

EMERGING MEDIA ARTS

Description

The emerging media arts major fuses the principles of great storytelling with emerging media technologies. Through project-based courses, students explore the frontiers of media art in all its forms. The degree prepares students to build careers as practitioners of narrative-driven creativity using traditional and emerging media.

Graduates will enter the working world prepared to pursue an array of professional fields, with the tools to discern and exploit the latest media technologies and processes. Students are prepared for careers as creative thought leaders, equipped with tangible skills in collaboration, entrepreneurship, design, and computational processes. This depth of experience allows the student to chart career paths in traditional media forms and whatever comes next.

Degree at a Glance

<i>ACE Requirements</i>	30
Some ACE outcomes may be satisfied by courses taken for other requirements	
<i>Core Requirements</i>	42
<i>Emerging Media Arts Electives</i>	24
<i>Transdisciplinary Specialization</i>	9
<i>Electives</i>	15
Total Credit Hours	120

Admission

Students must apply for admission to the emerging media arts program by completing an application, which includes references, a resume, and examples of creative work. This application applies to both new students and transfer students. Those who are applying for transfer into the program must complete the application and provide grade transcripts demonstrating a 3.0 current and cumulative GPA or higher. Students should visit the Johnny Carson School of Theatre and Film website for information and application procedures.

After the application materials have been reviewed by the faculty, students will be notified of their acceptance status. Once admitted, a student must maintain a 3.0 cumulative GPA from that point forward and complete a portfolio review during the sophomore year. Admission to the emerging media arts major is highly competitive; the Johnny Carson School of Theatre and Film reserves the right to limit the total number of students accepted to the program.

College Requirements

College Admission

Requirements for admission to the Hixson-Lied College of Fine and Performing Arts are consistent with general University admission requirements. These include:

- English (4 units)
- Mathematics (4 units)
- Social studies (3 units)
- Natural sciences (3 units)
- Foreign language (2 units)

NOTE: One unit equals one year of high school credit.

One of the following performance standards must also be met:

New Freshmen: Minimum ACT 20 (composite), minimum SAT 950 (combined), or rank in top half of high school graduating class.

Transfer and Readmit Students: Completed 12 or more semester credits from a post-secondary institution with a minimum cumulative 2.0 GPA and 2.0 GPA during the last semester of record at the time of application. (Emerging media arts majors: minimum cumulative 3.0 GPA and 3.0 GPA during the last semester of record at the time of application.)

International Students: Minimum TOEFL 70 (Internet) or 523 (paper).

Individual departments may have higher standards for acceptance into the different degrees and options. Please check with the individual departments for these standards.

Auditions/Portfolio Reviews

Auditions are required for admission to the Glenn Korff School of Music for music, music education, and dance majors. Auditions are also required for admission to the Johnny Carson School of Theatre and Film for the acting major. A separate application and portfolio review are required for acceptance into all other programs in the Johnny Carson School of Theatre and Film.

Admission Deficiencies/Removal of Deficiencies

Students who are admitted through the Admission by Review process with core course deficiencies will have certain conditions attached to their enrollment at Nebraska. These conditions are in this catalog under "Removal of Deficiencies."

Students with one deficiency, two deficiencies but not in the same category, or two deficiencies in a world language who receive a Deferred Admission or Admission by Review, may be considered for admission to the college. Students who are admitted through the Admission by Review process with core course deficiencies will have certain conditions attached to their enrollment at Nebraska. These conditions are explained under Admission to the University, Removal of Deficiencies in this catalog.

College Degree Requirements

College General Education Requirements

World Languages/Language Requirement

The language requirement serves to help students gain a working familiarity with a language and a culture other than their own.

All students pursuing bachelor of arts or bachelor of music degrees are required to complete the intermediate level in one world language. The language requirement is fulfilled by the completion of the 4th level of a single language (either in high school or in college). Language study at UNL is currently available in Arabic, Chinese, Czech, French, German, Greek, Japanese, Latin, Russian, Spanish, and American Sign Language. Courses offered at UNL that complete the sequence include: ARAB 202, CHIN 202, CZEC 202, FREN 202 or FREN 210, GERM 202, GREK 301 & GREK 302, JAPN 202, LATN 301 & LATN 302, SLPA 202, SPAN 202 or SPAN 210 or SPAN 300A.

NOTE:

- A student who has completed the fourth-year level of one world language in high school is exempt from the language requirement.

- A student whose language proficiency is not reflected on a transcript may demonstrate proficiency of the intermediate level through assessment with the Department of Modern Languages and Literatures. (Greek, Latin, and American Sign Language are not included in this process.) Report of the results will be made to the academic advisor for consideration of a waiver of the language requirement without credit toward the degree.
- International and domestic students whose first language is not English will be exempt from the requirement without credit toward the degree based on documentation of previous study.

Minimum Hours Required for Graduation

A minimum of 120 semester hours of credit is required for graduation from the Hixson-Lied College of Fine and Performing Arts. Students in the College are required to maintain a minimum current and cumulative GPA of 2.0. Individual departments may require a higher current and cumulative GPA.

Grade Rules

C- and D Grades

The College will accept no more than 15 semester hours of grades lower than C (includes C-, D+, D, and D- grades) from schools outside of the University of Nebraska system.

Courses with grades lower than C—either those earned at Nebraska or transferred from other schools—cannot be applied toward requirements in a major, but may be applied toward total hours and other requirements that do not have a minimum grade threshold.

Pass/No Pass

University regulations for the Pass/No Pass privilege state: The Pass/No Pass option is designed to be used by a student seeking to expand his/her intellectual horizons by taking courses in areas where he/she may have minimum preparation without adversely affecting his/her grade point average.

- Neither the P nor the N grade contribute to a student's GPA.
- P is interpreted to mean C or above. Some professional education courses require a C+ or above.
- A change to or from Pass/No Pass may be made until mid-term (1/2 of the course).
- The Pass/No Pass or grade registration cannot conflict with the professor's, department's, college, or University policy governing grading option.
- Prior to the mid-term deadline, changing to or from the Pass/No Pass requires using the MyRED system to change the grading option or filing a Schedule Adjustment Form with Husker Hub in the Canfield Administration Building. After the mid-term deadline, a student registered for Pass/No Pass cannot change to a grade registration unless the Pass/No Pass registration is in conflict with a professor's, department's, college, or University policy governing Pass/No Pass.
- The Pass/No Pass grading option cannot be used for the removal of C- or D or F grades.

Pass/No Pass privileges in the Hixson-Lied College of Fine and Performing Arts are extended to students according to the following additional regulations:

- Pass/No Pass hours can count toward fulfillment of ACE requirements up to the 24-hour maximum.
- Students may not elect to take courses on a Pass/No Pass basis to fulfill degree requirements in the major. Departments may allow up

to 6 hours of Pass/No Pass to be taken in the minor offered by the Hixson-Lied College of Fine and Performing Arts.

- Departments may specify that certain courses can be taken only on a Pass/No Pass basis.
- The College will permit no more than a total of 24 semester hours of Pass/No Pass grades to be applied toward degree requirements. This total includes all "pass" grades earned at Nebraska and other schools.

Individual departments vary in their policies regarding Pass/No Pass hours as applied to the major and minor. Consult the individual departmental listings for these policies.

GPA Requirements

Students are expected to maintain a minimum 2.0 grade point average each semester. Some programs within the College may have higher GPA requirements to keep in good academic standing.

Transfer Credit Rules

Ordinarily, hours earned at an accredited college are accepted by the University. The College, however, will evaluate all hours submitted on an application for transfer and reserves the right to accept or reject any of them. The maximum number of hours the University will accept on transfer from a two-year college is 60.

Students wishing to include credits transferred from another institution in their program of study must submit a transcript to the Office of Admissions. **Students who have previously had transfer credits evaluated in another University of Nebraska—Lincoln college must have the credits reevaluated upon entering the Hixson-Lied College of Fine and Performing Arts.**

All transfer students must complete the Residency Requirement (see "Residency Requirement"), and at least 9 hours in the major field must be completed at the University regardless of the number of hours transferred.

The Hixson-Lied College of Fine and Performing Arts will accept no more than 15 semester hours of D grades from schools other than UNO or UNK. All grades may be transferred from UNO or UNK. However, transfer courses within a student's major or minor will be evaluated by that unit and held to the same minimum grade standards as courses taken at the University of Nebraska—Lincoln.

The applicability of transfer credits toward major requirements is determined by the school offering the major. Requests for waiver or substitution involving courses not offered by the student's home school must have the approval of the appropriate University of Nebraska—Lincoln department.

Transfer Credit from Foreign Institutions

Credit for courses taken at foreign universities and colleges will be transferred only after validation by the appropriate department. This evaluation may include examination of the student over subject matter studied at the foreign institution.

International Baccalaureate Credit

Students who have studied art, music, or theatre within the International Baccalaureate Program will be given credit for courses at the University of Nebraska—Lincoln according to the guidelines established by each academic unit. Contact the department office for specific course information.

Course Level Requirements

Upper-Level Requirement: Thirty of the 120 semester hours of credit must be in courses numbered above 299.

Residency

Students must meet either of the following residency qualifications:

- At least 30 of the last 36 hours of credit must be registered for and completed while enrolled at the University of Nebraska–Lincoln.
- A total of 90 credits must be registered for and completed while enrolled at the University of Nebraska–Lincoln.

Credit earned during education abroad may be used toward degree requirements if students participate in prior approved programs and register through the University of Nebraska–Lincoln. Credit awarded from an institution other than Nebraska will be subject to transfer credit and residency rules.

Experiential Learning Requirement

All undergraduates in the Hixson-Lied College of Fine and Performing Arts must complete an Experiential Learning (EL) designated course.

ACE Requirements

All students must fulfill the Achievement Centered Education (ACE) requirements. Information about the ACE program may be viewed at ace.unl.edu (<https://ace.unl.edu>).

Catalog Rule

Students who first enroll at Nebraska under the 2025-2026 Undergraduate Catalog must fulfill the requirements stated in this catalog or in any other catalog which is published while they are enrolled in the College, provided the catalog they follow is no more than ten years old at the time of graduation. A student must, however, meet the requirements from one catalog only rather than choosing a portion from one catalog and the remainder from another.

Exception: Students pursuing any degree in the Glenn Korff School of Music who fail to take at least one course that will fulfill their major requirements during a 12-month period must re-audition. They will then move to the catalog in effect at that time.

Students who have transferred from a community college may be eligible to fulfill the requirements as stated in the catalog for an academic year in which they were enrolled at the community college prior to attending the University of Nebraska-Lincoln. The decision to utilize a previous catalog should be made in consultation with academic advisors and must be requested within the first two semesters of enrollment after transferring. Students must complete all degree requirements from a single catalog year and within the time frame allowable for that catalog year.

Eligibility to use a prior catalog is dependent upon:

- Admission to the university as a transfer student
- Enrollment at a community college during the catalog year being used
- Continuous enrollment at the previous institution for one academic year or more

- Proceeding to enrollment at the University of Nebraska-Lincoln within one calendar year from the last enrollment at the previous institution
- Maintaining the same major after the admission process

Learning Outcomes

Graduates of emerging media arts will be able to:

1. Develop fluency in the techniques and technologies of digital art and design, interactive and immersive media, cinematic media, and storytelling.
2. Demonstrate familiarity with computation and creative coding and its application to the creation of emerging media art forms.
3. Understand and apply the core concepts of storytelling across traditional and emerging media arts platforms.
4. Develop an understanding of goal-centric collaboration and creative development through project-based learning.
5. Understand and apply best practices in emerging media production workflows.
6. Acquire working knowledge of entrepreneurial practices applicable to emerging media business model development.
7. Expand their knowledge in disciplines beyond emerging media arts and understand how emerging media arts can be applied to storytelling in these disciplines.

Major Requirements

Core Requirements

Core Courses

EMAR 99	Ignite: Undergraduate Colloquium (4 semesters required)	0
EMAR 110	Story Lab I	3
EMAR 111	Story Lab II	3
EMAR 120	Games, Play and Performance	3
EMAR 140	Visual Expression Studio I	3
EMAR 141	Visual Expression Studio II	3
EMAR 160	Computation and Media Studio I	3
EMAR 161	Computation and Media Studio II	3
EMAR 220	History of Media Arts	3
EMAR 243	Introduction to Game Engines	3
EMAR 251	Sound Lab	3
EMAR 330	World Ready	3
EMAR 479	Capstone Project in Emerging Media Arts	3
PHIL 107	Ethics of Emerging Media Arts	3
Credit Hours Subtotal:		39

Entrepreneurship Elective

Select 3 credits from:		3
EAEP 101	Exploring the Entrepreneurial Mindset (+1 credit of EAEP 300, 301, 302)	
ENTR 121	Introduction to Entrepreneurship and Innovation	
ENTR 321	Foundations of Entrepreneurship	
Credit Hours Subtotal:		3

Total Credit Hours **42**

Emerging Media Arts Electives

Complete an additional 24 credits of coursework with the EMAR subject code.

Transdisciplinary Specialization

Complete 9 credits in a chosen discipline outside of Emerging Media Arts (or a minor with at least 9 hours outside of Emerging Media Arts).

Additional Major Requirements

Grade Rules

C- and D Grades

The minimum grade for all major requirements is C.

Pass/No Pass

All courses taken for major requirements must be for a letter grade, unless the course is only offered Pass/No Pass.

GPA Requirements

Students in the emerging media arts major are expected to maintain a 3.0 cumulative GPA throughout their career. Transcripts will be reviewed periodically to ensure satisfactory progress. Failure to maintain a 3.0 GPA may result in dismissal from the program.

Transfer Credit used in Major Requirements

A minimum of 9 credits in the major must be completed at Nebraska.

EMAR 110 Story Lab I

Prerequisites: Major in Emerging Media Arts.

Description: Introduction to storytelling across multiple media platforms. Development of storytelling craft and technique. Critical analysis of story structure for media production.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

Prerequisite for: EMAR 111

ACE: ACE 7 Arts

EMAR 111 Story Lab II

Prerequisites: EMAR 110 with grade of C or better

Description: Continuation of concepts presented in Story Lab I. Introduction to the writing methods that are fundamental to media arts creation.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Prerequisite for: EMAR 212; EMAR 242; EMAR 243; EMAR 311; EMAR 341

Course and Laboratory Fee: \$25

EMAR 120 Games, Play and Performance

Prerequisites: Emerging Media Arts major

Description: Experiential-based exploration of live performance, game creation and group collaboration as a model for project development and iterative practices.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL/SPR

EMAR 140 Visual Expression Studio I

Prerequisites: Major in Emerging Media Arts

Description: The elements, principles and practices of design as a storytelling language.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Prerequisite for: EMAR 141; EMAR 251

ACE: ACE 2 Communication Competence

Course and Laboratory Fee: \$65

EMAR 141 Visual Expression Studio II

Prerequisites: EMAR 140 with grade of C or better

Description: Expansion of design concepts presented in Visual Expression I. Project-based exploration of digital, live-action, and virtual storytelling.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Prerequisite for: EMAR 212; EMAR 242; EMAR 243; EMAR 250;

EMAR 280; EMAR 282; EMAR 284

Course and Laboratory Fee: \$50

EMAR 160 Computation and Media Studio I

Prerequisites: Major in Emerging Media Arts.

Description: Development of computation and computer science skills and knowledge in context of emerging media arts.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

Prerequisite for: EMAR 161

ACE: ACE 3 Math/Stat/Reasoning

EMAR 161 Computation and Media Studio II

Prerequisites: EMAR 160 with grade of C or better

Description: Continuation of topics and projects developed in Computation and Media Studio I.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Prerequisite for: EMAR 212; EMAR 242; EMAR 243; EMAR 246;

EMAR 345; EMAR 348; EMAR 349

Course and Laboratory Fee: \$40

EMAR 212 Story Abroad

Prerequisites: EMAR 161, EMAR 111, and EMAR 141 with grade of C or better.

Description: Immersive exploration into how the city influences story and how story shapes perceptions of place. Explore, discover, and draw inspiration from faces and food, street corners and subways. Draw upon these sources of inspiration to create city inspired projects told through film, design, and digital technology. Affiliated with UNL Global Experiences.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SUMMER

EMAR 220 History of Media Arts

Prerequisites: Emerging Media Arts major

Description: A critical history of communication and media from oral storytelling to modern digital media.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

EMAR 242 Principles of Interactivity

Prerequisites: EMAR 111, EMAR 141, and EMAR 161 with a grade of C or better.

Description: Introduction to how humans and non-humans inform systems design for both physical and digital worlds. Principles, foundations, and ethics of meaningful interaction design.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

Prerequisite for: EMAR 445

Course and Laboratory Fee: \$35

EMAR 243 Introduction to Game Engines

Prerequisites: EMAR 111, EMAR 141, and EMAR 161 with a grade of C or better.

Description: Introduction to fundamentals common to most game engines. Computer-based exercises and project-based assignments to develop skills applicable to games, visualizations, simulations, and interactive media.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL/SPR

Prerequisite for: EMAR 343

EMAR 246 Digital Fabrication and Physical Computing

Prerequisites: EMAR 161 with a grade of C or better.

Description: Introduction to digital fabrication techniques and physical computing hardware through emerging media arts topics.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Prerequisite for: EMAR 445

Course and Laboratory Fee: \$120

EMAR 250 Cinema Production I

Prerequisites: EMAR 141

Description: Introduction to the tools and aesthetics of the moving image. Fundamentals of digital cinema cameras, lenses, lighting and editing. Production of experimental and non-sync films.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

Prerequisite for: EMAR 252; EMAR 384

Course and Laboratory Fee: \$100

EMAR 251 Sound Lab

Prerequisites: EMAR 140 with grade of C or better

Description: Introduction to sound and audio as a design element in traditional and emerging media art projects.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Prerequisite for: EMAR 361; EMAR 363

Course and Laboratory Fee: \$30

Experiential Learning: Creative Activity

EMAR 252 Cinema Production II

Prerequisites: EMAR 250

Description: Advanced techniques and projects in the production of narrative cinema.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Prerequisite for: EMAR 353; EMAR 354; EMAR 451; EMAR 452; THEA 415, THEA 815; THEA 488; THEA 496

Course and Laboratory Fee: \$200

EMAR 280 Digital Image Manipulation

Prerequisites: EMAR 141

Description: Manipulate pixel-based imagery to properly create, imagine, combine, alter, and repair digital images.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

EMAR 281 Digital Visual Effects

Prerequisites: EMAR 284

Description: Compositing, Rotoscoping, and 3D simulations.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Course and Laboratory Fee: \$200

EMAR 282 Digital Modeling I**Prerequisites:** EMAR 141**Description:** Basics of 3D modeling and textures.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** SPRING**Prerequisite for:** EMAR 283; EMAR 440**Course and Laboratory Fee:** \$215**EMAR 283 Digital Animation I****Prerequisites:** EMAR 282**Description:** Introduction to animating 3D assets and characters.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** SPRING**Prerequisite for:** EMAR 383**Course and Laboratory Fee:** \$220**EMAR 284 Digital Motion Graphics****Prerequisites:** EMAR 141**Description:** Creating moving text and images using compositing and animation software.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL**Prerequisite for:** EMAR 281**Course and Laboratory Fee:** \$200**EMAR 311 Screenplay: Short Script****Prerequisites:** EMAR 111 with a grade of C or better.**Description:** Approaches and techniques to writing the short screenplay including: correct format, character development, story structure, conflict and revision. Writing assignments including developmental writing exercises and complete short scripts, with faculty and peer critique.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL**EMAR 330 World Ready****Prerequisites:** Major in Emerging Media Arts with Junior standing.**Description:** Examination of the business and intellectual property practices utilized in the contemporary entertainment, arts, and media industries. Development of student portfolio and personal marketing as preparation to enter these industries.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**EMAR 331 Innovation Studio I****Prerequisites:** Emerging Media Arts major and junior standing**Description:** First semester of a year-long, faculty guided exploration of a topic or theme via creation of wide-ranging emerging media projects.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL/SPR**Prerequisite for:** EMAR 332**Course and Laboratory Fee:** \$20**EMAR 332 Innovation Studio II****Prerequisites:** EMAR 331**Description:** Second semester of a year-long, faculty guided exploration of a topic or theme via creation of wide-ranging emerging media projects.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL/SPR**Course and Laboratory Fee:** \$20**EMAR 341 Storyworlds****Prerequisites:** Major in Emerging Media Arts and EMAR 111**Description:** Team-based creation, critique, and iteration of holistic fictional worlds. Exploration of the methodologies for investigation, ideation and development of virtual worlds drawn from a variety of inspirational sources including design, fiction, speculative design and ethnography. Creation of final projects that could be deployed as a media franchise or metaverse.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL**EMAR 343 Game Engines for Real-time Performances****Prerequisites:** EMAR 243**Notes:** Project-based and collaboration oriented resulting in a team-led performance for an audience**Description:** Exercise artistic processes within a game engine and while using real-time rendering. Focuses on the application of performance using motion capture and body data as the primary input for motion-based programming such as avatar control, sound, lighting, and visual effects as body driven outputs.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** SPRING**Prerequisite for:** EMAR 384**EMAR 345 Smart Environments****Prerequisites:** Major in Emerging Media Arts and EMAR 161**Description:** Introduction to smart environments across multiple scales. Create and interact with functional smart environment systems.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL/SPR**Prerequisite for:** EMAR 445

EMAR 348 Data and Art

Prerequisites: Major in Emerging Media Arts and EMAR 161
Description: Application of emerging media tools and techniques to produce, analyze, and communicate meaningfully with data.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded

EMAR 349 Machine Learning for the Arts

Prerequisites: Major in Emerging Media Arts and EMAR 161
Description: Application of Machine Learning tools and techniques to create computationally generated art.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Prerequisite for: EMAR 445

EMAR 353 Cinema Postproduction I

Prerequisites: EMAR 252
Description: Advanced editing techniques and studio software.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Course and Laboratory Fee: \$100

EMAR 354 Lighting for Cinema

Prerequisites: EMAR 252
Description: Advanced application of lighting concepts, technology, and techniques.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Offered: FALL
Course and Laboratory Fee: \$200

EMAR 361 Cinema Sound: Edit

Prerequisites: EMAR 251
Description: Editorial and audio design processes, tools and techniques for creating and editing cinema dialog, music, sound effects and environments. Recording and editing of audio projects using audio facilities, and digital audio workstations. Industry standard techniques for dialog editorial, automated dialog replacement sound effects libraries and recording. Professional practices and exploration of the post-audio team for film and television.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Offered: FALL
Prerequisite for: EMAR 461
Course and Laboratory Fee: \$80

EMAR 363 Sound Design and Synthesis

Prerequisites: EMAR 251 or MUSC 282 or 283
Description: Develop proficiency in technical skills, creative processes, and critical listening within the realms of sound design, and synthesis.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Prerequisite for: EMAR 463

EMAR 383 Digital Motion and Rigging II

Prerequisites: EMAR 283
Description: Expansion on concepts established in EMAR 283. Advanced rigging and animating of 3D assets.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded

EMAR 384 Virtual Production

Prerequisites: EMAR 250 and EMAR 343
Description: Introduction to the creative practice of Virtual Production (VP). Learn to integrate game engines, motion tracking, and physical cinema. Formulate, structure, and present new media in modalities of choice. Gain experience with identifying technologies appropriate to a project and learning the necessary skills to put those technologies into use.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Offered: SPRING

EMAR 391 Special Topics in Emerging Media Arts

Prerequisites: Major in Emerging Media Arts and Permission.
Description: Varied topics in Emerging Media Arts.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 24
Grading Option: Graded
Course and Laboratory Fee: \$50

EMAR 396 Independent Study

Prerequisites: Permission.
Description: Independent work in emerging media arts.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Grading Option: Graded
Offered: FALL/SPR

EMAR 398 Advanced Projects in Emerging Media Arts

Prerequisites: EMAR major with junior standing or higher; and permission.
Description: Create an Emerging Media Arts project applying advanced principles of history, theory, design, and production.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Offered: FALL/SPR

EMAR 440 Projects in VR

Prerequisites: EMAR 282
Description: Creating VR experiences using 3D software and game engines.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Grading Option: Graded
Offered: SPRING
Course and Laboratory Fee: \$20

EMAR 444 Extended Theater

Prerequisites: Junior or senior standing and major in emerging media arts.

Description: Explores how emerging media arts can expand forms of performance, play, sound, movement, and theatrical relationships in new ways. Considers site, context, location, situation, and audience as central components of the experience design process.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded

Offered: FALL/SPR

EMAR 445 Creative Machines

Prerequisites: EMAR 342, EMAR 345, EMAR 349, or EMAR 446

Description: Integrate multiple computational tools to create creative machines. Learn key ideas from systems art, cybernetics, and computational creativity, and apply these to the development of self-guided projects. Demonstrate generative, interactive, and computational techniques at an advanced undergraduate level.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

EMAR 451 Directing Cinema

Prerequisites: EMAR 252

Description: Develop the skills required to successfully direct a film. Critically analyze a script; shape an actor's performance and balance the technical demands of each scene.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Course and Laboratory Fee: \$120

EMAR 452 Producing Cinema

Prerequisites: EMAR 252

Description: The role and responsibilities of the producer and production manager throughout the film production process. The budgeting, organizational, managerial, and supervisory skills required by a creative film producer from financing to distribution.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Course and Laboratory Fee: \$175

EMAR 461 Cinema Sound: Mix

Prerequisites: EMAR 361

Description: Build on the processes, tools, and techniques in EMAR 361 Cinema Sound: Edit; prepare and mix audio tracks for motion pictures.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

EMAR 463 Spatial and Interactive Sound

Prerequisites: EMAR 363

Description: Exploration and application of the technical and conceptual fundamentals of interactivity as applied to ambisonic and surround audio. Experimentation with the techniques, systems and computational processes used to generate immersive sound through computation and interactive design.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

EMAR 479 Capstone Project in Emerging Media Arts

Crosslisted with: THEA 479

Prerequisites: Emerging Media Arts major and senior standing

Description: Supervised planning and production of thesis projects in emerging media arts.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded

Offered: FALL/SPR

ACE: ACE 10 Integrated Product

Course and Laboratory Fee: \$50

Experiential Learning: Creative Activity, Leadership

EMAR 495 Internship in Emerging Media Arts

Prerequisites: Sophomore standing and permission.

Description: Structured internships with professional companies, organizations or individuals on or off campus.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded

EMAR 499H Honors Undergraduate Thesis

Prerequisites: Permission

Notes: Open to seniors who are candidates for degrees with distinction, with high distinction, and with highest distinction in the Hixson-Lied College of Fine and Performing Arts; good standing in the University Honors Program or by invitation.

Description: Independent research leading to a thesis.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded

Offered: FALL/SPR