

school of film, digital media and performing arts



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minors

animation, concept art for games, dance, equestrian studies, film and television, interactive design and game development, motion media design, performing arts, production design, sound design, technical direction, visual effects, vocal performance



Digital media is fast becoming the pervasive means of communication for both popular culture and artistic expression. The proliferation of Internet and mobile content, digital storytelling and interactive experience points to an increasingly digital communication future. Throughout the SCAD School of Film, Digital Media and Performing Arts, the educational model emulates professional experience. Students work with current, industry-standard hardware and software, learn from faculty who are practitioners as well as mentors, and have opportunities for collaboration. Courses enhance and facilitate creative expression while emphasizing vital production skills and techniques.

Peter Weishar

Dean, School of Film, Digital Media and Performing Arts

In the professional field, animators convey storytelling through the illusion of animated character motion. Animators combine technical craft with observational and intuitive expression. They are knowledgeable about the theories associated with the medium as well as its contemporary context and history.

animation



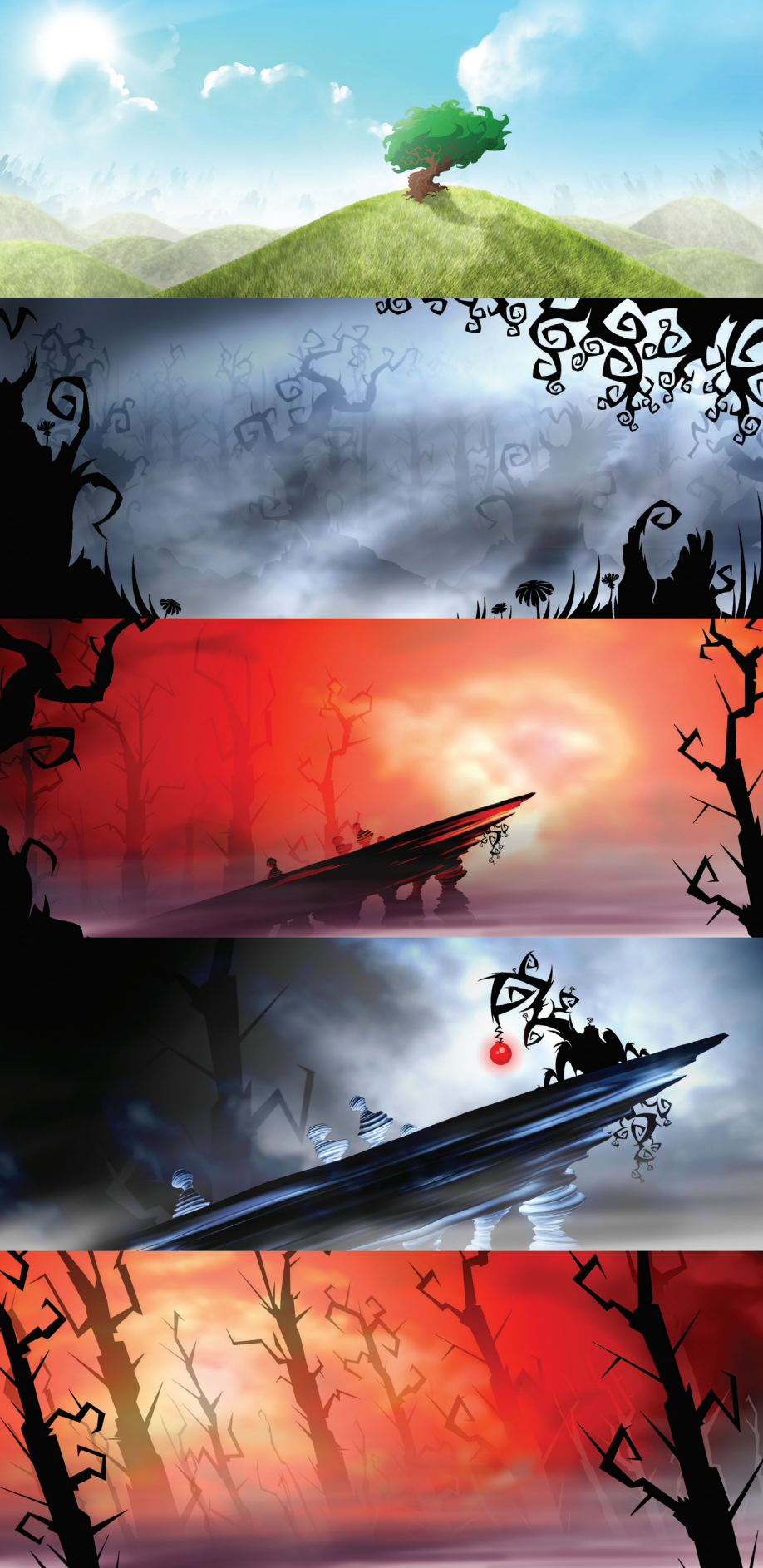
Bachelor of Fine Arts
Master of Arts
Master of Fine Arts

The SCAD animation program has been named among the world's top animation schools and among the "Ivy League of Animation" by 3D World magazine, offering a comprehensive array of courses and degrees.

Embedded in the School of Film, Digital Media and Performing Arts, SCAD animation students have opportunities to collaborate with visual effects, sound design and film students.

The B.F.A. program emphasizes the art and craft of animation in both traditional and digital media. Drawing and observational skills are emphasized throughout the curriculum.

The M.A. program provides advanced skills-based learning within a context of broadening students' awareness of animation storytelling. The M.F.A. program allows students to explore, in greater depth, areas of animation specialization.



▲ Myke Chapman, Kalamazoo, Michigan



Careers in Animation

3-D animator
 character technical director/rigger
 digital modeler
 texture/lighting technical director
 3-D previz artist
 traditional 2-D animator
 digital cel animator
 2-D layout and background artist
 character designer
 art director
 mixed-media animator
 stop motion animator
 animation producer
 storyboard and concept artist
 teacher/demo artist

Animation Faculty

Gregg Azzopardi, A.A., State University of Farmingdale; B.F.A., California Institute of the Arts.

Charles daCosta, Diploma, National Film and Television Institute; Diploma, Central Saint Martins College of Art and Design; M.A., London College of Printing; Pg.Certificate, Surry Institute of Art and Design; Ph.D., University for the Creative Arts, University of Brighton.

Harvey Deneroff, B.A., City College of New York; M.S., Columbia University; M.A., Ph.D., University of Southern California.

Michael Gargiulo, B.F.A., Savannah College of Art and Design; M.F.A., School of Visual Arts.

Troy Gustafson, B.F.A., Kansas City Art Institute.

Lucilla Hoshor, B.F.A., University of California at Santa Cruz; M.A., New York Institute of Technology.

Jacques Khouri, Diploma, Collège Ahuntsic; B.A., Université du Québec à Montréal; B.F.A., Concordia University; M.F.A., Savannah College of Art and Design.

Edward Kinney, B.F.A., Florida Atlantic University; M.F.A., Rochester Institute of Technology.

Craig Kovacs, B.F.A., M.A., William Patterson University.

Matthew Maloney, B.F.A., M.F.A., Savannah College of Art and Design.

Jason Maurer, B.F.A., Savannah College of Art and Design.

Jeremy Moorshead, B.A., Nottingham Trent University, Trent Polytechnic; M.F.A., Savannah College of Art and Design.

Tina O'Hailey, B.F.A., Ringling School of Art and Design; M.S., Regis University.

Mallory Pearce, B.S., University of Chicago; M.F.A., University of California, Los Angeles.

James Peebles.

Joyce Ryan, B.F.A., Rhode Island School of Design; M.F.A., Washington University in St. Louis.

Brian Schindler, B.A., University of California.

Jose Luis Silva, Título de Licenciatura en Diseño Gráfico, Universidad del Bajo; M.F.A., Savannah College of Art and Design.

Christoph Simon, Des.RCA., Royal College of Art; Diploma, State Academy of Bildenden Künste Stuttgart; M.A., Royal College of Art.

Debra Smith, B.A., Liverpool Polytechnic; M.A., Royal College of Art.

Larry Valentine, B.A., Elmira College;

M.F.A., State University of New York at New Paltz.

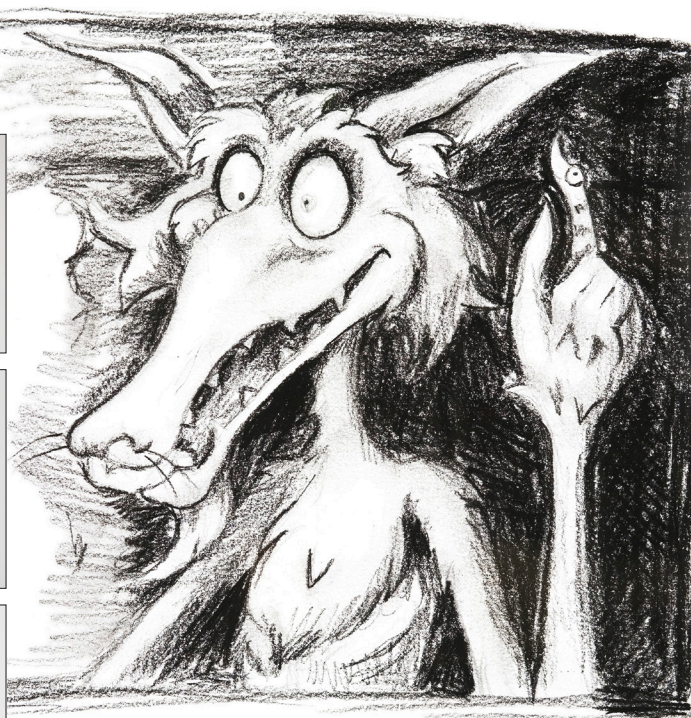
John Webber, A.A., St. Clair County Community College.

Peter Weishar, B.A., Union College.

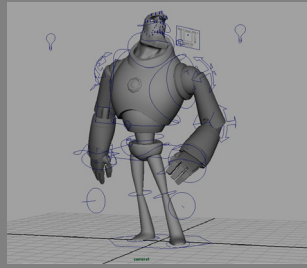
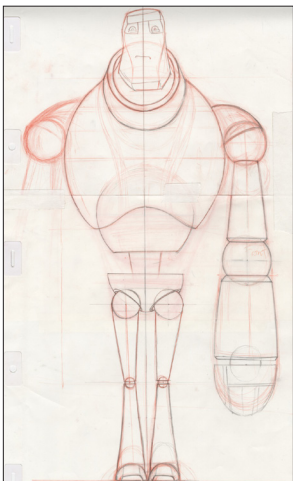
Rebecca Ann Wible-Searles, B.F.A., University of Cincinnati; M.F.A., Pratt Institute.



Students learn on the same tools used throughout the industry: Autodesk Maya; Adobe Master Collection (Photoshop, Illustrator, After Effects, Flash and Premiere); and Toon Boom Pencil Check, Storyboard and Animate Pro. Resources include a Vicon motion capture system.



▲ Brandon Milteer, Louisville, Kentucky
 ► Alex Curtis, Southampton, Bermuda



Animation Courses

Undergraduate

Animation I
Stop Motion I
History of Animation
Action Analysis
Digital Form, Space and Lighting
Animation II
Principles of Screen Design
3-D Character Setup and Animation
2-D Animation Production
3-D Animation Production
Facial Setup and Animation
Stop Motion II
Stylizing Characters in 3-D
Acting for Animators
Animation Layout and Character Design
2-D Character Animation I
3-D Character Animation I
Digital Cel Animation I
Advanced Character Setup
Advanced Digital Modeling
2-D Effects Animation
3-D Quadruped Animation
Concept Development for Animation
Animation Professional Development
Group Project in 3-D Animation
Senior Animation Project I
Digital Ink and Paint
Dynamic Simulation and Secondary Motion
Animation Off-campus: Tokyo
Experimental Animation
2-D Character Animation II
3-D Character Animation II
2-D and 3-D Compositing
Digital Cel Animation II
Visiting Artist in Animation
Senior Animation Project II
Industry Insight: Los Angeles
The Short Short
Animation Postproduction
Special Topics in Animation

Graduate

Animation Aesthetics and Practice
Computer-generated Modeling and Design
Drawing in Motion
3-D Cartoon Character Animation
Character Look Development
Storyboarding and Previsualization
3-D Naturalistic Character Animation
Environment Look Development
2-D Collaborative Project
3-D Collaborative Project
Animation M.A. Portfolio
Industry Insight: Los Angeles
Animation Off-Campus: Japan
Animation Studio I
Animation Character Performance
Animation Design I
The Short Short
Stop Motion Animation
Directed Projects in Animation I
Experimental Process and Narrative
Animation Design II
Directed Projects in Animation II
Animation Studio II
Animation M.F.A. Portfolio
Special Topics in Animation
Animation M.F.A. Thesis



Industry representatives frequently visit SCAD to give presentations, review portfolios, and hire SCAD students and graduates. Companies include Activision, Blue Sky Studios, Charlex, Digital Domain, PDI/DreamWorks, Electronic Arts, Radical Axis, Framestore NY, Industrial Light & Magic, Laika, Lucasfilm Animation, Pixar, Rhythm & Hues Studios, Tippett Studio, Turner Studios and Walt Disney Feature Animation.

B.F.A. Degree

Core Curriculum

Foundation Studies 35 hours

DRAW 100 Drawing I
DRAW 101 Drawing II
DRAW 200 Life Drawing I
DSGN 100 2-D Design
DSGN 101 Color Theory
DSGN 102 3-D Design
— Studio Elective

General Education 60 hours

ARTH 100 Survey of Western Art I
ARTH 110 Survey of Western Art II
ARTH 207 20th-century Art
— ARLH/ARTH Elective
CMPA 110 Advanced Survey of Computer Art Applications
COMM 105 Speech and Public Speaking
COMM 130 Introduction to Mass Communication
ENGL 123 Composition
— ENGL Elective
— Natural Sciences/Mathematics*
— Social/Behavioral Sciences*
— General Education Elective*

Major Curriculum 75 hours

ANIM 202 Animation I
ANIM 223 History of Animation
ANIM 250 Digital Form, Space and Lighting
ANIM 252 Animation II
ANIM 270 Principles of Screen Design
ANIM 280 3-D Character Setup and Animation
ANIM 312 2-D Animation Production†
ANIM 313 3-D Animation Production†
ANIM 385 Concept Development for Animation
ANIM 390 Professional Development in Animation
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VFX Elective
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VFX Elective
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VFX Elective
ANIM 408 Senior Animation Project I
ANIM 448 Senior Animation Project II
ANIM 488 Animation Postproduction
— Electives 10 hours

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements.
† Select one of these two courses.

M.A. Degree

ARTH 701 Contemporary Art
ANIM 705 Animation Aesthetics and Practice
ANIM 709 Computer-generated Modeling and Design
ANIM 713 Drawing in Motion
ANIM 714 3-D Cartoon Character Animation*
ANIM 715 Character Look Development*
ANIM 724 3-D Naturalistic Character Animation†
ANIM 725 Environment Look Development†
ANIM 736 2-D Collaborative Project‡
ANIM 737 3-D Collaborative Project‡
ANIM 748 Animation M.A. Portfolio
— 700-level ANIM, FILM, ITGM, MOME, SNDS, VFX Elective

Total Course of Study 45 hours

Consult your faculty adviser in selecting elective courses.
* Select one of these two courses.
† Select one of these two courses.
‡ Select one of these two courses.

M.F.A. Degree

ARTH 701 Contemporary Art
ANIM 705 Animation Aesthetics and Practice
ANIM 709 Computer-generated Modeling and Design
ANIM 713 Drawing in Motion
SFDM 719 Media Theory and Application
ANIM 721 Storyboarding and Previsualization
ANIM 736 2-D Collaborative Project*
ANIM 737 3-D Collaborative Project*
ANIM 753 Animation Studio I
ANIM 775 Animation Studio II
— 700-level ANIM, FILM, ITGM, MOME, SNDS, VFX Elective
— 700-level ANIM, FILM, ITGM, MOME, SNDS, VFX Elective
ANIM 778 Animation M.F.A. Portfolio
ANIM 779 Field or Teaching Internship
ANIM 790 Animation M.F.A. Thesis
— 700-level Electives 20 hours

Total Course of Study 90 hours

Consult your faculty adviser in selecting elective courses.
* Select one of these two courses.
Course numbers and titles are subject to change.



Dramatic writers apply their craft within the context of both theater and filmmaking. They understand the fundamentals of both disciplines and participate as active members of a creative team, contributing to the needs of all departments before the words "FADE IN:" appear on the page.

dramatic writing



Bachelor of Fine Arts
Master of Fine Arts

At SCAD, writers have virtually limitless opportunities to work closely with actors, directors, designers and technicians, not only through thesis projects, but also through class assignments.

Students create a portfolio of work designed to help them gain entry to the world of the professional writer. Through required courses and electives, students write screenplays for short films, features and television, as well as one-act and full-length stage plays.

At the Savannah Film Festival, writers may network with filmmakers, studio and development executives, entertainment lawyers and agents, casting directors and producers, gaining practical understanding of the marketplace.

B.F.A. Degree

Core Curriculum

Foundation Studies 25 hours

- DRAW 100 Drawing I
- DSGN 100 2-D Design
- DSGN 101 Color Theory
 - Studio Elective
 - Studio Elective

General Education 60 hours

- ARTH 100 Survey of Western Art I
- ARTH 110 Survey of Western Art II
- ARTH 207 20th-century Art
 - ARLH/ARTH Elective
- CPMA 100 Survey of Computer Art Applications
- COMM 105 Speech and Public Speaking
- ENGL 123 Composition
- ENGL 137 Shakespeare*
- ENGL 171 World Mythology*
 - ENGL Elective
 - Natural Sciences/Mathematics†
 - Social/Behavioral Sciences†
 - General Education Elective†

Major Curriculum 85 hours

- FILM 100 Introduction to Film and Video Production
- DWRI 101 Introduction to Dramatic Writing
- PROD 101 Introduction to Production Design
- MPRA 103 Introduction to Performance
- FILM 105 Preproduction
- MPRA 201 Survey of Theater and Drama I
- MPRA 204 Survey of Theater and Drama II
- FILM 215 Screenwriting
- MPRA 215 Playwriting
- FILM 224 History of Film
- MPRA 314 Acting for the Camera I
- FILM 315 Advanced Screenwriting
- MPRA 315 Advanced Playwriting
- MPRA 375 Directing‡
- FILM 401 Directing Actorst
 - MPRA or FILM Elective
 - MPRA or FILM Elective
- DWRI 495 Dramatic Writing Senior Project

— Electives 10 hours

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
 * Select one of these two courses.
 † Consult the general education and mathematics competency requirements.
 ‡ Select one of these two courses.

M.F.A. Degree

- ARTH 701 Contemporary Art
- ARTH 702 Art Criticism
- FILM 704 Producing for Film and Television
- FILM 707 Screenwriting
- MPRA 707 Principles of Performance
- DWRI 708 Forms in Playwriting*
- FILM 708 Designing Shots
- MPRA 728 Script Analysis*
- DWRI 738 Playwriting
- DWRI 740 Playwrights, Actors and Directors Lab
- FILM 762 Writing for Television†
- FILM 769 The Television Pilot†
- MPRA 770 Media and Promotion: Practical Studies
- DWRI 775 Dramaturgy
- DWRI 779 Field or Teaching Internship
- DWRI 790 Dramatic Writing M.F.A. Thesis
- 700-level Electives 20 hours

Total Course of Study 90 hours

Consult your faculty adviser in selecting elective courses.
 * Select one of these two courses.
 † Select one of these two courses.

Course numbers and titles are subject to change.

Dramatic Writing Courses

Undergraduate

- Introduction to Dramatic Writing
- Dramatic Writing Senior Project

Graduate

- Forms in Playwriting
- Playwriting
- Playwrights, Actors and Directors Lab
- Literary Adaptation for the Stage
- Dramaturgy
- Dramatic Writing M.F.A. Thesis

Professionals in the equine industry use specific skills and apply principles of horsemanship and standards of equine care and performance within the equine industry and management of equestrian-related businesses or events.

equestrian studies



Bachelor of Arts

The equestrian studies program focuses on practical knowledge to prepare students for a variety of careers in the equine industry. Coursework is supplemented by guest lectures from industry-leading professionals including trainers, judges, veterinarians and horse show managers.

SCAD also offers an equestrian studies minor and fields a championship equestrian team that has earned 33 individual and team titles, including 10 American National Riding Commission championships and six individual Intercollegiate Horse Show Association championships over the past seven years. Students have the opportunity to study, train and ride at the Ronald C. Waranch Equestrian Center, a 100-acre, state-of-the-art facility with paddocks, grazing fields, competition rinks and a barn for the university's and student riders' own horses.



photo: ©alcockphoto.com



Careers in Equestrian Studies

- | | |
|---|--|
| barn manager | equine massage therapist |
| breed association representative | equine photographer |
| college/school coach | equine product buyer |
| development director of equine philanthropic organization | equine product designer |
| dressage rider | equine professional organization administrator |
| equine artist | humane investigator |
| equine facility designer/architect | international equine transportation specialist |
| equine fashion and accessory designer | licensed course designer |
| equine journalist/communications specialist | riding instructor or trainer |
| | show groom |
| | show manager |
| | tack dealer |

Equestrian Studies Faculty

Martha Mallicote, B.S., College of Charleston;
D.V.M., University of Tennessee.
Andrea Wells, B.S., Skidmore College.

B.A. Degree

Core Curriculum

Foundation Studies	25 hours
DRAW 100 Drawing I	
DSGN 100 2-D Design	
DSGN 101 Color Theory	
— Studio Elective	
— Studio Elective	

General Education

	60 hours
ARTH 100 Survey of Western Art I	
ARTH 110 Survey of Western Art II	
ARTH 207 20th-century Art	
— ARLH/ARTH Elective	
CMPA 100 Survey of Computer Art Applications*	
CMPA 110 Advanced Survey of Computer Art Applications*	
BUSI 101 Introduction to Business	
COMM 105 Speech and Public Speaking	
ENGL 123 Composition	
— ENGL Elective	
— Natural Sciences/Mathematics†	
— Social/Behavioral Sciences†	
— General Education Elective†	

Major Curriculum

	75 hours
EQST 100 Fundamentals of Flat Work	
EQST 101 Developing the Horse's Balance	
EQST 102 Advanced Flat Work	
EQST 103 Cavelliti, Gymnastics and Jumping Exercises I	
EQST 104 Jumping Exercises II	
EQST 105 Riding the Show Hunter	
EQST 106 Concepts in Equitation	
EQST 107 Riding the Show Jumper	
EQST 108 Advanced Concepts in Show Jumping	
EQST 109 Starting the Green Horse	
EQST 110 Fundamentals of Horse Care	
EQST 115 Advanced Horse Care and Management	
EQST 205 Principles and Theories of Riding and Training Horses	
EQST 215 Principles and Applications of Training Horses	
EQST 220 Barn Construction, Design and Facility Layout	
EQST 305 Principles of Equine Anatomy	
EQST 315 Equine Business Management	
EQST 330 Equine Systems, Disorders and Lameness	
EQST 340 Rules and Regulations for Competition Horses	
EQST 350 Contracts and Equine Law/Liability	
EQST 400 Judging and Selection of the Performance Horse	
EQST 410 Course Design	
EQST 425 Capstone Seminar in Equestrian Studies	
— Electives	20 hours

Total Course of Study

180 hours

Consult your faculty adviser in selecting elective courses.
* Select one of these two courses.
† Consult the general education and mathematics competency requirements in this catalog.
Course numbers and titles are subject to change.

Professionals in film and television combine excellent communication skills with an academic background in multimedia, art, design, broadcasting and film to create messages through various materials and media.

film and television



Bachelor of Fine Arts
Master of Arts
Master of Fine Arts

SCAD encourages exploration in a variety of production types, including narrative, documentary, experimental cinema, music video, television programming and new media.

Students have access to equipment found at major production and postproduction facilities. They work in the creative atmosphere of a film and television studio using digital technology, nonlinear editing systems, digital audio workstations, and comprehensive labs for screenwriting, scheduling and budgeting.

Production facilities and equipment include Steadicam EFP and Panavision Panaflex G2 cameras, Super Panther and Fisher dollies, chroma key/green screen studio and a sound stage.



The film and television department houses 37 high-end Avid Adrenaline and Symphony Nitris workstations and editing suites. Cameras include Panasonic hvx, hpx digital cameras and DVC Pro; Sony digital high-definition, Panasonic VariCam high-definition; 16 mm, Super 16 mm and 35 mm; and Red One digital.

Film and television students participate in seminars, screenings and competitions at the annual Savannah Film Festival, created, hosted and sponsored by SCAD. Student films also have been showcased at Sundance, Cannes, the Los Angeles Film Festival, the New York International Independent Film and Video Festival, Tribeca Film Festival, South by Southwest, the Palm Springs Film Festival, and many others.

Careers in Film and Television

executive producer
producer
director
screenwriter
director of photography
editor
line producer
camera or Steadicam operator
videographer
grip
gaffer
postproduction supervisor
casting director
location manager
dolly grip
unit production manager

Film and Television Faculty

Christopher Auer, B.A., State University of New York at Albany; M.A., Regent University.

Paul Brown, B.F.A., M.F.A., Savannah College of Art and Design.

Shawn Lemont Bulloch, B.S., Savannah State University; M.F.A., Savannah College of Art and Design; Ed.D., Fielding Graduate University.

Michael Chaney, B.S., Mississippi State University; B.F.A., Art Center College of Design; M.F.A., Tufts University, School of the Museum of Fine Arts.

Kenneth Daniel, B.A., University of South Florida; M.A., Central Michigan University.

John Drop, A.B., University of Illinois at Chicago; M.A., The Ohio State University.

David Engelbach, B.A., B.F.A., Fairleigh Dickinson University.

Annette Haywood-Carter, B.A.J., University of Georgia.

Michael Hofstein, B.A., University of Texas at Austin.

Lubomir Kocka, M.A., University of Music and Dramatic Arts.

Amanda Kulkoski, B.A., University of Wisconsin-Madison; M.F.A., Savannah College of Art and Design.

Amy Lerner-Maddox, B.S., City University of New York, Hunter College; M.F.A., New York University, Tisch School of the Arts.

Stephen May, B.A., University of Alabama; M.A., M.F.A., Savannah College of Art and Design.

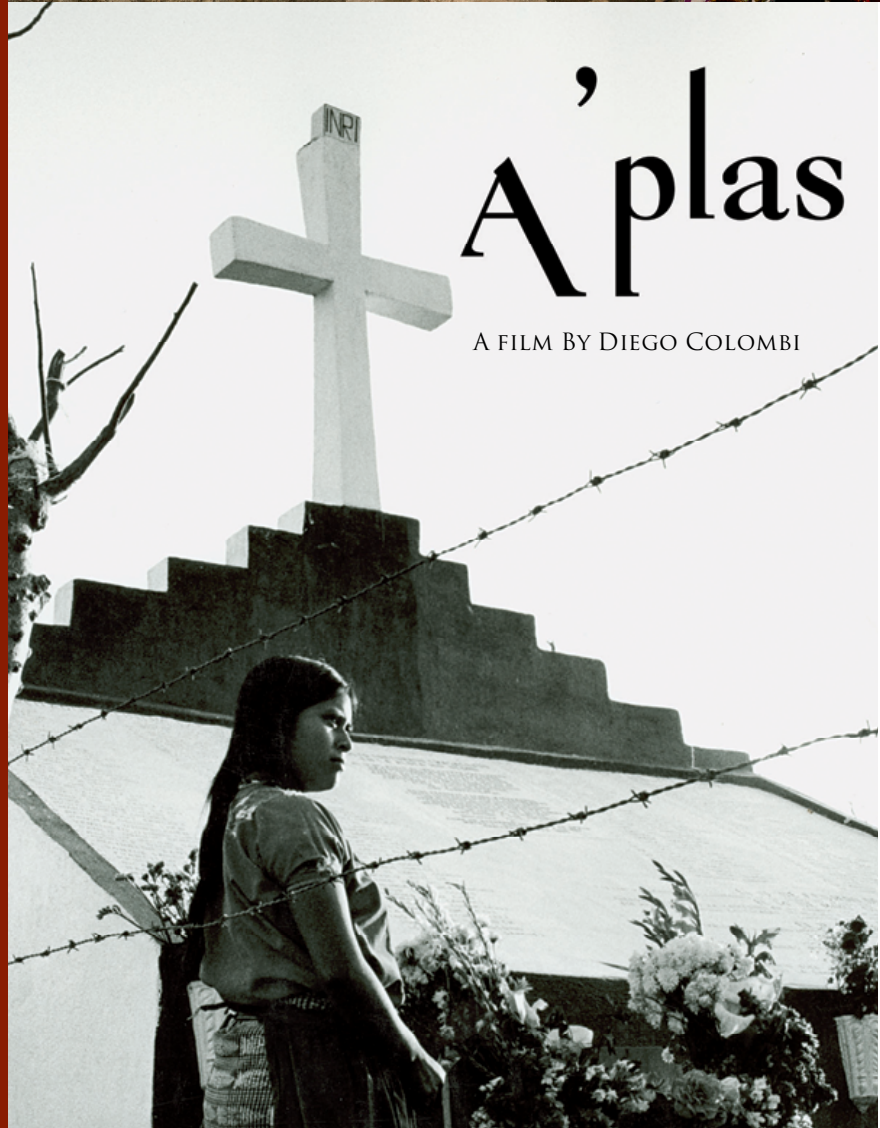
Kevin McCarey, B.S., State University of New York Maritime College; M.A., University of Oregon.

Andrew Meyer, B.A., Bucknell University.

Michael Nolin, B.A., State University of New York at Albany; M.A., University of Southern California.

Joerg Schodl, B.A., Columbia College; M.F.A., American Film Institute.

B.J. Sears, B.A., DePauw University; M.F.A., University of Southern California.



▲ Miriam Oxtoby (producer), Savannah, Georgia



▲ Dan Dowding (producer/director),
Westerly, Rhode Island
Frank Bologna (writer), Lakeland, Florida
Bill Reddington (writer), Ithaca, New York
Alex Winter (director of photography),
Hanson, Massachusetts
Dustin Parsons (editor), Manassas, Virginia
Steve Papagiannis (sound designer),
Danville, California



Film and Television Courses

Undergraduate

Introduction to Film and Video Production
Introduction to Video Production
Preproduction
Introduction to Screenwriting
Lighting and Field Production Techniques
Language of Cinema
Postproduction Techniques
Screenwriting
History of Film
Production Practicum
Commercial Production
Directing the Narrative
Television Comedy Writing
Panther Dolly Seminar
Advanced Lighting
Advanced Screenwriting
Advanced Postproduction
Art Video
Aesthetics of Film Editing
Directing the Documentary
Theory and Application in Film
Experimental Film and Installation
Production for Alternative Distribution
Directing and Producing the Music Video
Digital Cinematography
Directing Actors
Cinematography
Steadicam
Documentary Film Preproduction
Shot Design
Special Topics in Film and Television
The Distribution Revolution
Film and Television Senior Project I
Film and Television Senior Project II
Film and Television Senior Project III
Film Off-campus: Los Angeles
International Video Seminar

Graduate

The Context of Filmmaking
Producing for Film and Television
Screenwriting: The Short Form
Screenwriting
Designing Shots
Film and Digital Media Production Technology
Postproduction
The Screenplay Adaptation
Cinematography
Theory of Motion Picture Editing
Directing for Film and Television
Field Production
Graduate Seminar in Film and Television
Film and Television M.A. Final Project
International Video Seminar
Advanced Postproduction
Advanced Production Technologies
Writing for Television
Writing for Television: Comedy
Graduate Digital Cinematography
Directing Actors
The Television Pilot
Film and Television Professional Development
Advanced Lighting Design for Film and Television
Special Topics in Film and Television
Film and Television M.F.A. Thesis Preproduction
Film and Television M.F.A. Thesis



B.F.A. Degree

Core Curriculum

Foundation Studies 40 hours

DRAW 100 Drawing I
DRAW 101 Drawing II
DRAW 200 Life Drawing I
DSGN 100 2-D Design
DSGN 101 Color Theory
DSGN 102 3-D Design

- Studio Elective
- Studio Elective

General Education 60 hours

ARTH 100 Survey of Western Art I
ARTH 110 Survey of Western Art II
— ARLH/ARTH Elective
— ARLH/ARTH Elective
CMPA 100 Survey of Computer Art Applications
COMM 105 Speech and Public Speaking
ENGL 123 Composition
— ENGL Elective
— Natural Sciences/Mathematics*
— Social/Behavioral Sciences*
— General Education Elective*
— General Education Elective*

Major Curriculum 70 hours

FILM 100 Introduction to Film and Video Production
FILM 105 Preproduction
FILM 106 Introduction to Screenwriting
FILM 132 Lighting and Field Production Techniques
SNDS 201 Introduction to Sound Design
FILM 210 Postproduction Techniques
FILM 224 History of Film
FILM 305 Directing the Narrative
FILM 337 Directing the Documentary
— FILM Elective
— FILM Elective
FILM 431 Film and Television Senior Project I
FILM 432 Film and Television Senior Project II
FILM 433 Film and Television Senior Project III

- Electives 10 hours

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements

M.A. Degree

ARTH 701 Contemporary Art
SNDS 701 Sound Design for Film and Video
FILM 704 Producing for Film and Television*
FILM 707 Screenwriting*
FILM 710 Film and Digital Media Production Technology
FILM 717 Postproduction
FILM 729 Directing for Film and Television*
FILM 732 Field Production*
FILM 747 Graduate Seminar in Film and Television
FILM 748 Film and Television M.A. Final Project
— 700-level Elective

Total Course of Study 45 hours

Consult your faculty adviser in selecting elective courses.
* Select two of these four courses.

M.F.A. Degree

ARTH 701 Contemporary Art
SNDS 701 Sound Design for Film and Video
ARTH 702 Art Criticism
FILM 704 Producing for Film and Television
FILM 707 Screenwriting
FILM 710 Film and Digital Media Production Technology
FILM 717 Postproduction
FILM 729 Directing for Film and Television
FILM 732 Field Production
FILM 747 Graduate Seminar in Film and Television
FILM 770 Film and Television Professional Development
FILM 779 Field or Teaching Internship
FILM 787 Film and Television M.F.A. Thesis Preproduction
FILM 790 Film and Television M.F.A. Thesis
— 700-level Electives 20 hours

Total Course of Study 90 hours

Consult your faculty adviser in selecting elective courses.

Course numbers and titles are subject to change.

- Eliezer Katzoff, Newton, Massachusetts
- Jason Lin, Taipei, Taiwan



interactive design and game development

Professionals in interactive design and game development fuse artistic and technical knowledge to design and develop digital and non-digital games, rich-media Internet and mobile applications, virtual and physical computing environments, and emerging forms of human/computer interaction.



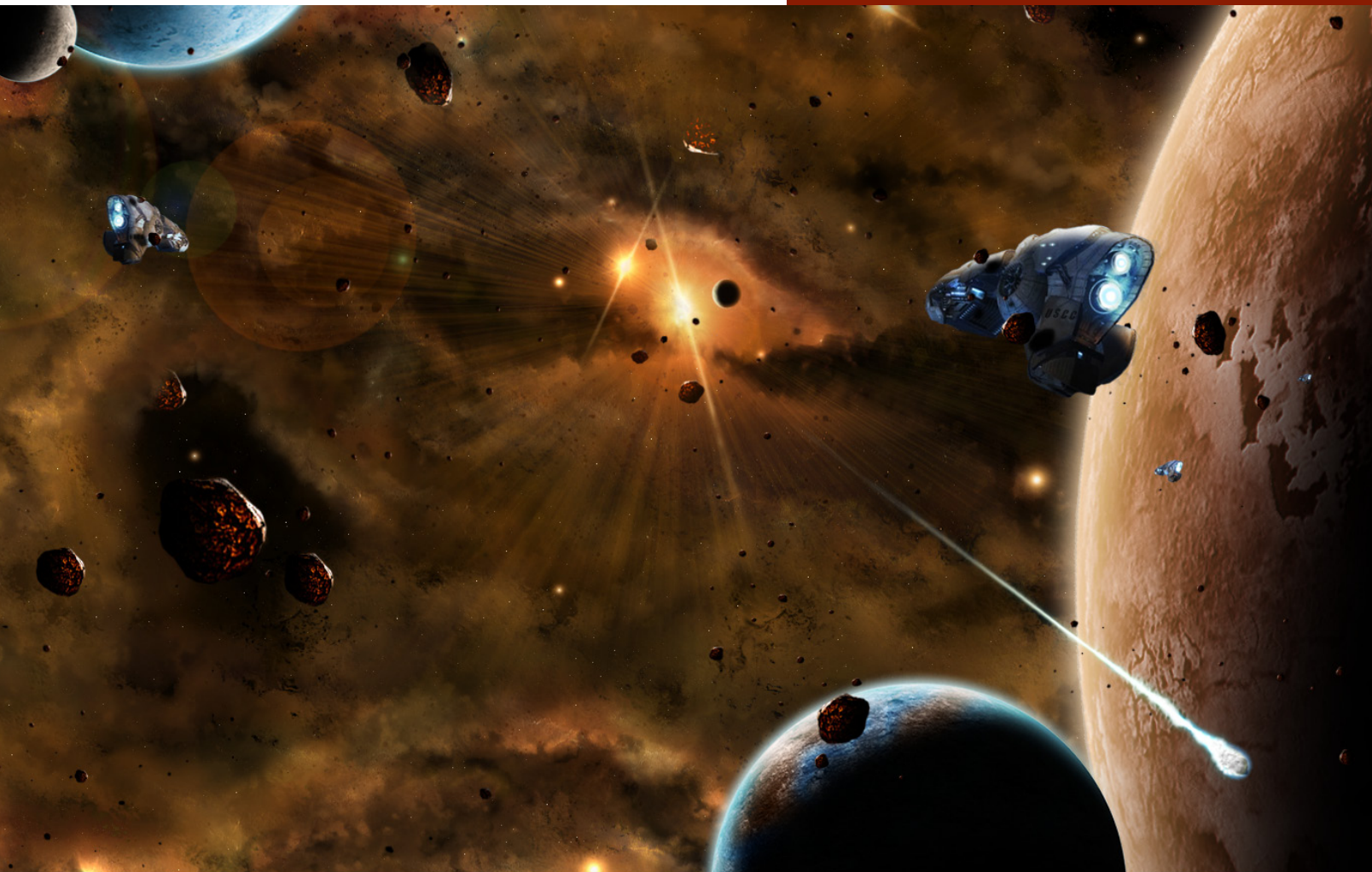
Bachelor of Arts
Bachelor of Fine Arts
Master of Arts
Master of Fine Arts

Offering a true game design program, from concept through final production, SCAD is recognized as one of the top programs in the United States.

Students learn from a professionally-engaged and connected faculty, including award winners and experts in their fields who bring to the classroom years of experience in game development, game studies and interactive design.

Students develop their visual aesthetic by learning critical interactive design, conceptual, technical and analytical skills, and by achieving a mastery of industry-standard tools.

Students use the same high-end hardware and software used throughout the profession: a full motion capture lab, green screen and Cintiq displays; as well as Autodesk Maya, the Unreal game engine, Z Brush, 3ds Max, Photoshop, Illustrator, Premiere, After Effects, Flash, C++ and Actionscript.



▲ Ryland Loncharich, Pompano Beach, Florida

Industry veterans frequently visit SCAD to interview students, review portfolios and give presentations. Recent visitors include representatives from Blizzard Entertainment, Electronic Arts, Lucas Arts and Activision.

The department participates annually in various interactive design and game development conferences including SIGGRAPH, GDC, Austin GDC and SXSW, among others. In 2009, SCAD students swept the SXSW Screenburn game design category.

SCAD's annual Game Developers eXchange hosts prominent game designers, artists, writers, game audio and level designers for a two-day conference that attracts hundreds of participants. In 2009, keynote speakers included Epic's Andrew Bains, indie developer Jason Rohrer and audio legend George "Fat Man" Sanger.

Careers in Interactive Design and Game Development

game designer
interaction designer
level designer
ui/interface designer
environment designer
interactive installation artist
modeler/texturer
interactive advertising designer
physical computing artist
narrative designer
experience designer
Web designer/developer
Flash developer
instructional designer
modeler/texturer
technical artist
mobile game/app designer
social media developer

Interactive Design and Game Development Faculty

Brenda Brathwaite, B.S., Clarkson University.

Aram Cookson, B.F.A., Boston University;

M.F.A., Savannah College of Art and Design.

Gustavo Delao, Licenciado en Diseño de la
Comunicación Gráfica, Universidad Autónoma
Metropolitana; Maestría en Artes Visuales, Escuela
Nacional de Artes Plásticas; M.F.A., Pratt Institute.

Nikhil Deshpande, B.F.A., Sir J.J. Institute of Applied
Art; M.Des., Indian Institute of Technology;

M.F.A., Savannah College of Art and Design.

Chris Dodson, B.F.A., University of Georgia;

M.F.A., Savannah College of Art and Design.

SuAnne Fu, A.B., B.F.A., M.S., Cornell University.

Sari Gilbert, B.A., University of California, Berkeley;
M.A., Columbia University.

Andrew Hieronymi, Diploma of Fine Arts, Ecole
Supérieure des Beaux-Arts; M.F.A., University of
California, Los Angeles.

Gregory Johnson, B.A., Louisiana State University,
Shreveport; M.F.A., Savannah College of Art
and Design.

Dean Lawson, B.S., Union College;

M.Ed., University of Massachusetts.

Josephine Leong, M.S., University of Essex.

Jack Mamais, B.A.J., University of Georgia.

Charles Shami, B.F.A., Jacksonville University;

M.F.A., Savannah College of Art and Design.

John Sharp, A.B., University of Georgia;

M.A., Ph.D., Indiana University.

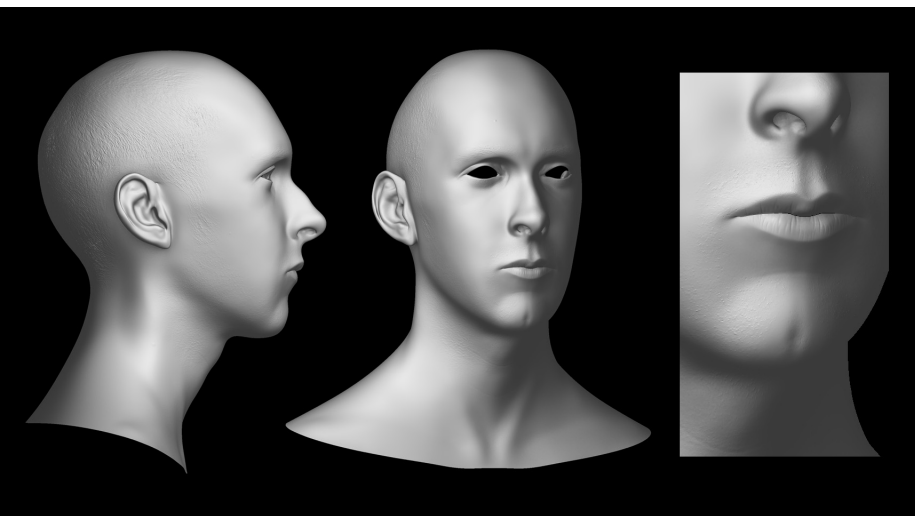
Christina Tarbell, B.A., Boston University;

M.A., Savannah College of Art and Design.

Tony Tseng, B.F.A., New York Institute of Technology;

M.P.S., New York University.





◀ Lucas Slominski, Liverpool, New York
 ▲ **top** Joshua Markham, Pass Christian, Mississippi
 ▲ **bottom** Monte Ford, Fort Smith, Arkansas

B.A. Degree *Digital Media* Concentration in Game Development

Core Curriculum

Foundation Studies 25 hours

DRAW 100 Drawing I
DRAW 101 Drawing II
DSGN 100 2-D Design
DSGN 101 Color Theory
— Studio Elective

General Education 90 hours

ARTH 100 Survey of Western Art I
ARTH 110 Survey of Western Art II
ARTH 207 20th-century Art
— ARLH/ARTH Elective
— ARLH/ARTH Elective
CMPA 110 Advanced Survey of Computer Art Applications
COMM 105 Speech and Public Speaking
ENGL 123 Composition
— ENGL Elective
— ENGL Elective
PHIL 301 Aesthetics
— Natural Sciences/Mathematics*
— Natural Sciences/Mathematics*
— Social/Behavioral Sciences*
— Social/Behavioral Sciences*
— General Education Elective*
— General Education Elective*
— General Education Elective*

Concentration 45 hours

ITGM 120 Introduction to Interactive Design and Game Development
ITGM 130 Digital Design Aesthetics
ITGM 240 Modeling, Materials and Lighting
ITGM 260 Interactive Design
ITGM 303 Programming for Interactivity†
ITGM 315 C++ Programming I†
ITGM 352 Environment and Level Design
ITGM 402 Game Design Criticism and Analysis
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFx Elective
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFx Elective
— Electives

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements.
† Select one of these two courses.

B.A. Degree *Digital Media* Concentration in Interactive Design

Core Curriculum

Foundation Studies 25 hours

DRAW 100 Drawing I
DRAW 101 Drawing II
DSGN 100 2-D Design
DSGN 101 Color Theory
— Studio Elective

General Education 90 hours

ARTH 100 Survey of Western Art I
ARTH 110 Survey of Western Art II
ARTH 207 20th-century Art
— ARLH/ARTH Elective
— ARLH/ARTH Elective
CMPA 110 Advanced Survey of Computer Art Applications
COMM 105 Speech and Public Speaking
ENGL 123 Composition
— ENGL Elective
— ENGL Elective
PHIL 301 Aesthetics
— Natural Sciences/Mathematics*
— Natural Sciences/Mathematics*
— Social/Behavioral Sciences*
— Social/Behavioral Sciences*
— General Education Elective*
— General Education Elective*
— General Education Elective*

Major Curriculum 45 hours

ITGM 120 Introduction to Interactive Design and Game Development
ITGM 130 Digital Design Aesthetics
GRDS 205 Typography I
ITGM 260 Interactive Design
ITGM 303 Programming for Interactivity
ITGM 353 Interactive Web Design
ITGM 403 Information and Interfaces
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFx Elective
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFx Elective
— Electives

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements.

B.F.A. Degree Interactive Design and Game Development

Core Curriculum

Foundation Studies 40 hours

DRAW 100 Drawing I
DRAW 101 Drawing II
DRAW 200 Life Drawing I
DSGN 100 2-D Design
DSGN 101 Color Theory
DSGN 102 3-D Design
— Studio Elective
— Studio Elective

General Education 55 hours

ARTH 100 Survey of Western Art I
ARTH 110 Survey of Western Art II
ARTH 207 20th-century Art
— ARLH/ARTH Elective
— ARLH/ARTH Elective
CMPA 110 Advanced Survey of Computer Art Applications
COMM 105 Speech and Public Speaking
ENGL 123 Composition
— ENGL Elective
— Natural Sciences/Mathematics*
— Social/Behavioral Sciences*

Major Curriculum 75 hours

ITGM 130 Digital Design Aesthetics
ITGM 380 Interactive Design and Game Development Portfolio
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFx Elective
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFx Elective
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFx Elective
ITGM 405 Interactive Design and Game Development Studio I
ITGM 465 Interactive Design and Game Development Studio II
ITGM 475 Interactive Design and Game Development Postproduction

Choose one concentration:

Game Art and Design

ITGM 121 Introduction to Game Development
ITGM 240 Modeling, Materials and Lighting
ITGM 250 Fundamentals of Game Design
ITGM 272 Video Game Industry Survey
ITGM 315 C++ Programming I
ITGM 351 Cognitive Art of Game Design†
ITGM 352 Environment and Level Design†
ITGM 402 Game Design Criticism and Analysis†
ITGM 452 Level Design Mechanics†

Interactive Design and Physical Computing

ITGM 122 Introduction to Interactive Design
ITGM 230 Information Design for Dynamic Media
ITGM 241 Survey of Interactive Entertainment
ITGM 260 Interactive Design
ITGM 303 Programming for Interactivity
ITGM 350 User-centered Design for Dynamic Media‡
ITGM 353 Interactive Web Design‡
ITGM 403 Information and Interfaces**
ITGM 440 Physical Computing**

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements in this catalog.
† Select one of these two courses.
‡ Select one of these two courses.
§ Select one of these two courses.
** Select one of these two courses.



M.A. Degree

Interactive Design and Game Development

ARTH	701	Contemporary Art
ITGM	705	Interactive Design and Media Application
ITGM	706	Game Design Documentation*
ITGM	709	Visual Interface and Information Design*
ITGM	710	Character Development†
ITGM	715	Interactive Web Design†
ITGM	719	Scripting for Interactivity‡
ITGM	721	Environments for Games‡
ITGM	723	Human-centered Interactive Design
ITGM	748	Interactive Design and Game Development M.A. Final Project
—		700-level ANIM, FILM, ITGM, MOME, SNDS, VSFx Elective
—		700-level ANIM, FILM, ITGM, MOME, SNDS, VSFx Elective

Total Course of Study **45 hours**

Consult your faculty adviser in selecting elective courses.

* Select one of these two courses.

† Select one of these two courses.

‡ Select one of these two courses.

M.F.A. Degree

Interactive Design and Game Development

ARTH	701	Contemporary Art
ITGM	705	Interactive Design and Media Application
ITGM	706	Game Design Documentation*
ITGM	709	Visual Interface and Information Design*
ITGM	710	Character Development†
ITGM	715	Interactive Web Design†
ITGM	719	Scripting for Interactivity‡
ITGM	721	Environments for Games‡
ITGM	723	Human-centered Interactive Design
ITGM	749	Interactive Design and Game Development Portfolio
ITGM	755	Interactive Design and Game Development Studio I
ITGM	765	Interactive Design and Game Development Studio II
—		700-level ANIM, FILM, ITGM, MOME, SNDS, VSFx Elective
—		700-level ANIM, FILM, ITGM, MOME, SNDS, VSFx Elective
—		700-level ANIM, FILM, ITGM, MOME, SNDS, VSFx Elective
ITGM	779	Field or Teaching Internship
ITGM	790	Interactive Design and Game Development M.F.A. Thesis
—		700-level Electives

Total Course of Study **90 hours**

Consult your faculty adviser in selecting elective courses.

* Select one of these two courses.

† Select one of these two courses.

‡ Select one of these two courses.

► Peter Bailey, Terrace Park, Ohio
Spivey Lipsey, Nashville, Tennessee
Nicholas Minter, Rochester, New York
Jennifer Silverman, Portland, Maine

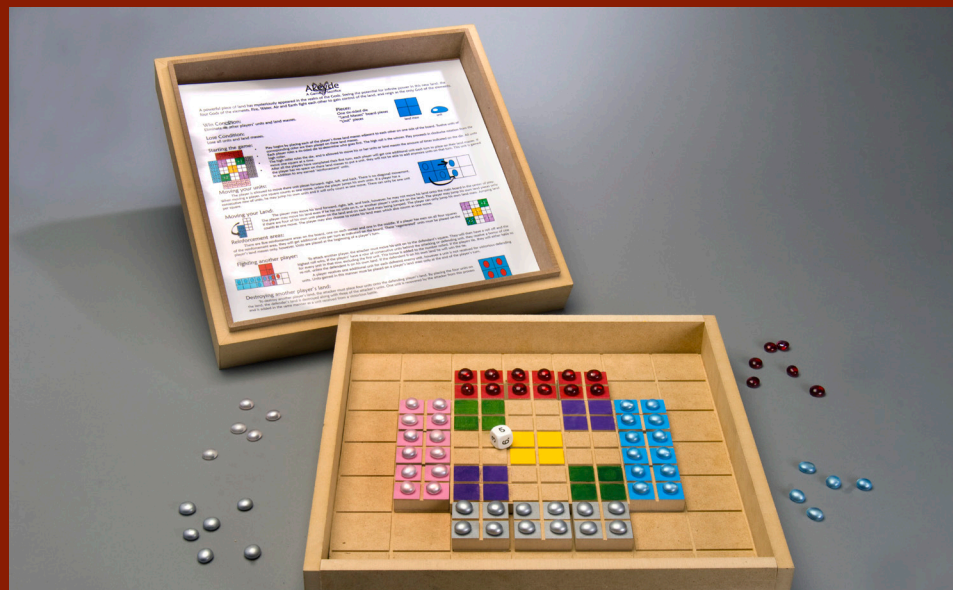
Interactive Design and Game Development Courses

Undergraduate

Introduction to Interactive Design and Game Development
Introduction to Game Development
Introduction to Interactive Design
Digital Design Aesthetics
Information Design for Dynamic Media
Modeling, Materials and Lighting
Survey of Interactive Entertainment
Fundamentals of Game Design
Modeling for Game Development
Interactive Design
Introduction to Robotics AI
Video Game Industry Survey
Programming for Interactivity
Animation for Games
C++ Programming I
Procedural Effects for Games
Sculptural Texturing for Games
Narrative Content Design for Games
User-centered Design for Dynamic Media
Cognitive Art of Game Design
Environment and Level Design
Interactive Web Design
Real Time Cinematics for Games
Interactive Game Project
Scripting for Games
Interactive Design and Game Development Portfolio
Applied Game Design
Game Design Criticism and Analysis
Information and Interfaces
Interactive Design and Game Development Studio I
Design Patterns in Game Design
C++ Programming II
2-D Game Design and Development
Physical Computing
Abstract System Simulation
Level Design Mechanics
Interactive Design and Game Development Studio II
Interactive Design and Game Development Postproduction
Special Topics in Interactive Design and Game Development

Graduate

Interactive Design and Media Application
Game Design Documentation
Visual Interface and Information Design
Character Development
Interactive Web Design
Non-digital Game Design
Scripting for Interactivity
Interactive Art and Culture
Environments for Games
Human-centered Interactive Design
Databases and Dynamic Web Site Programming
Internet Products for Marketing
Digital Sculpting for Video Games
Physical Interactive Media
Game Balance
Machinima: The Art of Real-time Cinematics
Interactive Design and Game Development M.A. Final Project
Interactive Design and Game Development Portfolio
Interactive Design and Game Development Studio I
Programming for Game Development
Game Design Analysis and Criticism
Digital Painting for Video Games
Interactive Design and Game Development Studio II
The Name on the Game: Game Design From Intellectual Property
Special Topics in Interactive Design and Game Development
Interactive Design and Game Development M.F.A. Thesis



motion media design

Motion media designers work at the intersection of the on-air promotion, advertising and content production industries. They craft communications using the principles and tools of the filmmaker, the graphic designer, the animator and the interactive media designer. Their work is generally linear, as opposed to interactive, and it always moves.



Bachelor of Fine Arts

Master of Arts

Master of Fine Arts

At SCAD, motion media design students collaborate with students in graphic design, film and television, production design, visual effects, sound design and interactive design to complete professional quality productions.

The undergraduate course of study culminates in the creation of a network design package, main title, commercial and professional portfolio.

Graduate students develop professional design management skills and pursue theoretical and methodological studies, enabling them to realize their potential as leaders in both practice and management.



▲ Kevi A. Louis-Johnson, Sammamish, Washington

Students learn on the same 2-D, 3-D and compositing tools used throughout the profession: Adobe Master Collection, Final Cut Studio, Autodesk Maya and Cinema 4D, among others. Hardware and software are continually updated to include new technology.

SCAD hosts the annual Inspire symposium where students exchange creative ideas in broadcast design, motion graphics and media art. Industry professionals present lectures and share experiences. The symposium includes an awards show of innovative professional work.

Careers in Motion Media Design

art director
broadcast designer
creative director
motion designer for
content producers
news and entertainment networks
motion graphics boutiques
cable and satellite distributors
advertising agencies
postproduction companies
new media companies
in-house corporate design groups

Motion Media Design Faculty

Jeffery Boortz, B.F.A., University of Illinois at Urbana-Champaign; M.A., University of Southern California.

Matthew Burge, B.A., University of South Florida; M.F.A., School of the Art Institute of Chicago.

James Burns, B.F.A., University of Cincinnati.

William Chapman, B.S., Southern Illinois University; M.Comm., Georgia State University.

Shannon Davis, A.S., B.F.A., Rochester Institute of Technology.

Dominique Elliott, B.F.A., University of Rhode Island; M.F.A., Southeastern Massachusetts University.

James Gladman, B.F.A., Minneapolis College of Art and Design; M.F.A., San Francisco Art Institute.

Alessandro Imperato, B.A., Cheltenham and Gloucester College of Higher Education;

M.A., University of Leeds; Ph.D., Keele University.

Carl Marxer, B.S., University of Tennessee;

M.F.A., Savannah College of Art and Design.

Minho Shin, B.F.A., Hanyang University;

M.F.A., Savannah College of Art and Design.

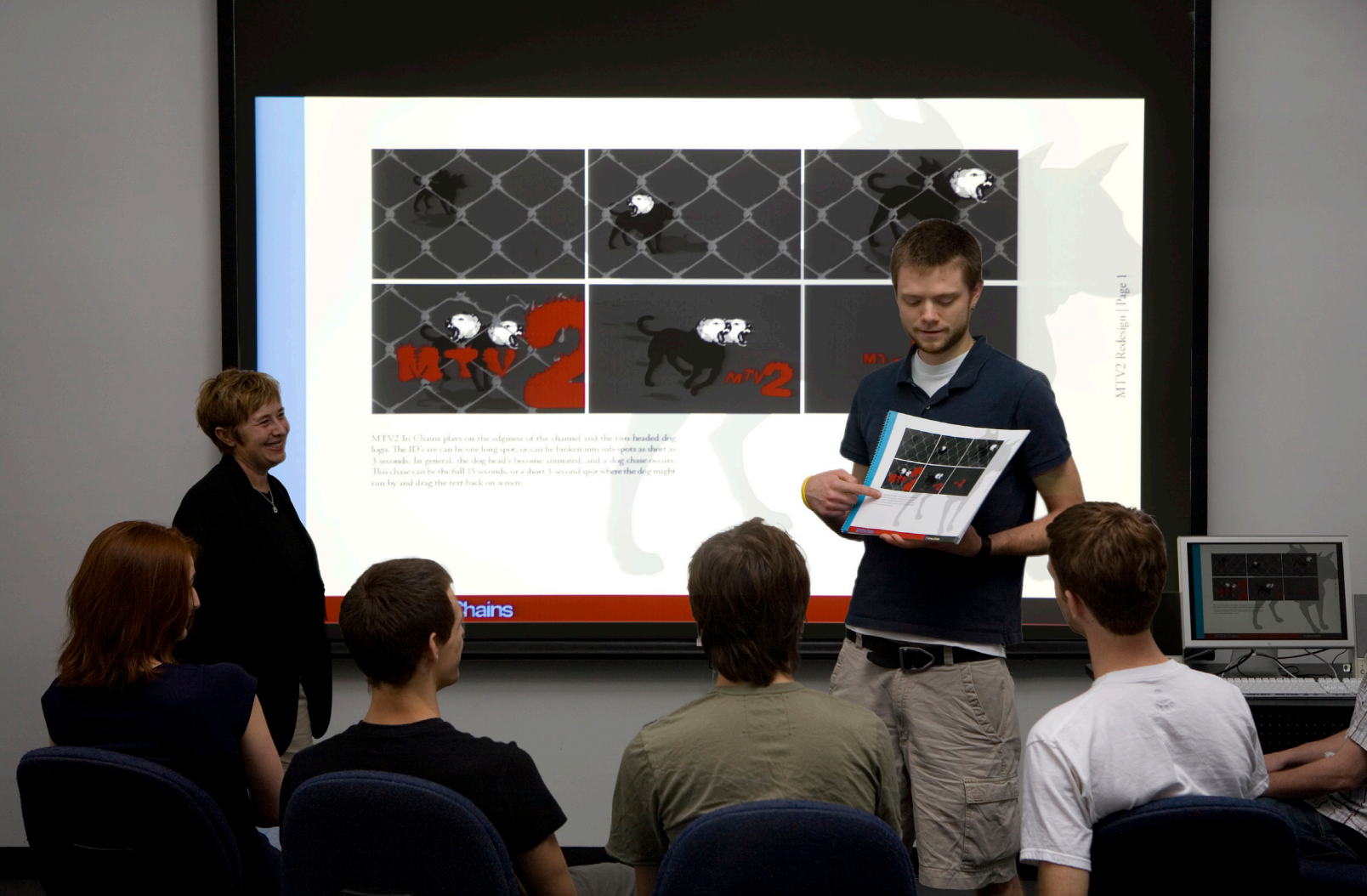
Pat Smith, B.F.A., Pratt Institute.

Steven Walker.

Woon Yong, M.F.A., Savannah College of Art and Design.



▲ Dan Chosich, Toms River, New Jersey
➤ Alexander J. Davidson, Amelia, Ohio



Motion Media Design Courses

Undergraduate

Survey of Motion Media Design
 Concepts and Storyboards
 Motion Media Design Techniques I
 Motion Media Design Techniques II
 Editing Theories and Techniques
 Title Design
 DVD Production
 Time-based Media for the Art Gallery
 Concepts in Motion Media Design
 Compositing for Motion Media
 Motion Media Cinematography
 Time-based Typography I
 Senior Motion Media Design Project I
 3-D Motion Media Design
 Reality-based Motion Media Design
 Multiplatform Media Brand Packaging
 Senior Motion Media Design Project II
 Time-based Typography II
 Motion Media Design Portfolio

Graduate

Visualization and Concept Storyboarding
 Motion Media Cinematography and Editing
 Advanced Motion Media Design Techniques
 Motion Media Design Studio I
 Main Title Design
 Multiplatform Network Branding and Design
 Motion Media Design Portfolio
 Works of Art in a Digital Culture
 3-D Motion Media Design
 Dynamic Typography
 Alternative Methods in Motion Media Design
 Timeline Compositing
 Business of Motion Media Design
 Pro-social Motion Media Design
 Motion Media Design Studio II
 Special Topics in Motion Media Design
 Motion Media Design M.F.A. Thesis





B.F.A. Degree

Core Curriculum

Foundation Studies

DRAW 100	Drawing I	40 hours
DRAW 101	Drawing II	
DRAW 200	Life Drawing I	
DSGN 100	2-D Design	
DSGN 101	Color Theory	
DSGN 102	3-D Design	
	— Studio Elective	
	— Studio Elective	

General Education

ARTH 100	Survey of Western Art I	65 hours
ARTH 110	Survey of Western Art II	
ARTH 207	20th-century Art	
	— ARLH/ARTH Elective	
	— ARLH/ARTH Elective	
CMPA 110	Advanced Survey of Computer Art Applications	
COMM 105	Speech and Public Speaking	
COMM 130	Introduction to Mass Communications	
ENGL 123	Composition	
	— ENGL Elective	
	— Natural Sciences/Mathematics*	
	— Social/Behavioral Sciences*	
	— General Education Elective*	

Major Curriculum

MOME 115	Survey of Motion Media Design	65 hours
MOME 120	Concepts and Storyboards	
MOME 130	Motion Media Design Techniques I	
GRDS 205	Typography I	
MOME 206	Motion Media Design Techniques II	
MOME 309	Concepts in Motion Media Design	
MOME 369	Time-based Typography I	
	— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFX Elective	
	— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFX Elective	
MOME 400	Senior Motion Media Design Project I	
MOME 408	Multiplatform Media Brand Packaging	
MOME 448	Senior Motion Media Design Project II	
MOME 490	Motion Media Design Portfolio	

— Electives	10 hours
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Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.

**Consult the general education and mathematics competency requirements.*

M.A. Degree

ARTH 701	Contemporary Art
MOME 705	Visualization and Concept Storyboarding
GRDS 709	Typography Studio I
MOME 709	Motion Media Cinematography and Editing
ITGM 715	Interactive Web Design
SFDM 719	Media Theory and Application
MOME 735	Motion Media Design Studio I
MOME 749	Motion Media Design Portfolio
	— 700-level ANIM, FILM, ITGM, MOME, SNDS, VSFX Elective

Total Course of Study 45 hours

Consult your faculty adviser in selecting elective courses.

M.F.A. Degree

ARTH 701	Contemporary Art
MOME 705	Visualization and Concept Storyboarding
MOME 709	Motion Media Cinematography and Editing
GRDS 709	Typography Studio I
ITGM 715	Interactive Web Design
SFDM 719	Media Theory and Application
MOME 735	Motion Media Design Studio I
MOME 749	Motion Media Design Portfolio
	— 700-level ANIM, FILM, ITGM, MOME, SNDS, VSFX Elective
	— 700-level ANIM, FILM, ITGM, MOME, SNDS, VSFX Elective
MOME 759	Dynamic Typography
MOME 775	Motion Media Design Studio II
MOME 779	Field or Teaching Internship
MOME 790	Motion Media Design M.F.A. Thesis
	— 700-level Electives

Total Course of Study 90 hours

Consult your faculty adviser in selecting elective courses.

Course numbers and titles are subject to change.



◀ Roger Haughie, Ronkonkoma, New York
▲ Victoria Fernandez, Mexico City, Mexico

Performing artists work in multimedia entertainment, television and film, and perform in a variety of roles associated with acting, playwriting, casting, directing and management.

performing arts



▲ *Beehive*, Mondanaro Theater, November 2008

Bachelor of Fine Arts
Master of Fine Arts

At SCAD, performing arts students develop skills within an arts environment where visual creativity, advanced design technologies, hands-on production and cultural dialogue are emphasized.

In collaboration with the film and television department, the fashion department and others, students develop and produce a range of projects including student videos, fashion shows and other performances.

Six main stage productions are offered each year—one for first-year and transfer students only—as well as dance concerts.



▲ *Carousel*, Lucas Theatre for the Arts, February 2009

Student productions may be held in the 1,200-seat historic Lucas Theatre for the Arts; the 1,100-seat Trustees Theater; the 400-seat Arnold Hall auditorium; the 150-seat black box Mondanaro Theater in Crites Hall; or the 90-seat Afifi Amphitheater at the Pei Ling Chan Garden for the Arts.

Performing arts students participate in original student-written plays, new interpretations of classical and modern plays, musical revues, dance concerts, senior projects and thesis shows.

Performing arts professors with backgrounds as award-winning actors and directors share their experiences and are committed to preparing the next generation of performing arts professionals.

Careers in Performing Arts

performer/actor
director
stage manager
multimedia entertainer
costume designer
scenic designer
lighting designer
media relations/publicity agent
voiceover actor
scriptwriter
choreographer
casting agent

Performing Arts Faculty

Margo Ames, B.Mus., Lawrence University;
M.Mus., Florida State University.
Laurence Ballard, University of Washington.
Vincent Brosseau, B.F.A., The Juilliard School;
M.F.A., The Ohio State University.
Mark Gallagher, B.A., DeSales University;
M.F.A., University of Washington.
Vivian Majkowski, B.A., University of Colorado;
M.F.A., Moscow Art Theater School.
Martin Noyes, A.A., Irvine Valley College;
B.F.A., Southern Oregon University;
M.F.A., University of Alabama.
Sharon Ott, B.A., Bennington College.
Diane Ricks, B.A., Armstrong State College;
M.A., Georgia Southern University;
D.M.A., Shenandoah University.
Mark Tymchyshyn, B.S., Illinois State University;
M.F.A., Wayne State University.
Michael Wainstein, B.A., City University of New York,
Hunter College; M.F.A., University of Cincinnati.





▲ *Lumiere*, SCAD Scholarship Gala, April 2009

◀ *bottom Intimate Apparel*, Lucas Theatre for the Arts, May 2009

Performing Arts Courses

Undergraduate

Introduction to Performance
Movement for Performance I
American Musical Theater Survey
Survey of Theater and Drama I
Survey of Theater and Drama II
Movement for Performance II
Voice for Performance I
Voice for Performance II
Playwriting
Media Criticism and News Writing
Stagecraft Vocabularies of Live Performance
Professional Studies in Media Relations
French Classical Theater
Women in Dramatic Arts
Theory and Acting for the Classics
Stage Combat I
Acting for the Camera I
Advanced Playwriting
Singing for the Actor
Scene Study
Directing
Audition Techniques and Materials
Special Topics in Performing Arts
Voice Over and Dialects
Issues of Contemporary Acting Genres
Acting for the Camera II
Stage Combat II
Advanced Acting for the Classics
Performing Arts Senior Project

Graduate

Contemporary Drama: Exploration and Context
Performance Texts I
Acting and Stage Movement
Movement Studies for Performance
Principles of Performance
Performance Texts II
Media Criticism and News Writing
Voice Production: Live and Recorded Media
Media Relations and Marketing
Verse and Classical Text: Studies and Application
Acting and Directing Theory
Master Scene Study
Script Analysis
Genre Acting Styles
Production Seminar: Performance
Production Seminar: Directing
Production Seminar: Lighting and Scene Design
Applied Performing Arts Theory and Practice
Actor/Director Laboratory
Casting and Promotion
Graduate Stage Combat
Media and Promotion: Practical Studies
Graduate Camera Acting
Special Topics in Performing Arts
Performing Arts M.F.A. Thesis

M.F.A. students pursue advanced studies in texts, movement, voice, production and promotion in preparation for a final term in residence at the Woodruff Arts Center's nationally acclaimed Alliance Theatre in Atlanta.

Minors in vocal performance and dance may complement the major program of study. Undergraduate and graduate degrees in dramatic writing also are offered through the School of Film, Digital Media and Performing Arts.



▲ *All in the Timing*, Mondanaro Theater, May 2009



▲ *Silence*, Trustees Theater, November 2008



B.F.A. Degree

Core Curriculum

Foundation Studies

- DRAW 100 Drawing I
- DSGN 100 2-D Design
- DSGN 101 Color Theory
- MPRA 106 Movement for Performance I
- MPRA 210 Voice for Performance I
 - Studio Elective
 - Studio Elective

35 hours

General Education

- ARTH 100 Survey of Western Art I
- ARTH 110 Survey of Western Art II
- ARTH 207 20th-century Art
 - ARLH/ARTH Elective
- CMPA 100 Survey of Computer Art Applications
- COMM 105 Speech and Public Speaking
- ENGL 123 Composition
 - ENGL Elective
 - Natural Sciences/Mathematics*
 - Social/Behavioral Sciences*
 - General Education Elective*

55 hours

Major Curriculum

80 hours

- DWRI 101 Introduction to Dramatic Writing
- PROD 101 Introduction to Production Design
- MPRA 103 Introduction to Performance
- MPRA 201 Survey of Theater and Drama I
- MPRA 204 Survey of Theater and Drama II
- MPRA 230 Professional Studies in Media Relations
- MPRA 300 Theory and Acting for the Classics
- MPRA 310 Stage Combat I
- MPRA 314 Acting for the Camera I
- MPRA 340 Scene Study
- MPRA 375 Directing
 - MPRA Elective
 - MPRA Elective
- MPRA 400 Audition Techniques and Materials
- MPRA 414 Acting for the Camera II
- MPRA 495 Performing Arts Senior Project

— Electives

10 hours

Total Course of Study

180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements.

M.F.A. Degree

- MPRA 703 Performance Texts I
- MPRA 705 Movement Studies for Performance
- MPRA 707 Principles of Performance
- MPRA 711 Performance Texts II
- MPRA 714 Voice Production: Live and Recorded Media
- MPRA 717 Verse and Classical Text: Studies and Application
- PROD 720 Production Design Theory and Practice
- MPRA 724 Master Scene Study*
- MPRA 728 Script Analysis*
- MPRA 753 Actor/Director Laboratory
- DANC 756 Ballet and Modern Dance†
- MPRA 758 Graduate Stage Combat†
- MPRA 770 Media and Promotion: Practical Studies*
- MPRA 775 Graduate Camera Acting
- MPRA 790 Performing Arts M.F.A. Thesis

— 700-level Electives

20 hours

Total Course of Study

90 hours

Consult your faculty adviser in selecting elective courses.
* Internship with Woodruff Art Center's Alliance Theatre in Atlanta (or equivalent)
† Select one of these two courses.

Course numbers and titles are subject to change.

Production designers provide visual and physical context and support to the storytelling function of all performance and presentation media, including film, television, video, live event, live performance and digital media. Production designers are in demand in the expanding fields of visual programming for video, cable outlets, broadcast networks, independent filmmaking, digital video production, theme parks and other entertainment venues.

production design



Bachelor of Fine Arts
Master of Arts
Master of Fine Arts

SCAD students learn the design methodologies and professional skills for existing and emerging new media as well as the principles of design skills for traditional presentation projects.

Production design students may collaborate with students of acting, directing, choreography and dramatic writing in the areas of film, television, theater, dance and public events, as well as interior design, exhibition design, fashion design and more.

A full calendar of productions is presented at the Trustees Theater, Mondanaro Theater, Afifi Amphitheater and Arnold Hall auditorium, as well as the Lucas Theatre for the Arts.



Undergraduate students choose a concentration in costume design and costume technology, or lighting and scenic design. Graduate students choose from costume design, lighting design or scenic design.

Costume coursework incorporates film, dance and theater projects in both contemporary and historic contexts. Lighting and scenery coursework emphasizes skills such as drawing, drafting and rendering, as well as digital design, incorporating them into projects in live performance, film, event design and commercial displays.

Careers in Production Design

- production designer or assistant
for film
- art director or assistant for film and
television
- scenic, costume or lighting designer
for live performances
- designer for exhibits, museum
displays or theme parks
- lighting designer
- retail designer
- theme park designer
- museum designer
- stylist/wardrobe designer for
advertising
- model maker for film

Production Design Faculty

Ruth Hutson, B.F.A., Southwest Texas State University; M.F.A., University of Texas at Austin.
Robert Mond, B.A., University of Dubuque; M.A., University of Nebraska, Lincoln; M.F.A., University of Wisconsin-Madison.
Dawn Testa, A.A., B.A., Simon's Rock of Bard College; B.S., M.S., Emerson College.
Hal Tiné, B.F.A., Carnegie Institute of Technology.
Richard Tyler Tunney, B.A., Humboldt State University; M.F.A., University of Texas at Austin.

Production Design Courses

Undergraduate

Introduction to Production Design
Drafting for Production Design
Scenographic Fundamentals and Applications
Introduction to Makeup Design
Production Management and Administration
Script Interpretation
History of Costume and Décor
Lighting Design for Stage and Screen I
Scenic Design for Stage and Screen I
Introduction to Costume Design
CAD for Production Design
Scenic Painting
Rendering for Entertainment Design
Designing the Public Event: Concept and Collaboration
Lighting Design for Stage and Screen II
Scenic Design for Stage and Screen II
History of Costume in Film
Costume Rendering for Construction
Advanced Costume Design
Production Design Portfolio

Graduate

Production Design Theory and Practice
Production Design Studio I: Scenic Design
Production Design Studio I: Costume Design
Production Design Studio I: Lighting Design
Script Analysis for Production Design
Concept Development for Production Design
CAD for Production Design
Decorative Arts: Context in Storytelling
Draping as Design for Costume
Production Design M.A. Final Project
Digital Visualization for Production Design
Evolution of Production Design
Production Design Studio II: Practical Design Techniques
Professional Development in Production Design
Production Design Studio III: Costume Design
Production Design Studio III: Lighting Design
Production Design Studio III: Scenic Design
Special Topics in Production Design
Production Design M.F.A. Thesis



B.F.A. Degree

Core Curriculum

Foundation Studies 35 hours

DRAW 100 Drawing I
DRAW 101 Drawing II
DRAW 200 Life Drawing I
DSGN 100 2-D Design
DSGN 101 Color Theory
DSGN 102 3-D Design
— Studio Elective

General Education 60 hours

ARTH 100 Survey of Western Art I
ARTH 110 Survey of Western Art II
ARTH 207 20th-century Art
— ARLH/ARTH Elective
CMPA 100 Survey of Computer Art Applications
ENGL 123 Composition
ENGL 180 Writing Fundamentals for Screen and Stage
— ENGL Elective
COMM 105 Speech and Public Speaking
— Natural Sciences/Mathematics*
— Social/Behavioral Sciences*
— General Education Elective*

Major Curriculum 75 hours

PROD 101 Introduction to Production Design
PROD 200 Production Management and Administration
PROD 210 Script Interpretation
PROD 212 History of Costume and Decor
PROD 220 Lighting Design for Stage and Screen I
PROD 221 Scenic Design for Stage and Screen I
PROD 230 Introduction to Costume Design
PROD 310 Designing the Public Event: Concept and Collaboration
PROD 490 Production Design Portfolio
— PROD Elective

Choose one concentration:

Costume

FASH 100 Fashion Technology
PROD 150 Introduction to Makeup Design
PROD 330 History of Costume in Film
PROD 380 Costume Rendering for Construction
PROD 420 Advanced Costume Design

Lighting and Scenery

PROD 110 Drafting for Production Design
PROD 130 Scenographic Fundamentals and Applications
PROD 270 CAD for Production Design
PROD 320 Lighting Design for Stage and Screen II
PROD 321 Scenic Design for Stage and Screen II

— Electives 10 hours

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements.

M.A. Degree

ARTH 701 Contemporary Art
PROD 720 Production Design Theory and Practice
PROD 724 Production Design Studio I: Scenic Design*
PROD 726 Production Design Studio I: Costume Design*
PROD 727 Production Design Studio I: Lighting Design*
PROD 730 Script Analysis for Production Design
PROD 735 Concept Development for Production Design
PROD 745 Decorative Arts: Context in Storytelling
PROD 749 Production Design M.A. Final Project
PROD 756 Evolution of Production Design
— 700-level Elective

Total Course of Study 45 hours

Consult your faculty adviser in selecting elective courses.
* Choose one of these three courses



► The Shape of Things, set design

M.F.A. Degree

ARTH 701 Contemporary Art
ARTH 702 Art Criticism
MPRA 711 Performance Texts II
PROD 720 Production Design Theory and Practice
PROD 724 Production Design Studio I: Scenic Design*
PROD 726 Production Design Studio I: Costume Design*
PROD 727 Production Design Studio I: Lighting Design*
PROD 730 Script Analysis for Production Design
PROD 735 Concept Development for Production Design
PROD 741 CAD for Production Design†
PROD 745 Decorative Arts: Context in Storytelling
PROD 746 Draping as Design for Costume†
PROD 750 Digital Visualization for Production Design
PROD 756 Evolution of Production Design
PROD 762 Production Design Studio II: Practical Design Technique
PROD 770 Professional Development in Production Design
PROD 775 Production Design Studio III: Scenic Design‡
PROD 771 Production Design Studio III: Costume Design‡
PROD 772 Production Design Studio III: Lighting Design‡
PROD 790 Production Design M.F.A. Thesis
— 700-level Studio Elective
— 700-level Electives 10 hours

Total Course of Study 90 hours

Consult your faculty adviser in selecting elective courses.
* Select one of these three courses based on selected emphasis: scenic design, costume design or lighting design.

† Select one of these two courses. Students who choose an emphasis in scenic design or lighting design take PROD 741. Students who choose an emphasis in costume design take PROD 746.

‡ Select one of these three courses based on selected emphasis.

Course numbers and titles are subject to change.

In the professional field, sound designers, composers and mix engineers develop soundtracks for all types of media. Sound designers work specifically with dialog, sound effects and Foley. Composers, music editors and music supervisors develop legal scores. Mix engineers prepare all three stems (dialog, SFX and music) for a variety of release formats.

sound design



Bachelor of Fine Arts
Master of Arts
Master of Fine Arts

In the context of a comprehensive art and design university setting, SCAD offers the only B.F.A., M.A. and M.F.A. programs focusing on sound design for media—film, television and video games. In addition, SCAD is a Digi design certified Pro School, offering students the opportunity to become certified by a Pro Tools and ICON expert before graduation.

The program models the tools and workflow used in commercial media production. Sound design students collaborate with their peers in film, digital media and performing arts programs. They may choose electives in animation, motion media design, visual effects, interactive design and game development, and other areas.



State-of-the-art technologies support all aspects of the curriculum and include 10 HD Pro Tools labs, two dedicated surround sound mix/mastering rooms, a MIDI lab complete with a full range of synthesis and sampling technologies, two classrooms each housing 20 Pro Tools LE workstations, a recording studio for music production and Foley, a scoring stage, and two suites for dialog recording and editing.

Field equipment includes digital field recorders, field microphones and a professionally equipped location sound cart for film production.

Sound design professors who have authored textbooks and worked in the industry as Emmy Award-winning and Academy Award-winning professionals contribute their real-world experiences to classroom instruction.

Careers in Sound Design

supervising sound editor
sound designer
production mixer
boom operator
dialog editor
ADR recordist/ADR mixer
music editor
music supervisor
Foley recordist/Foley mixer
sound effects editor
re-recording mixer

Sound Design Faculty

James Arnold, B.F.A., California State University, Long

Beach; M.F.A., California Institute of the Arts.

Robin Beauchamp, B.Mus., Lawrence University;

M.Ed., Pennsylvania State University;

Ed.S., Georgia Southern University.

Peter Damski, B.F.A., Florida State University.

Stephen LeGrand, B.A., University of California,
Berkeley.

Robert Miller, B.F.A., Davidson College;

M.F.A., California Institute of the Arts.

Andre Ruschkowski, M.A., Ph.D., Humboldt
University, Berlin.

John Sisti, State University of New York.

David Stone, B.F.A., Cornell University.

Sound Design Courses

Undergraduate

Sound Synthesis

Desktop Audio

Introduction to Sound Design

Music for Motion Pictures

Intermediate Sound Design

Sound in Media

Sound Design for Radio

Sound Art

MIDI Technologies for Sound Design

Advanced Sound Design

Sound Effects and Foley

Modular Synthesis and Audio Programming

Location Sound

Audiovisual Synthesis

Voice in Cinema

Sound for the Web and Interactive Media

Surround Sound

Recording Studio I

Recording Studio II

Sound Design Senior Studio

Postproduction Sound

Special Topics in Sound Design

Graduate

Sound Design for Film and Video

Sound Design Resources and Analysis

Sound Design for Animation

Studio Sound Production

Postproduction Methodologies

Audio Signal Processing

Music Mix and Mastering

Sound Design M.A. Studio I

Sound Design M.A. Studio II

Music Theory for Sound Designers

Theory and Practice in Sound Design

Sound Art

Sound Design Seminar

Sound Design M.A. Final Project

Audio Systems Engineering

Sound Design M.F.A. Studio I

Sound Design for Linear Digital Media

Modular Synthesis

Electronic Music Production

Sound Design M.F.A. Studio II

Special Topics in Sound Design

Sound Design M.F.A. Thesis





B.F.A. Degree

Core Curriculum

Foundation Studies

- DRAW 100 Drawing I
 DSGN 100 2-D Design
 DSGN 101 Color Theory
 DSGN 102 3-D Design
 DSGN 204 4-D Design
 MUSC 140 Music Theory
 SNDS 100 Sound Synthesis
 SNDS 105 Desktop Audio
 — Studio Elective

General Education

- ARTH 100 Survey of Western Art I
 ARTH 110 Survey of Western Art II
 ARTH 207 20th-century Art
 — ARLH/ARTH Elective
 — ARLH/ARTH Elective
 CMPA 100 Survey of Computer Art Applications
 COMM 105 Speech and Public Speaking
 ENGL 123 Composition
 — Natural Sciences/Mathematics*
 — Social/Behavioral Sciences*
 — General Education Elective*

Major Curriculum

- FILM 100 Introduction to Film and Video Production
 SNDS 201 Introduction to Sound Design
 SNDS 212 Music for Motion Pictures
 SNDS 223 Intermediate Sound Design
 FILM 224 History of Film
 SNDS 225 Sound in Media
 SNDS 314 MIDI Technologies for Sound Design
 SNDS 316 Advanced Sound Design
 SNDS 320 Sound Effects and Foley
 SNDS 331 Location Sound
 SNDS 345 Voice in Cinema
 — ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFY Elective
 SNDS 400 Surround Sound
 SNDS 440 Postproduction Sound

— Electives

45 hours

55 hours

70 hours

10 hours

Total Course of Study

180 hours

Consult your faculty adviser in selecting elective courses.

* Consult the general education and mathematics competency requirements.

M.A. Degree

- ARTH 701 Contemporary Art
 SNDS 702 Sound Design Resources and Analysis
 SNDS 719 Sound Design M.A. Studio I
 SNDS 723 Sound Design M.A. Studio II
 SNDS 726 Music Theory for Sound Designers
 SNDS 736 Sound Art
 SNDS 739 Sound Design Seminar
 SNDS 749 Sound Design M.A. Final Project
 — 700-level ANIM, FILM, ITGM, MOME, SNDS, VSFY Elective

Total Course of Study

45 hours

Consult your faculty adviser in selecting elective courses.

M.F.A. Degree

- ARTH 701 Contemporary Art
 SNDS 702 Sound Design Resources and Analysis
 FILM 710 Film and Digital Media Production Technology
 SNDS 711 Audio Signal Processing
 SNDS 726 Music Theory for Sound Designers
 SNDS 729 Theory and Practice in Sound Design
 SNDS 736 Sound Art
 SNDS 739 Sound Design Seminar
 SNDS 751 Audio Systems Engineering
 SNDS 755 Sound Design M.F.A. Studio I
 SNDS 765 Sound Design M.F.A. Studio II
 SNDS 779 Field or Teaching Internship
 SNDS 779 Field or Teaching Internship
 SNDS 790 Sound Design M.F.A. Thesis
 — 700-level Electives

20 hours

Total Course of Study

90 hours

Consult your faculty adviser in selecting elective courses.

Course numbers and titles are subject to change.



television producing

The role of the television producer is to coordinate and control all aspects of production, ranging from show idea development and cast hiring to shoot supervision and fact-checking. It is often the producer who is responsible for the show's overall quality and survivability, though the roles depend on the particular show or organization.



Bachelor of Arts

The television producing program is offered in Atlanta, the eighth largest television market in the United States and home to CNN, the Cartoon Network, Fox Sports, Cox Communications and The Weather Channel.

The Film and Digital Media Center is located in the former headquarters of an Atlanta-based NBC affiliate television station. Students work in high-end television production sets and editing suites, multicamera sound stages, sound recording and mixing suites, editing rooms, screening spaces, and set and prop fabrication studios.

Students learn narrative story structure, fundamental television production skills, the business and process of creating television programming, and the creative production process. The program includes four field internships in television, video, digital media or film production.



Television Producing Courses

Undergraduate

Television Field Production
Television Studio Production
Live Event Production
Line Producing
Television Postproduction
Television Producing Field Internship I
Television Producing Field Internship II
Television Producing Field Internship III
Television Producing Field Internship IV

Television Producing Faculty

Jeffrey Fisher, A.A., University of Florida; B.F.A., Columbia College Chicago.

B.A. Degree

Core Curriculum

Foundation Studies 25 hours

DRAW 100 Drawing I
DRAW 206 Drawing for Storyboarding
DSGN 100 2-D Design
— Studio Elective
— Studio Elective

General Education 80 hours

ARTH 100 Survey of Western Art I
ARTH 110 Survey of Western Art II
ARTH 207 20th-century Art
CINE 224 History of Cinema
CMPA 100 Survey of Computer Art Applications
COMM 105 Speech and Public Speaking
COMM 130 Introduction to Mass Communication
ENGL 123 Composition
— ENGL Elective
WRIT 255 Business and Professional Writing
— Natural Sciences/Mathematics*
— Natural Sciences/Mathematics*
— Social/Behavioral Sciences*
— Social/Behavioral Sciences*
— General Education Elective*
— General Education Elective*

Major Curriculum 65 hours

FILM 100 Introduction to Film and Video Production†
FILM 101 Introduction to Video Production†
FILM 106 Introduction to Screenwriting
SNDS 201 Introduction to Sound Design
TELE 205 Television Field Production
TELE 210 Television Studio Production
FILM 215 Screenwriting
TELE 250 Live Event Production
TELE 300 Line Producing
TELE 350 Television Postproduction
TELE 450 Field Internship I
TELE 451 Field Internship II
TELE 452 Field Internship III
TELE 453 Field Internship IV

— Electives 10 hours

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.

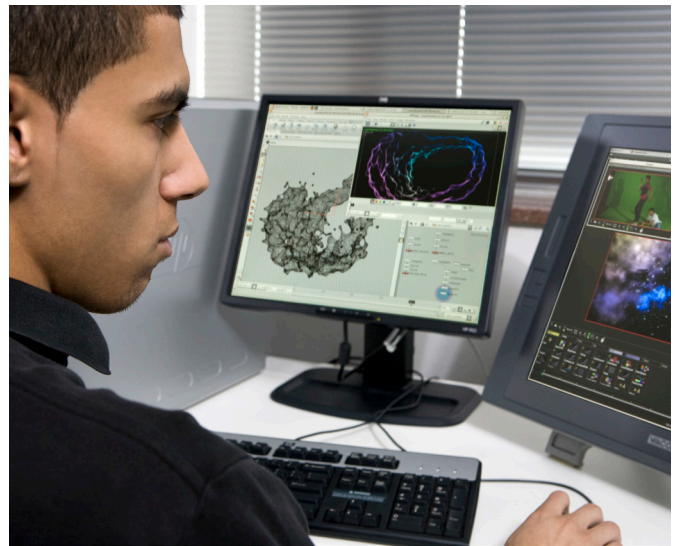
* Consult the general education and mathematics competency requirements.

† Choose one of these two courses.

Course numbers and titles are subject to change.

Visual effects are employed whenever filmmakers need images that are either impossible or impractical to shoot in the real world. Visual effects artists at studios both large and small help filmmakers achieve their vision. Visual effects are also a commonplace tool for television programs and commercials.

visual effects



Bachelor of Fine Arts
Master of Arts
Master of Fine Arts

Students learn the art and craft of visual effects through the integration of technology and art.

SCAD provides a unique combination of computer programming and technical instruction built upon a traditional fine arts foundation. Visual effects majors may choose a minor in a complementary subject such as film and television, technical direction, architecture, photography or storyboarding.

Students work individually and collaboratively within a framework of cooperative activity that reflects the real-world experience of film and digital entertainment production.



▲ Stephen Withers, Branford, Connecticut

SCAD production facilities offer both undergraduate and graduate students access to high-end, industry-standard digital tools including Adobe Master Collection, Autodesk Maya, Shake, Mental Ray, RenderMan and Houdini.

In addition to a high-speed network of Linux, OS X and PC workstations, students use a large file server and powerful render farm and have 24-hour access to computer labs.

SCAD's cutting-edge computer systems are complemented by two green-screen stages, HD cameras and a Vicon motion capture studio to provide students with a complete digital production facility.

Careers in Visual Effects

compositor
digital artist
digital effects animator
digital matte painter
effects programmer
lighter
lighting technical director
modeler
pre-visualization artist
technical director
texture painter
visual effects art director
visual effects supervisor
visual effects producer

Visual Effects Faculty

Bridget Gaynor, B.F.A., M.A., William Paterson University.

Kenneth Huff.

David Kaul, B.F.A., Syracuse University;
M.F.A., Ohio State University.

Malcolm Kesson, Cert.Ed., Acad.Dip., M.A., University of London; M.A., Middlesex Polytechnic University.
Harold Miles.

Robert Mrozowski, B.F.A., Pratt Institute.

Joe Pasquale, B.Env.Des., North Carolina State University; M.F.A., Savannah College of Art and Design.

Patricia Perrone, B.F.A., M.F.A., Carnegie Mellon University.

John Rauh, B.A., University of Maryland;
M.F.A., California Institute of the Arts.

Stuart Robertson, B.A., University of Kentucky;
M.F.A., School of the Art Institute of Chicago.

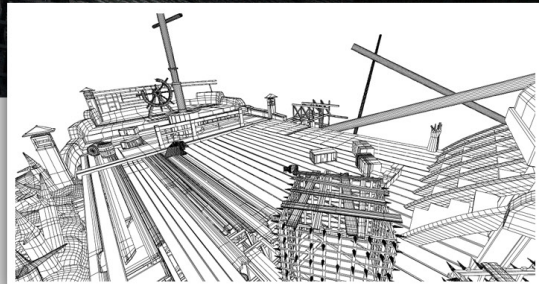
Clarke Stallworth, B.F.A., Birmingham-Southern College; M.F.A., Syracuse University;
M.F.A., The Ohio State University.

Tan Tascioglu, B.S., Istanbul Technical University;
M.F.A., Savannah College of Art and Design.

Virginia Bowman Wissler, B.A., Pepperdine University.

Kirt Witte, B.S., Sam Houston State University;
M.F.A., Savannah College of Art and Design.





◀ Frank Unger, Sarasota, Florida
 ▲top William Schilthuis, Dallas, Texas
 ▲bottom Ling Hao Li, Beijing, China

Visual Effects Courses

Undergraduate

Survey of Visual Effects
 Visual Effects-based Cinematography I
 Introduction to Visual Effects Programming
 Digital 3-D Visual Effects
 Compositing
 Matte Painting
 MEL Scripting
 Programming Models and Shaders I
 Digital Fine Art
 Visual Effects-based Cinematography II
 Procedural Modeling and Animation
 Matchmoving
 Stereoscopic Imaging
 Visual Effects Supervision
 Concept Development for Visual Effects
 Visual Effects Studio I
 Programming Models and Shaders II
 Digital Visual Effects II
 Photorealistic Rendering
 Particles and Procedural Effects
 High Dynamic Range Imaging
 Visual Effects Studio II
 Visual Effects Portfolio
 Special Topics in Visual Effects

Graduate

Programming Concepts for Visual Effects
 Modeling for Visual Effects
 Visual Effects Theory and Application
 Digital Compositing I
 Procedural Modeling and Animation
 Visual Effects Studio I
 Visual Effects Portfolio
 Matchmoving
 3-D Color, Lighting and Rendering
 Motion Capture and Integration
 Procedural 3-D and Shader Programming
 Visual Effects Creature Look Development
 Digital Compositing II
 Matte Painting
 3-D Environment Rendering
 Visual Effects Problem Solving
 Technical Director Methods
 Photorealistic Modeling
 Visual Effects Studio II
 Special Topics in Visual Effects
 Visual Effects M.F.A. Thesis



B.F.A. Degree

Core Curriculum

Foundation Studies

	40 hours
DRAW 100 Drawing I	
DRAW 101 Drawing II	
DRAW 200 Life Drawing I	
DSGN 100 2-D Design	
DSGN 101 Color Theory	
DSGN 102 3-D Design	
— Studio Elective	
— Studio Elective	

General Education

	60 hours
ARTH 100 Survey of Western Art I	
ARTH 110 Survey of Western Art II	
ARTH 207 20th-century Art	
— ARLH/ARTH Elective	
— ARLH/ARTH Elective	
CMPA 110 Advanced Survey of Computer Art Applications	
COMM 105 Speech and Public Speaking	
ENGL 123 Composition	
— ENGL Elective	
— Natural Sciences/Mathematics*	
— Social/Behavioral Sciences*	
— General Education Elective*	

Major Curriculum

	70 hours
VSFX 101 Survey of Visual Effects	
VSFX 130 Visual Effects-based Cinematography I	
VSFX 160 Introduction to Visual Effects Programming	
VSFX 210 Digital 3-D Visual Effects	
VSFX 270 Compositing	
VSFX 310 Matte Painting	
VSFX 319 Programming Models and Shaders I	
VSFX 350 Procedural Modeling and Animation	
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFX Elective	
— ANIM, FILM, ITGM, MOME, SNDS, TECH, VSFX Elective	
VSFX 406 Concept Development for Visual Effects	
VSFX 408 Visual Effects Studio I	
VSFX 448 Visual Effects Studio II	
VSFX 490 Visual Effects Portfolio	
— Electives	10 hours

Total Course of Study 180 hours

Consult your faculty adviser in selecting elective courses.
* Consult the general education and mathematics competency requirements.

M.A. Degree

ARTH 701 Contemporary Art	
VSFX 705 Programming Concepts for Visual Effects	
ANIM 709 Computer-generated Modeling and Design	
VSFX 709 Visual Effects Theory and Application	
VSFX 715 Digital Compositing I	
VSFX 721 Procedural Modeling and Animation	
VSFX 735 Visual Effects Studio I	
VSFX 749 Visual Effects Portfolio	
— 700-level ANIM, FILM, ITGM, MOME, SNDS, VSFX Elective	

Total Course of Study 45 hours

Consult your faculty adviser in selecting elective courses.

M.F.A. Degree

ARTH 701 Contemporary Art	
VSFX 705 Programming Concepts for Visual Effects	
ANIM 709 Computer-generated Modeling and Design	
VSFX 709 Visual Effects Theory and Application	
VSFX 715 Digital Compositing I	
VSFX 721 Procedural Modeling and Animation	
VSFX 735 Visual Effects Studio I	
VSFX 749 Visual Effects Portfolio	
VSFX 755 Procedural 3-D and Shader Programming	
VSFX 775 Visual Effects Studio II	
— 700-level ANIM, FILM, ITGM, MOME, SNDS, VSFX Elective	
— 700-level ANIM, FILM, ITGM, MOME, SNDS, VSFX Elective	
VSFX 779 Field and Teaching Internship	
VSFX 790 Visual Effects M.F.A. Thesis	
— 700-level Electives	20 hours

Total Course of Study 90 hours

Consult your faculty adviser in selecting elective courses.

Course numbers and titles are subject to change.

Granule Test

Granule Test

Granule Test

Granule Test

Granule Test

Granule Test

school of film, digital media and performing arts minors

Minors are designed to broaden students' education and enhance their employment opportunities. Students enrolled in any bachelor's degree program may elect to declare a minor outside the major field of study. In each minor program, students must complete required introductory level courses followed by a sequence of advanced courses and/or carefully selected electives.

Required courses in the foundation studies curriculum or in the general education curriculum may count toward a minor. The minor may require the student to complete more than the minimum number of quarter hours required for graduation, so students should check to be sure adequate financial aid is available, if needed, to cover the additional time and cost. Students may choose to complete more than one minor or apply the hours earned for the minor toward the completion of a double major. For information about completing a minor, students should consult a student success adviser.

In order to receive designation of a minor on his or her transcript, a student must satisfy the following requirements: declare the minor in writing with a student success adviser, successfully complete a minimum of 40 quarter credit hours (eight courses) as specified in the minor course of study, and maintain an overall 2.0 grade point average in the minor.

Animation (Atlanta, Savannah)

CMPA	110	Advanced Survey of Computer Art Applications
ANIM	202	Animation I
ANIM	223	History of Animation
ANIM	250	Digital Form, Space and Lighting
ANIM	252	Animation II
ANIM	270	Principles of Screen Design
—		ANIM Elective
—		300- or 400-level ANIM Elective

Total Course of Study **40 hours**

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

Equestrian Studies (Savannah)

EQST	110	Fundamentals of Horse Care
EQST	115	Advanced Horse Care and Management
EQST	205	Principles and Theories of Riding and Training Horses
EQST	220	Barn Construction, Design and Facility Layout
EQST	305	Principles of Equine Anatomy
EQST	315	Equine Business Management
EQST	330	Equine Systems, Disorders and Lameness
—		Elective*

Total Course of Study **40 hours**

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

** Select from the following: ANAT 100 General Anatomy, BUSI 101 Introduction to Business, SPAN 101 Spanish I (or higher), WRIT 255 Business and Professional Writing, any EQST course.*

Film and Television (Savannah)

FILM	100	Introduction to Film and Video Production
FILM	105	Preproduction
FILM	106	Introduction to Screenwriting
FILM	132	Lighting and Field Production Techniques
SNDS	201	Introduction to Sound Design
FILM	210	Postproduction Techniques
—		ANIM, FILM, ITGM, MOME, SNDS, TECH or VSFX Elective
—		ANIM, FILM, ITGM, MOME, SNDS, TECH or VSFX Elective

Total Course of Study **40 hours**

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

Interactive Design and Game Development (Atlanta, Savannah)

CMPA	110	Advanced Survey of Computer Art Applications
ITGM	120	Introduction to Interactive Design and Game Development
ITGM	130	Digital Design Aesthetics
ITGM	240	Modeling, Materials and Lighting
ITGM	260	Interactive Design
ITGM	303	Programming for Interactivity*
ITGM	315	C++ Programming I*
—		ITGM Elective
—		300- or 400-level ITGM Elective

Total Course of Study **40 hours**

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

** Select one of these two courses.*

Course numbers and titles are subject to change.

Motion Media Design

(Atlanta, Savannah)

- CMPA 110 Advanced Survey of Computer Art Applications
- MOME 115 Survey of Motion Media Design
- MOME 120 Concepts and Storyboards
- MOME 130 Motion Media Design Techniques I
- GRDS 205 Typography I
- MOME 206 Motion Media Design Techniques II
- MOME 246 Title Design
 - MOME Elective

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

Performing Arts

(Savannah)

- MPRA 103 Introduction to Performance
- COMM 105 Speech and Public Speaking
- MPRA 106 Movement for Performance I
- MPRA 201 Survey of Theater and Drama I
- MPRA 204 Survey of Theater and Drama II
- MPRA 210 Voice for Performance I
 - Elective*
 - Elective*

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

**Select from the following: DANC 211 Introduction to Jazz Dance, DANC 212 Introduction to Modern Dance, DANC 213 Introduction to Ballet, DANC 290 Dance Composition, PROD 101 Introduction to Production Design, MUSC 140 Music Theory, PROD 150 Introduction to Makeup Design.*

Production Design

(Savannah)

- PROD 101 Introduction to Production Design
- PROD 130 Scenographic Fundamentals and Applications
- PROD 210 Script Interpretation
- PROD 212 History of Costume and Decor
- PROD 220 Lighting Design for Stage and Screen I
- PROD 221 Scenic Design for Stage and Screen I
 - MPRA or PROD Elective
 - MPRA or PROD Elective

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

Sound Design

(Savannah)

- SNDS 100 Sound Synthesis
- SNDS 105 Desktop Audio
- SNDS 201 Introduction to Sound Design
- SNDS 212 Music for Motion Pictures
- SNDS 223 Intermediate Sound Design
- SNDS 316 Advanced Sound Design
 - Elective*
 - Elective*

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

** Select from the following: MOME 206 Motion Media Design Techniques II, MUSC 101 Music Appreciation, MUST 103 Introduction to String Playing, SNDS 314 MIDI Technologies for Sound Design, SNDS 330 Modular Synthesis and Audio Programming, SNDS 440 Post-production Sound, any SNDS course.*

Visual Effects

(Atlanta, Savannah)

- VSFX 101 Survey of Visual Effects
- CMPA 110 Advanced Survey of Computer Art Applications
- VSFX 130 Visual Effects-based Cinematography I
- VSFX 160 Introduction to Visual Effects Programming
- VSFX 210 Digital 3-D Visual Effects
- VSFX 310 Matte Painting
 - VSFX Elective
 - VSFX Elective

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

school of film, digital media and performing arts minors

Concept Art for Games (Savannah)

Students in this minor conceptualize game characters and environments, illustrate these concepts, and create 3-D computer models suitable for a real-time environment.

- ITGM 120 Introduction to Interactive Design and Game Development
- SEQA 202 Drawing for Sequential Art
- ITGM 240 Modeling Materials and Lighting
- SEQA 311 Conceptual Illustration
- ITGM 333 Sculptural Texturing for Games
- SEQA 411 Advanced Conceptual Illustration
 - ITGM or SEQA Elective
 - ITGM or SEQA Elective

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

Dance (Savannah)

The dance minor is a rigorous and balanced course of study that includes dance movement, composition and history. Students are challenged to develop the tools of technique and utilization of movement and body to perform in a variety of dance genres. The dance minor gives students in any program of study the opportunity to train and develop dance and movement skills.

- MPRA 103 Introduction to Performance
- MPRA 210 Voice for Performance I
- DANC 205 Dance History
- DANC 213 Introduction to Ballet
- DANC 290 Dance Composition
 - 200-level DANC Elective
 - 200- or 300-level DANC Elective
 - 300-level DANC Elective

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

Technical Direction (Savannah)

The technical direction minor focuses on creation of film, animation or game effects artwork through the integration of custom computer software and technical skill. This interdisciplinary minor helps students utilize digital tools and problem-solving techniques to create the illusions of fire, smoke, water, realistic cloth, dynamic simulations and other digital effects that require innovative uses of technology.

VAFX 210 Digital 3-D Visual Effects*
ANIM 250 Digital Form, Space and Lighting*
ITGM 258 Modeling for Game Development*
MOME 401 3-D Motion Media Design*
TECH 311 Digital Materials and Textures
VAFX 312 MEL Scripting†
ITGM 315 C++ Programming I†
TECH 316 Digital Lighting and Rendering
VAFX 319 Programming Models and Shaders I
VAFX 419 Programming Models and Shaders II
TECH 420 Technical Direction for Compositing
— Elective‡

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

* Select one of these four courses.

† Select one of these two courses.

‡ Select from the following: ANIM 350 Advanced Character Set-up, ANIM 351 Advanced Digital Modeling, ANIM 411 Dynamic Simulation and Secondary Motion, ITGM 415 C++ Programming II, TECH 326 Motion Capture Technology, VAFX 160 Introduction to Visual Effects Programming, VAFX 350 Procedural Modeling and Animation, VAFX 419 Programming Models and Shaders II or VAFX 428 Particles and Procedural Effects

Vocal Performance (Savannah)

The minor in vocal performance provides strong theoretical and practical experiences for careers in vocal performance and entertainment. The minor challenges students to develop tools of technique through the study and exploration of a variety of vocal performance genres.

MUSC 140 Music Theory
MUST 220 Sight Singing
MUST 260 Musical Theater Repertoire I
MUST 350 Vocal Genre Performance I
MUST 411 Musical Scene Study*
MUST 412 Vocal Genre Performance II*
MUST 440 Auditioning for Careers in Vocal Music
— Elective†
— Elective‡

Total Course of Study 40 hours

Consult your faculty adviser in selecting elective courses. Some courses have prerequisites that may require additional credits to complete the minor. Consult course descriptions to ascertain prerequisites.

* Select one of these two courses.

† Select from the following: DANC 211 Introduction to Jazz Dance, DANC 212 Introduction to Modern Dance, MPRA 103 Introduction to Performance, MPRA 200 American Musical Theatre Survey, MPRA 210 Voice for Performance I, MPRA 211 Voice for Performance II, MPRA 330 Singing for the Actor, MUSC 240 Music Composition, MUST 210 Keyboard Fundamentals, MUST 360 Musical Theater Repertoire II, SNDS 201 Introduction to Sound Design.