Table of Contents

LaGrange College

Course Catalog - Digital Creative Media and Film

B.A. in Digital Creative Media and Film - B.A. in Digital Creative Media and Film

Type: Major

*REQUIREMENTS FOR DIGITAL CREATIVE MEDIA AND FILM MAJOR (**Total 120 hours**)*

- **Ethos (43*)**

*Fine Arts CORE Elective met by one of the following courses: ARTD 1151, 1152, 1153; MUSI 1100, 1101, 1105, 1107; THEA 1180, 1286

- **Interim Term (9)**
- **Free Electives (14)**
- **DCMF Foundations (15)**

ARTD 1151 — Drawing I (3)

MUSI 1100* — Music Fundamentals (3)

MUSI 2390 – Audio Engineering (3)

MUSI 3369 – New Media (3)

DCMF 2001–Fundamentals of Cinematography and Lighting

- **DCMF Electives (21 selected from the following list)**

ARTD 1152 2-D Design (3)

ARTD 1153 3-D Design (3)

ARTD 2224 Documentary Photography (3)

ARTD 3222 Digital Imaging (3)

ARTD 2281 Animation I (3)

ARTD 2282 Animation II (3)

ARTD 3281 Digital Ink and Paint (3)

ARTD 3282 Stop Motion Animation (3)

MUSI 1101 Theory 1 (3)

MUSI 1102 Theory 2 (3)

MUSI 1105/06 Applied (1 ea)

MUSI 3105/06 Applied (2 ea)

MUSI 1107/08 Ens. (1 each)

THEA 1180 Stagecraft (3)

THEA 1286 Makeup (3)

THEA 2110 Intro to Design (3)

THEA 2330 Script Analysis (3)

THEA 3385 Costume Design (3)

THEA 3390 Adv Stagecraft (3)

ENGL 3303 Advanced Composition (3)

ENGL 3306 Creative Writing Workshop (poetry) (3)

ENGL 3308 Creative Writing Workshop (fiction) (3)

MGMT 1101 Contemporary Business Issues (3)

MGMT 2200 Foundations of Business (3)

MGMT 4401 Foundations of Entrepreneurship (3)

- **DCMFAdvanced courses (18)**

    DCMF 3001 Audio Techniques for Film, Video & TV (3)

    DCMF 3002 Techniques of Video Production (3)

    DCMF 3003 Script Writing (3)

DCMF 4460 Production Project (3) – *junior or senior year, resulting in a public presentation of completed project*

    DCMF 4470 Internship (1-3)

DCMF 4488 Senior Capstone Project (3) – *seniors only, resulting in a public presentation of completed project*

ARTD 1151   **Drawing I (3)** Fall

A course in the fundamentals of perceptual drawing or drawing from observation. Topics include shading, line, perspective and composition.

MUSI 1100   **Music Fundamentals (3)** Fall

Provides an introduction to elementary music theory to build basic music competency. Topics include scales, key signatures, staff notation, clefs, rhythm, meter, intervals and general music terminology.

MUSI 2390   **Audio Engineering (3)** Fall

Classroom instruction in digital and analog audio engineering. Recording console operation, microphone placement and usage, mixing, tape based and hard disc recording, mastering, CD burning and trouble-shooting.

MUSI 3369   **New Media (3)** Spring

Advanced DAW operations for use in soundtrack development and manipulation, music for various con-temporary and commercial media, and hybrid Analog/Digital music applications. Introductory work with video editing, video effects processing, and video presentation.

Prerequisite: MUSI 2390 (Audio Engineering)

DCMF 3001   **Audio Techniques of Film, Video, and Television (3)**

This advanced Digital Creative Media and Film CORE course focuses on production and post-production techniques for audio as used in film and video production, TV, and in various digital media. These techniques include sound design, Foley, SFX, NAT sound, A.D.R., music layback, environmental synthesis, and digital encoding.

Prerequisite: MUSI 2390 Audio Engineering

DCMF 3002   **Techniques of Video Production (3)**

This advanced Digital Creative Media and Film core course focuses on the production and post-production techniques for the creation of short films, art films, music videos, industrial and corporate presentations, edu-tainment, and video documentation

Prerequisites: MUSI 3369 New Media and THEA 3381 Lighting Design

DCMF 3003   **Script Writing (3)**

This course is designed to introduce students to the fundamentals of writing for visual media. Students will concentrate on developing concepts and scripts for a variety

of specific audiences and formats including film, television, online, advertising and educational media.

THEA 3381   Lighting Design (3)

A study of the lighting design process. Students will apply the principles of design to lighting through intense practical assignments.

*Prerequisite:*THEA 2110 or ART 1151

DCMF 4470   Internship (1-3) Fall, Interim, Spring

A supervised, practical "real world" experience in a professional off-campus environment. May be repeated for credit.

DCMF 4460   Production Project (3)

This Production Project course will be taken in the junior or senior year and will result in the completion and presentation of a major creative work or works. Production teams will be formed from the enrolled students of this course that may also include collaborators, production assistants, and talent from outside the enrolled class. This course may be repeated for elective credit.

DCMF 4488   Capstone (3)

The Capstone course in Digital Creative Media will result in a public screening of selected final projects from the enrolled student that will be accompanied by a written defense. The DCMF faculty must approve the projects that are selected for presentation.

ELECTIVES FOR DCMF DEGREE, 21 HOURS MUST BE SELECTED FROM THE FOLLOWING LIST:

ART AND DESIGN

ARTD 1152   2-D Design (3) Spring

A study of the basic design elements and principles. Emphasis will be on creative problem solving and development of unified designs. A study of color theory and relationships is included.

ARTD 1153   3-D Design (3) Fall

This course in an introduction to making objects occupying a three-dimensional space. Students will become proficient with the terminology, methodology, tools, and techniques used in art making. Various materials will be introduced and used to

construct forms, which will function both aesthetically and structurally. Craftsmanship, creative thought, and the transformation of ideas into form will be emphasized.

ARTD 2224   Documentary Photography (3) Spring

A course in documentary photography in which the student is assigned projects to illustrate narrative issues relevant to contemporary social concerns utilizing both silver and digital-based materials. An introduction to the history of documentary photography and the study of the stylistic techniques of contemporary photojournalism will also be included.

ARTD 2281   Animation I (3)

Fall In this exercise-based course the student will develop the skills to create compelling animation through traditional techniques within a digital format. Special emphasis will be placed on familiarity and execution of the 12 Basic Principles of Animation. Students will be introduced to various forms of animation, the history of the art form, the industry, and the language of animation and film.

ARTD 2282   Animation II (3) Spring

In this exercise-based course the student will build upon skills and concepts from Animation I to strengthen their mastery of the art of animation.

Prerequisite: ARTD 2281 (Animation I)

ARTD 3222   Digital Imaging (3) Fall

A course dealing with the art of computer technology, with emphasis on photographic image manipulation. Emphasis will be placed on developing creative personal imagery. Access to a digital camera is necessary.

ARTD 3281 Digital Ink and Paint (3) Fall

The student will carry out exercises and develop a final project using Adobe Flash as a traditional animation coloring and animation system. Industry standards will be emphasized.

Prerequisite: ARTD 2281

ARTD 3282   Stop Motion Animation (3) Spring

The student will study different forms, methods and techniques of Stop Motion animation while learning to design, build and animate armature based Stop Motion models.

MUSIC

[MUSI 1101]   Theory 1 (3) Fall

This course focuses on basic elements of music theory and is designed to provide the student with an elementary understanding of music theory. Topics include: scales, key signatures, simple and compound meters, intervals, triads, and seventh chords. Some lab time will be de-voted to Internet music resources and notation using MuseScore. Other topics will include basic MAC computer skills, especially as they pertain to music theory and CAI in music theory.

Prerequisite: Theory Placement Exam

[MUSI 1102]   Theory 2 (3) Spring

Continuation of MUSI 1101. This course focuses on Diatonic Harmony and is designed to extend the student's elementary understanding of music theory. Topics include: elementary counter-point, elementary part writing, secondary dominants, secondary diminished seventh chords. Some lab time will be devoted to Internet music resources and notation using MuseScore. Other topics will include basic MAC computer skills, especially as they pertain to music theory and CAI in music theory.

Prerequisite: MUSI 1101

[MUSI 1105-1106]   Applied Lessons (1) Fall and Spring

Individual instruction in the student's choice of instrument or voice to develop technical proficiency, repertoire knowledge, and performance skills. May be repeated for credit.

Prerequisite: Audition and authorization by the chair

Section A – Voice

Section B – Piano

Section C – Organ

Section D – Guitar (Classical and Contemporary)

Section E – Percussion

Section F – Brass/Woodwinds

Section G – Composition

Section H – Strings

Section I - Saxophone

Section J – Flute

Section K - Trombone

[MUSI 1107](#)-[1108](#)   **Ensemble (0-1)** Fall and Spring

Performance organization(s) providing ensemble experience. May be repeated for credit. Performance ensembles may include LaGrange College Chamber Choir, LC Marching Band, LC Concert Band, LC Percussion Ensemble, and Guitar Ensemble.

Prerequisite: Audition or permission of Instructor.

[MUSI 3105](#)-[3106](#)   **Applied Lessons (2)** Fall and Spring

This course is a continuation of private instruction begun in MUSI 1105-1106 and may be repeated for credit.

Prerequisite: Audition and authorization by the Program Coordinator.

Section A – Voice

Section B – Piano

Section C – Organ

Section D – Guitar (Classical and Contemporary)

Section E – Percussion

Section F – Brass/Woodwinds

Section G – Composition

Section H – Strings

Section I - Saxophone

Section J – Flute

Section K –Trombone

THEATRE ARTS

[THEA 1180](#)   Stagecraft (3)

A course designed to provide the student with theoretical and working knowledge of technical theatre. An emphasis is placed on the fundamental techniques and processes used in theatre productions. Students work on a departmental production.

[THEA 1286](#) Makeup for the Stage (3)

A study in the theories and application of stage makeup. Topics may include corrective, old age, and character makeup, as well as prosthetics.

[THEA 2110](#) Introduction to Design (3)

This course introduces students to the fundamental elements of the design process, with emphasis on script analysis, visual communication, and creative expression.

THEA 2330 Script Analysis (3)

A study of major genres of dramatic literature designed to provide the director, actor, designer, dramaturge, and/or technician with basic guidelines for text analysis. Students develop and utilize skills to thoroughly analyze text.

THEA 3385   Costume Design (3)

A course that acquaints students with the basic skills needed to design theatrical costumes. Students will focus on research methods and rendering techniques to create a diverse portfolio of work.

Prerequisite: THEA 2110 or ARTD 1151

THEA 3390   Advanced Stagecraft (3)

Students will apply the principles of stagecraft to rigorous practical assignments intent on developing fine craftsmanship skills. This project-based course will provide opportunities for woodworking, metal work, and technical design.

Prerequisite: THEA 1180

ENGLISH   Prerequisite to the 3000 or 4000 level courses: ENGL 1102

ENGL 3303   Advanced Composition (3)

This course is open to all students, regardless of major, who are interested in producing nonfiction prose that is exemplary for its clarity and finesse. Providing each other with feedback in classroom workshops, students write an interview; a critique of the fine arts; a humor piece; a travel piece; a piece on science, technology, or sports; and a memoir.

ENGL 3306   Creative Writing Workshop (poetry) (3) Spring 2017

An advanced course in imaginative writing. Professional models studied, but student writing is emphasized.

ENGL 3308   Creative Writing Workshop (fiction) (3)

An advanced course in imaginative writing. Professional models studied, but student writing is emphasized.

BUSINESS

MGMT 1101 Contemporary Business Issues (3) On demand

Students will experience an introduction to current business topics using active learning and ethical reasoning skills. Students will be exposed to a variety of situations and cases that will encourage thinking like a business person.

MGMT 2200 Foundations in Business (3) Fall and Spring

The course provides an introduction to the functional areas of business as students work through a series of situations in a computer simulation. Working in teams, students problem-solve and make decisions in management, accounting, operations, and marketing that affect the viability of the BizCafe 129 coffee shop, thereby gaining insights into the opportunities and challenges that confront business owners.

MGMT 4401 Foundations of Entrepreneurship (3) Spring

A study of the application of the science of management to the development and management of the small business enterprise. Opportunities, characteristics, and problems with the small business will be evaluated. Students will be required to develop a business plan for a small business, and when possible, students will be given an opportunity to work on special projects with small businesses in the community. The class requires active participation by students in and out of the classroom.

Prerequisite: MGMT 2200

DCMF 2001 - Fundamentals of Cinematography & Lighting

This course is designed to give the student a broad and functional appreciation of image in film history and theory. Image capture techniques and practical applications of professional image production in the studio, as well as in the field, are presented in historical context using available resources in the DCMF facility.

Grade Basis: AL
Credit hours: 3.0
Lecture hours: 3.0

DCMF 3001 - Audio Techniques of Film, Video, and Television

This advanced Digital Creative Media and Film CORE course focuses on production and postproduction techniques for audio as used in film and video production, TV, and in various digital media. These techniques include sound design, Foley, SFX, NAT sound, A.D.R., music layback, environmental synthesis, and digital encoding.

Grade Basis: AL
Credit hours: 3.0
Lecture hours: 3.0

Prerequisites:

- [MUSI 2390](#) - Audio Engineering

DCMF 3002 - Techniques of Video Production

This advanced Digital Creative Media and Film core course focuses on the production and postproduction techniques for the creation of short films, art films, music videos, industrial and corporate presentations, edu-tainment, and video documentation

Grade Basis: AL
Credit hours: 3.0
Lecture hours: 3.0

Prerequisites:

- [MUSI 3369](#) - New Media

DCMF 3003 - Script Writing

This course is designed to introduce students to the fundamentals of writing for visual media. Students will concentrate on developing concepts and scripts for a variety of specific audiences and formats including film, television, online, advertising and educational media.

Grade Basis: AL
Credit hours: 3.0
Lecture hours: 3.0

DCMF 4460 - Production Project

This Production Project course will be taken in the junior or senior year and will result in the completion and presentation of a major creative work or works. Production teams will be formed from the enrolled students of this course that may also include collaborators, production assistants, and talent from outside the enrolled class. This course may be repeated for elective credit.

Grade Basis: AL
Credit hours: 3.0
Lecture hours: 3.0

DCMF 4470 - Internship

A supervised, practical "real world" experience in a professional off-campus environment. May be repeated for credit. This course may be taken for 1-3 credit hours.

Grade Basis: AL

Credit hours: 1.0
Lecture hours: 1.0

Restrictions:

- Fall, Interim, Spring

DCMF 4488 - Capstone

The Capstone course in Digital Creative Media will result in a public screening of selected final projects from the enrolled student that will be accompanied by a written defense. The DCMF faculty must approve the projects that are selected for presentation.

Grade Basis: AL
Credit hours: 3.0
Lecture hours: 3.0

Last updated: 03/01/2021

LaGrange College
601 Broad Street
LaGrange, GA 30240
706-880-8000