Courses for the Minor in Film and Digital Media
Wabash College • Spring 2021

ART 202 "Art in Film," E. Morton, T/TH 2:40-3:55pm
This course will explore the dynamic relationship between film and art from the late 20th century to the present, examining how visual art and important art historical moments and personas are featured in film. By studying films about art, the course will address the impact of visual arts and the ways that films use particular effects of the moving multi-sensory image to capture characteristics of art history. This course counts as an elective course for the Minor in Film and Digital Media.
VIRTUAL COURSE. AVAILABLE TO VIRTUAL LEARNERS.

ART 210 "African Art in Hollywood Film," E. Morton, T/TH 1:10-2:25pm
This course will look at Hollywood films that feature stories, dress, settings, architecture, and art inspired by Africa. It will look at how visual forms from Africa have been used in such varied films as The Black Panther (2018), Coming to America (1988), and Black is King (2020). The focus of the course will be on the original art, architecture, and dress of Africa that is referred to in these films. These African visual forms will be explored as evidence of rituals and beliefs of the various cultural groups that created them. This course counts as an elective course for the Minor in Film and Digital Media.
VIRTUAL COURSE. AVAILABLE TO VIRTUAL LEARNERS.

ART 224 "Photography," M. Weedman, M/W 1:10-3:55pm
Students will gain significant skills in photographic techniques and critical understanding of how our brain reads, evaluates and creates the images we view. Students will gain manual command of DSLR cameras while learning lighting, experimental, lens and photoshop techniques, allowing them to discover and refine their own artistic voice for creating visual media. The course will also cover general history of photography and its technical illusions and cultural impacts. This course counts as a production course for the Minor in Film and Digital Media.
HYBRID COURSE. NOT AVAILABLE TO VIRTUAL LEARNERS.

ART 225-1D "Artist Website Design and Development," E. Morton, T/TH 9:45-11am
The aim of this project-centered course is for Art majors or minors to design and develop a personal artist website. In this course, students will study best practices of professional website development to create an artist website. Students will also become proficient in Wix Editor. This course counts as a production course for the Minor in Film and Digital Media.
Prerequisite: ART-312, ART 330, or ART 331
VIRTUAL COURSE. AVAILABLE TO VIRTUAL LEARNERS.

ART 225-02 "Topics in Studio: Experimental Animation," M. Weedman, T/TH 1:10-2:25pm
This survey course will provide students with the basic knowledge and tools needed to create their own animations using Abode After Effects. Techniques covered may include: Animating layers, working with masks, distorting objects with the Puppet Tools, using the Roto Brush Tool, color correction and working with the 3D Camera Tracker. Sound design, composition and other basic image making principles will be explored. We will also examine the aesthetic nature of experimental film and specifically how it can be applied to animation. There will be a studio art component during the second half of the semester during which each student will create their own original short experimental animation. This course counts as a production course for the Minor in Film and Digital Media.
HYBRID COURSE. AVAILABLE TO VIRTUAL LEARNERS.

CSC-171-01 and -02 "Programming and Interactive Media," C. McKinney, T/TH 8:00-9:15am & 9:45-11:00am (2 sections)
This project-based course will focus on visual programming for interactive media, such as architectural visualization, real-time cinematics, and video games. Using the Blueprint functionality in Unreal Engine 4, and some C++, students will learn the fundamentals of object-oriented programming, such as classes, objects, inheritance, and instancing. Students will learn to use a version control system such as GitHub. Students will produce a series of interactive media projects and assets for these projects, both individually and in groups. Students will also document the iterative nature of their creative and technical process with public online blogs. At the end of the semester, students will publicly showcase their individual and group projects. No prior experience with computer programming or computer aided design

is required, but a willingness to dive into a complex technical and creative environment is.

 This course will satisfy the pre-requisite for CSC-111. This course is not intended for students who already have credit for CSC-101 or higher, and does not count for the CSC major or minor. Students are strongly recommended to have a PC or Mac that meets the following specifications.

- Windows 10 64-bit or Mac OS X 10.14 or later
- Quad-core Intel or AMD processor, 2.5 GHz or faster
- NVIDIA GeForce 470 GTX or AMD Radeon 6870 HD series card or higher
- 8 GB RAM

A limited number suitable systems will be available in the Educational Technology Center of the Lilly Library during regular library hours. ENROLLMENT BY PERMISSION OF INSTRUCTOR ONLY. APPLY HERE:
https://forms.gle/VmKxi3xTekroKo2u7
This course counts as a production course for the Minor in Film and Digital Media. HYBRID COURSE. NOT AVAILABLE TO VIRTUAL LEARNERS.

ENG 270-0/FRE 277 "The Fight for *Fraternité*: The Spectacle of Social Justice in Modern France," K. Quandt, T/TH 9:45-11:00am
Inspired by the American Revolution and the founding of an independent American republic, French revolutionaries built their model of a new state upon the principals of freedom (*la liberté*), equality (*l'égalité*), and fraternity (*la fraternité*). But, as in the United States, these enshrined ideals have been far from the realities of common experience. Through political treatises, essays, works of literature, and film, this course will trace the paradoxes and contradictions that emerge as the ideal of *fraternité* clashes with oppressive regimes, economic disparity, misogyny, colonialism, xenophobia, homophobia, and racism. A guiding question in this course will be how works of literature centered on questions of social justice lend themselves so well to the screen and stage, and we will end with a look at the prevalence of social justice themes in contemporary film. We will also consider the ways in which American and French ideals of fraternity harmonize or clash with each other. A sampling of authors and film directors include Voltaire, George Sand, Victor Hugo, Emile Zola, Jean-Paul Sartre, Simone de Beauvoir, Aimé Césaire, Louis Malle, and Agnès Varda. This course will be taught in English, and we will use English translations of French texts. Those taking the course for credit towards the French major or minor will be expected

to do the readings and written assignments in French. This course counts as an elective course for the Minor in Film and Digital Media.
FACE-TO-FACE COURSE. NOT AVAILABLE TO VIRTUAL LEARNERS.

PHI 105 "Introduction to Philosophy: Video Games," M. Carlson, M/W/F 2:15-3:05pm

This course will serve as an introduction to philosophy by means of thinking about videogames. On the one hand, this means that thinking about videogames can help us to shed light on perennial philosophical questions. For example: Who are we? Do we have a choice in this matter? What is freedom, and what does it mean to say that we are free to act as we choose? What is real, and how do we know about it? On the other hand, work in philosophy can help us to consider important questions concerning videogames. For instance: What distinguishes videogames from other kinds of artworks? For that matter, does it make sense to think of videogames as works of art? Is it immoral to play videogames with violent or misogynist content? Can playing videogames be an important part of a good life? To tackle these questions, we will consider some important works of classical and contemporary philosophers, and we will play a number of recent games from a philosophically engaged perspective. This course counts as an elective course for the Minor in Film and Digital Media.
VIRTUAL COURSE. AVAILABLE TO VIRTUAL LEARNERS.

RHE 370-02 "Digital Rhetoric and Public Life in 2021," C. Geraths, M/W/F 10:10-11:00am

2021 marks the start of the second decade of the twenty-first century. Our time is one of digital revolution: our communication is now regularly mediated by code, networks, big data, and screens. Indeed, the digital has fundamentally reoriented public life. How do our technologies—smart phones, computers, televisions, etc.—and our socially networked media platforms—Twitter, Instagram, Reddit, etc.—invite and preclude productive discourse? In answering this question, this seminar style course will introduce students to core concepts and theories in digital rhetoric, including network, algorithm, information, archive, and circulation. It will, too, invite a rethinking of core rhetorical processes as they operate in our digital society, including the ways we read and critique texts, how we compose and deliver information, and what it means to civically engage in our communities in an unprecedented moment of

pandemic, protest, partisanship, and planetary stress. Students in this class will compose an original research project and will be expected to read* diligently and participate actively in course discussions. Conversations in class will be tailored around contemporary events that have unfolded in 2020 (e.g., the COVID-19 pandemic, protests in response to racism and police brutality) and that will continue to shape the contours of public life in the coming years (e.g., politics and partisanship, climate change). *Please note that several of the required course texts will be freely available as eBooks through the Lilly Library. This course counts as an elective course for the Minor in Film and Digital Media.
FACE-TO-FACE COURSE. AVAILABLE TO VIRTUAL LEARNERS.

THE 104 "Introduction to Film," J. Cherry, M/F 2:10-3:00pm; W 2:10-4:00pm

This course is intended to introduce students to film as an international art form and provide an historical survey of world cinema from its inception to the present. The course will focus on key films, filmmakers, and movements that have played a major role in pioneering and shaping film. Selected motion pictures will be screened, studied, and discussed, with special emphasis placed on learning how to "read" a film in terms of its narrative structure, genre, and visual style. Specific filmic techniques such as mise en scene, montage, and cinematography will also be considered. Genre study, auteurism, and ideology will be explored in relation to specific films and filmmakers, as well as the practice of adaptation (from theater to film, and most recently, film to theater). This is a core course for the Minor in Film and Digital Media.
HYBRID COURSE. AVAILABLE TO VIRTUAL LEARNERS.