

ADVANCED MEDIA PRODUCTION TECHNOLOGY (AMPT)

AMPT 401. Listen and Capture. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Foundational studio course in audio production that covers acoustics, audio physics and history, and equipment and technologies used in recording and editing.

AMPT 402. Editorial Storytelling. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Introductory studio course on motion visual editing techniques, exploring non-linear editing software, film editing history, color techniques, and basic visual effects including animation.

AMPT 403. Emerging Digital Cinema. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course that explores how traditional film and video production has been transformed by new technologies, including DSLR and high resolution RED cameras, teleprompting, green screen techniques.

AMPT 404. Script. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course on screen writing and story development, exploring traditional linear and non-linear plot development.

AMPT 422. Audio for Gaming. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course that focuses on proper recording and formatting of music and sound effects within the context of video game production.

AMPT 423. Motion Graphics. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course that focuses on visual effects including titles, preparing clips for a video editor, and generating computer based animation.

AMPT 424. Music Production Techniques. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course that explores music production for modern styles of popular and alternative acoustic music, particularly virtual instruments, loops and vocal production techniques.

AMPT 425. Light. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course that examines lighting requirements for digital media, exploring lighting design and techniques in the context of video production.

AMPT 426. Foley and Sound Design. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Studio course that explores adding sound created by actors and audio engineers to picture, focusing on the use of both traditional techniques and current digital audio workstation software.

AMPT 491. Topics in Advanced Media Production Technology. 1-3 Hours.

Semester course; 1-3 lecture hours. 1-3 credits. May be repeated with different topics for a maximum of six credits. Explores a variety of media production issues that focus on the uses of specific software, technologies and processes. See the Schedule of Classes for details on the specific topics covered each semester.

AMPT 495. Sound Manipulation. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: AMPT 401. Studio course that focuses on the live audio recording process, covering sound design, foley techniques, and use and maintenance of relevant sound equipment.

AMPT 496. Finishing the Story. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: AMPT 402. Studio course that expands on the concepts previously covered in prerequisite course for students concentrating in video post-production, further exploring the technology of high-definition and digital cinema.

AMPT 497. Mastering Digital Cinema. 3 Hours.

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: AMPT 403. Studio course that builds on concepts explored in prerequisite course for students in the production concentration, further exploring how traditional film and video production has been transformed by new technologies.