MEDIA ARTS (MART)

MART 100 - Fundamentals of Esports. 1 Credit.
(R-4) Offered every term. Class meets on Mountain Campus in the U.C. Game Room. Explore the basics of various esports including rules, concepts, strategies, and mechanics. Semester concludes with a gaming tournament. Students must bring their own headset for team play. Graded Credit/No Credit based on participation and attendance policy. Students may include up to, but not more than, 4 credits earned in MART 100 and all other ACT 100-179 activity courses in the total number of credits required for graduation.

MART 101L - Intro to Media Arts. 3 Credits.
Offered autumn and spring. How do narrative and literary techniques manifest themselves in the media arts? Using the language of film as a starting point, students analyze storytelling through various media, including movies, television, the Internet, animation and video games.
Gen Ed Attributes: Literary & Artistic Studies

MART 112A - Introduction to Film Editing. 3 Credits.
Offered autumn and spring. Study of the history, process and philosophy of narrative film/video editing.
Gen Ed Attributes: Expressive Arts

MART 120 - Creative Coding I. 3 Credits.
Offered autumn and spring. This course focuses on the fundamentals of programming and its connection to the creative and expressive possibilities of media art. Visual and scripting languages provide the foundation by which stories and games are created.

MART 189 - Esports Team. 1-4 Credits.
(R-4) Students may include up to but not more than 4 credits earned in ACT/ACTV/HHP 100-299 or MART 100/189 activity courses in the total number of credits required for graduation. Students graded Credit/No Credit based on participation and a strict attendance policy.

MART 191 - Special Topics. 1-6 Credits.
(R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

MART 201H - History of Digital Arts & Culture. 3 Credits.
Offered every term. This course places current digital technologies within a historical context in order to understand and articulate how the digital world in which we live, and the tools with which we create, are connected to people, cultures and times before the latest innovations were even conceived. This knowledge will prepare students to engage with creative professionals across areas of expertise and to have a broader sense of their lives as citizens in a globally and historically connected world.
Gen Ed Attributes: Historical Studies

MART 210 - Creation of Media Story. 3 Credits.
Offered autumn. Media Arts majors only. Preparatory to writing in visual story forms (screenplay, animation, games) students immerse themselves in writing and drawing improvisations through journaling and short project creation.

MART 214 - Digital Publishing & Design. 3 Credits.
Offered autumn. Offered at Missoula College. A comprehensive foundation of layout and design principles to integrate digital media essential for effective print-based and web-based business publications.

MART 220 - Creative Coding II. 3 Credits.
Offered intermittently. Prereq., MART 120. Building on the techniques, theory, and skills acquired in Creative Coding I, students create artworks and experiences focusing on physical computing. These include, but not limited to: Raspberry Pi, Arduino, Virtual Reality and Augmented Reality.

MART 232 - Interactive Web II. 3 Credits.
Offered autumn and spring. Offered at Missoula College. Provides a background and foundation skills required for designing and implementing Web sites for public and private organizations. Marketing and design techniques are applied using state-of-the-art software.

MART 245 - Sound Production & Design Fundamentals. 3 Credits.
Offered every semester. Sound Production & Design Fundamentals introduces students to the fields of sound production, sound design, audio technology, and sonic art. This course is intended as a foundation course to create shared terminology, skill sets, aesthetics, and techniques for students to utilize as they take additional sound design, sonic art, or audio courses within the School of Visual and Media Arts (SVMA) or larger College of the Arts and Media (CAM). This course includes the study of notable examples in sound art/design, music, intermedia, and installation. Starting with listening, students will examine the practices and innovations that led to the most current ideas about sound art and sound design and from there develop contemporary analytical methods for exploring sound as a creative medium. Additionally, students will apply this knowledge to the creation of their own sonic art works.
Gen Ed Attributes: Expressive Arts

MART 255 - Photoshop: Art and Design. 3 Credits.
Offered spring. This project-based course explores a variety of design principles and techniques through Adobe Photoshop.

MART 256 - Illustrator: Vector and Layout Design. 3 Credits.
Offered every term. An introduction to the basic principles and techniques of still image design and manipulation using Adobe Illustrator, the industry leading application for creating vector-based content. This project-based course demystifies the powerful Illustrator toolsets and workspace and enables students to actualize their ideas by helping them to develop an efficient production process. No prerequisites required.

MART 291 - Special Topics. 1-6 Credits.
(R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

MART 292 - Independent Study. 1-6 Credits.
(R-6) Offered intermittently. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student.

MART 300 - Visions of Film. 3 Credits.
Offered spring. Study of major film theories that led to the constitution of visual film language and their application in contemporary film narrative and direction.
Gen Ed Attributes: Writing Across the Curriculum

MART 302 - Intro to Motion Design. 3 Credits.
Offered autumn and spring. Prereq., Art and Media Arts majors only. This project-oriented course will introduce students to the basic technical and aesthetic components of digital motion design and 2D animation using the industry standard software programs Photoshop and After Effects.

MART 303 - 3D Modeling for Game Design. 3 Credits.
This course is an introduction to theories and skills in developing 3D assets and environments for game design and interactive media. 3D modeling covers the fundamentals and workflows from concepts to creation in covering 3D design, modeling, lighting, texturing, rendering, character creation, rigging and leading up to animation. 3D modeling acts as a foundation for many forms of digital image creation and courses offered at the University of Montana such as animation, game development, and other media arts courses. The goals of this course is to develop the conceptual and cultural theories as well as the technical skills of 3D modeling. The course primarily focuses on Blender, it will also overlap with game engines such as Unreal and Unity and touch upon other various industry software, workflows and topics such as UV mapping, texturing, AI, technical art, procedural and parametric design.

MART 304 - Modern Horror Film. 3 Credits.
Offered autumn and spring. This class explores the changing landscape of the horror film since 1960, studying the genre and its sociological importance through the language of cinema.

MART 305 - 3D Animation I. 3 Credits.
Offered autumn. Prereq., Art and Media Arts majors only. This course is an introduction to fundamental concepts, principles, and practices of 3D digital modeling with Maya. Students will develop 3D modeling techniques, including production of geometric and organic objects. Through lectures, tutorials, in-class exercises and projects, students will be exposed to various techniques that may be used for innovative and artistic content such as filmic animation and compositing.

MART 325 - Introduction to Animation. 3 Credits.
Offered spring. Restricted to majors in Art, Media Arts, and Game Design and Interactive Media. Introduction to two-dimensional digital animation, focusing on character and motion design animation fundamentals including: cell animation (frame by frame), motion-tweening, working with keyframes and motion paths, moving elements on a 2D stage, object choreography, and text animation.

MART 327 - Intro to Cinematography. 3 Credits.
Offered spring. Prereq., Art and Media Arts majors only. Study of digital cinematography including color theory, composition, lens choice, continuity, camera movement/support, lighting for film and video, and grip in both studio and location situations.

MART 330 - Principles of Sound Design. 3 Credits.
Offered autumn. Prereq., Art and Media Arts majors only. Introduction to fundamental concepts, principles and practices of digital sound recording and editing in order to establish a common aesthetic and technical language necessary to develop quality audio design.

MART 336 - Directing the Fiction Film. 3 Credits.
Offered autumn. Prereq., Art and Media Arts majors only. Developing, directing and editing a five to seven minute fiction movie. In depth work on creation of shooting script, casting, work with actors and location work. Emphasis on collaborative process and diligence and preparation in all levels of production.

MART 340 - Principles of Interactive Media. 3 Credits.
Offered autumn and spring. Prereq., MART 120 and Art and Media Arts majors only. Introduction to interactive theory and art. This course is designed to help students gain the skill sets necessary to successfully create work in the constantly evolving arts environment. Installation-based works. Uses code and material.

MART 341 - Introduction to Web Design. 3 Credits.
Offered every term. Prereq., MART 120. Students will gain necessary skills in this introduction to the fundamentals of website structure, content design and navigation. Areas of focus will be directory structure, visual design, user navigation, audio/video integration and domain management. This course is open to all university students and geared to non-majors.

MART 342 - Art & Science of Interactive Games. 3 Credits.
Offer every term. Online course. This class is an introduction to the technological achievements and artistic and social impacts involved with the development of interactive games. It will cover the evolution of the gaming profile and the advanced visual, sonic and narrative properties that make interactive games the explosive growth industry that is today.

MART 345 - Sound for Film. 3 Credits.
Offered spring. This course is targeted at the Digital Filmmaking student and introduces fundamental concepts, principles and practices of digital location sound recording and post-production editing to picture in order to establish a common aesthetic and technical language.

MART 352 - Writing for TV. 3 Credits.
Writing for TV builds on the principles, theory, and practice of dramatic writing to engage in the specific techniques of screenwriting for television. Students will learn the unique format of writing for TV, analyze professional examples, develop original concepts, refine characters, write an original pilot episode, workshop their script pages in class, and practice pitching their series.

MART 360 - History, Ethics, and Theory of Games. 3 Credits.
This theoretically based course explores a different aspect of gaming as it pertains to the history, the various theories, and the ethics surrounding gaming. As a seminar course, students gain an understanding of how gaming has evolved as well as the theory behind what makes games effective and the ethical questions that game developers face. Students will also gain experience examining the most current research in this area.

MART 361 - Serious Games. 3 Credits.
This theoretically based course explores a different aspect of gaming as it pertains to serious games. As a seminar course, students gain an understanding of the serious gaming environment used in professional education and simulations. Students will also gain experience examining the most current research in this area.

MART 362 - Game Development. 3 Credits.
Offered fall. This is a fully online class with an optional synchronous component where students share ideas, collaborate, and create a fully functioning game throughout the semester with the potential of creating something for a full year with the intent of deploying it to a store. This course includes presentations from industry experts, game design principles, software engineering best practices, project management, and testing. Teams will work through hackathon challenges together and create projects for distribution.

MART 370 - Introduction to Immersive Media - Augmented and Virtual Reality. 3 Credits.
Offered autumn. Students will be introduced to immersive media through developing their own augmented and virtual reality experiences.

MART 391 - Special Topics. 1-12 Credits.
(R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

MART 392 - Independent Study. 1-6 Credits.
(R-12) Offered intermittently. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student.

MART 395 - Practicum I. 3 Credits.
Offered every term. This course offers the student the opportunity to apply their media arts skill sets and techniques to a variety of professional level projects that include movies, web site design, and still image design.

MART 398 - Internship. 1-6 Credits.
(R-6) Offered intermittently. Prereq., consent of department. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (198, 298, 398, 498) may count toward graduation.

MART 416 - Production Studio I. 3 Credits.
Offered autumn. Prereq., Art and Media Arts major. Students create storyboards/previsuals, idea sketches and writing synopses, as well as identity and promotion of what will become finished works. Projects begun here will be continued in MART 457. Level: Undergraduate-Graduate

MART 420 - Sonic Programming. 3 Credits.
Offered autumn. Prereq., MART 120. This course merges skills and technique of creative coding with the creation of sonic art works. The majority of the class is focused on the creation of dynamic sound-based art works, and the application of concepts from interactive theory and interactive systems. Level: Undergraduate

MART 432 - Techniques of Film Scoring. 3 Credits.
Offered intermittently. Prereq., MART 332. Focuses on the role of music in movies and expands upon the work accomplished in MART 332. It covers composition, orchestration, and harmonic techniques and integrates these with the elements of dramatic action. Students will work with media arts film students to actualize these techniques by creating original film scores of short scenes. The course will include a student project gallery, a peer review area, downloadable videos specific to the curriculum and a wide variety of online resources applicable to the subject matter. Level: Undergraduate

MART 436 - Producing. 3 Credits.
Offered intermittently. Students take on the creative role of the producer in making narrative films. The class covers everything from script choice and analysis through hiring, casting, budgeting, and all of the steps from pre-production to post-production in the delivery of a completed project. Included are guest lectures from industry professionals in key areas of the filmmaking profession. Level: Undergraduate

MART 440 - Technology and Interactive Media Design. 3 Credits.
Offered spring. Prereq., MART 340 and Art and Media Arts majors only. Advanced interactive media design class that builds on the foundation of principles taught in MART 340. Level: Undergraduate

MART 441 - Web Technologies. 3 Credits.
Offered autumn and spring. This online advanced web technologies course explores client-side scripting using HTML, CSS, JavaScript, and JQuery. Through the creation of complex interactive functions and user experiences students gain an understanding of the overall environment of web design technologies and a more integrated set of web design skills. Level: Undergraduate

MART 445 - Sound for Digital Media. 3 Credits.
Offered spring. Prereq., Art and Media Arts majors only. This course is targeted at the Integrated Digital Media student and introduces fundamental concepts, principles and practices of digital sound recording and editing. This will enable students to expand their aesthetic by integrating their sonic and visual creative work. Level: Undergraduate-Graduate

MART 450 - Topics in Film & Media Studies. 3 Credits.
Offered autumn and spring. Restricted to Art, Media Arts, and Game Design & Interactive Media majors. Research and exploration of contemporary film, video, digital art and design. Focus on areas of student research both in commercial and non-commercial venues and styles. Level: Undergraduate
Gen Ed Attributes: Writing in the Disciplines

MART 455 - Visions of Documentary Film. 3 Credits.
Offered spring. Prereq, Art and Media Arts majors only. Class focuses on the study of different works of documentary filmmaking as well as the processes needed to succeed in the world on non-fiction storytelling. While studying films students will prepare and complete a short documentary film piece of their own. Level: Undergraduate

MART 457 - Production Studio II. 3 Credits.
Offered Spring. Prereq., Art and Media Arts Major. This course covers the principles and techniques of finishing projects. Students will focus on advanced rendering tools, prototype testing, installation and final performances, refined editing/titles/credits, enabling students to leave with a well polished finished project. Level: Undergraduate-Graduate

MART 460 - Game Engines. 3 Credits.
This game programming course explores different game engines including but not limited to the Unity and Unreal Game Engines. Through multiple design and programmatic experiences, students gain an understanding of the overall game programming environment and their technologies. Level: Undergraduate-Graduate

MART 461 - Web Server Technologies. 3 Credits.
This advanced web technologies course explores server-side programming including but not limited to ASP.NET, C#, SQL Server, PHP, and MySQL. Through the creation of complex back end interactions and user experiences, students gain an understanding of the overall environment of web programming technologies and a better understanding of the web stack. Level: Undergraduate-Graduate

MART 462 - Mobile Game Programming. 3 Credits.
This mobile game programming course explores different mobile game platforms and languages including but not limited to Android Studio with Java and Kotlin, XCode with Swift and Objective-C, and Visual Studio with Xamarin. Through many design and programmatic experiences, students gain an understanding of the mobile game programming environment and their technologies. Level: Undergraduate-Graduate

MART 463 - Game Studio. 3 Credits.
Offered spring. Game Studio is a fully online class with an optional synchronous component where students share ideas, collaborate, and create a fully functioning game throughout the semester with the potential of creating something for a full year with the intent of deploying it to a store. This course includes presentations from industry experts, game design principles, software engineering best practices, project management, and testing. Teams will work through hackathon challenges together and create projects for distribution. Level: Undergraduate-Graduate

MART 470 - Advanced Acting for Film I. 3 Credits.
Offered spring. Prereq., THTR 320 or consent of instructor. This studio class builds on the techniques of basic realistic acting, adding processes that prepare students to work in the world of filmmaking. Level: Undergraduate-Graduate

MART 480 - Professional Portfolio. 3 Credits.
Offered spring semester. This course focuses on preparing students for the transition between academic and professional environments in the media industry. Students have spent the past few years building a robust body of work, which they will now polish and package through creative branding and design. Guest lectures and interviews will provide insight into current industry standards, professional workflow, and entering the creative workforce. Students should leave this course with all the materials they need to enter the professional world. Level: Undergraduate

MART 491 - Special Topics. 1-12 Credits.
(R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics. Level: Undergraduate-Graduate

MART 492 - Independent Study. 1-6 Credits.
(R-12) Offered intermittently. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student. Level: Undergraduate-Graduate

MART 495 - Practicum II. 3 Credits.
Offered every term. This course offers the student the opportunity to apply their media arts skill sets and techniques to a variety of professional level projects that include movies, web site design, and still image design. Level: Undergraduate-Graduate

MART 498 - Internship. 1-6 Credits.
(R-6) Offered intermittently. Prereq., consent of department. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (198, 298, 398, 498) may count toward graduation. Level: Undergraduate

MART 499 - Senior Project. 3 Credits.
(R-9) Offered spring and fall. Restricted to students in the Arts and Media Arts majors. This capstone course gives the student an opportunity to create an integrated senior project which brings together all of the elements of their course of study. Level: Undergraduate

MART 500 - Core Research: Practice-Led Research in Arts and Technology. 3 Credits.
Offered intermittently. This course explores the relationship between aesthetics and the emerging capabilities of arts and technology. This relationship will be explored through consideration of the reciprocal relationship between research and art. Students will be pushed to explore how practice-led research, research-led practice, and practice-based research methods may influence their own creative practice. They will also consider how creative practice and associated research methods create new novel knowledge and how this may contribute individual communities and the world at large. Level: Graduate

MART 510 - Core Research: Creative Process and Story. 3 Credits.
Offered fall. This course breaks apart creative process models through exercises in writing and drawing. Students also critically engage with essays on the narrative processes of different writers, filmmakers and artists. Level: Graduate

MART 514 - Research in Film Design and Technology. 1-6 Credits.
(R-12) Offered fall and spring. Development of specific technical and artistic skills in design of visual and/or audio work involved in filmmaking processes. Level: Graduate

MART 515 - Research in Digital Post-Production. 1-6 Credits.
(R-12) Offered fall and spring. Development of specific technical and artistic skills in post-production editing and effects work for filmmaking. Level: Graduate

MART 520 - Core Research: Peer Teaching. 2 Credits.
This graduate seminar is designed for prospective graduate teaching assistants and will cover techniques and best practices for both in-class and online delivery. Level: Graduate

MART 525 - Compositing Applications II. 4 Credits.
Offered spring. This course expands upon the work begun in MAR 524 and culminates in a semester end public presentation. Level: Graduate

MART 530 - Core Research: Professional Presentation. 3 Credits.
The purpose of this class is to develop a foundation for your professional media arts practice, to prepare you for seeking career, exhibition, and public presentation opportunities in the field. Level: Graduate

MART 578 - Graduate Studio. 1-6 Credits.
(R-18) Offered every semester. Each semester students work on individual projects under the supervision of a faculty mentor. Each year begins and ends with a faculty and peer review of projects in progress. Level: Graduate

MART 580 - Principals of Cinematography. 4 Credits.
Offered autumn. Intermediate study of digital cinematography including color theory, composition, lens choice, continuity, camera movement/support, lighting for film and video, and grip in both studio and location situations. Level: Graduate

MART 586 - Research in Screenwriting. 1-6 Credits.
(R-12) Offered fall and spring. Research through Individual work on fiction screenplay, either short of long form. Level: Graduate

MART 587 - Research in Multi-plot and Serial Screenwriting. 1-6 Credits.
(R-12) Offered fall and spring. Development of screenplays for game design or serial writing for television.

MART 590 - Research. 1-12 Credits.
(R-12) Offered intermittently. Directed individual research and study appropriate to the back ground and objectives of the student. Level: Graduate

MART 591 - Special Topics. 1-6 Credits.
(R-12) Offered every term. This course offers the graduate student the opportunity to expand their media arts skill sets and techniques by working on a variety of professional level projects that include movies, web site design, and still image design. Level: Graduate

MART 592 - Independent Study. 1-6 Credits.
(R-12) Offered autumn and spring. Course material appropriate to the needs and objectives of the individual student. Level: Graduate

MART 595 - Graduate Practicum. 1-6 Credits.
(R-12) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, and one-time offerings of current topics. Level: Graduate

MART 598 - Internship. 1-6 Credits.
(R-6) Offered intermittently. Prereq., consent of department. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (198, 298, 398, 498) may count toward graduation.

MART 601 - Final Portfolio Research. 3 Credits.
Offered spring. Investigation into subjects relevant to the development of the students Final Portfolio work. Application of qualitative research techniques, with a research presentation or paper due at the end of the semester. Level: Graduate

MART 680 - Film Directing IV. 4 Credits.
Offered spring. Prereq., MART 578. Continued advanced work in directing, including the completion of a short film. Level: Graduate

MART 687 - Final Portfolio I. 1-12 Credits.
Offered autumn. Ongoing production and content work relating to thesis projects. Level: Graduate

MART 688 - Media Practicum. 3 Credits.
(R-12) Offered fall and spring. Pursuit of Practical Experience in Media Arts projects both personal and Professional. Level: Graduate

MART 691 - Special Topics. 1-8 Credits.
(R-24) Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics. Level: Graduate

MART 695 - Professional Practices. 1-6 Credits.
(R-6) Offered every term. Work outside of program in an area of professional interest. Level: Graduate

MART 698 - Internship. 1-6 Credits.
(R-6) Offered intermittently. Prereq., consent of department. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (198, 298, 398, 498) may count toward graduation.

MART 699 - Final Portfolio II. 1-12 Credits.
Offered spring. Final work on thesis portfolio. Approval by the student's thesis committee is required for graduation. Level: Graduate