graduate students in their final semester; departmental consent
required.
View Classes (https://catalog.uconn.edu/course-search/?
details&code=DMD%205900)

DMD 5998. Variable Topics. (1-6 Credits)
Prerequisites and recommended preparation vary. May be repeated for
credit with a change in course content.
May be repeated for a total of 30 credits
View Classes (https://catalog.uconn.edu/course-search/?
details&code=DMD%205998)