

VCUarts Qatar FLD Courses - Spring 2025

FILM AND DESIGN STUDIO II

Course Time: Tues./Thurs. 2:00 PM - 4:30 PM Instructor: J. Grandberg
Course Number: DESI 395 Section: Q01 CRN: 44444

This studio course seeks to understand narrative in current media such as web-based media, virtual reality and augmented reality. The course includes a review of theories and methodologies relative to narrative in current media using hands-on projects.

TOPICS: MISE-EN-SCÈNE

Course Time: Mon. 2:00 PM - 4:40 PM Instructor: M. Al-Mumin
Course Number: ARTS 391 Section: Q01 CRN: 44442

This course is an introduction to design theory within the creative content in film and its impact on storytelling. Films with noteworthy production design as well as effective visual and audio composition will be viewed and studied to exemplify expressive modes of mise-en-scène through the lens of design analysis. Students will study and learn to examine visual composition to acquire a broad knowledge of the relevance and theoretical application of design in film.

COSTUME DESIGN FOR FILM AND THEATER

Course Time: Thurs. 2:00 PM - 4:30 PM Instructor: E. De Veuve
Course Number: DESI 393 Section: Q01 CRN: 48477

Students will gain an understanding of the basic principles involved in designing costumes for film. Through class discussions, homework assignments and projects, students will gain an understanding of what defines a costume; how costumes help direct the narrative of performance; how to analyze a script or story for costume needs; what goes into creating a costume from a design perspective; and how costume design is a part of a collaborative effort.

TOPICS IN DESIGN: VISUAL SPECTACLES

Course Time: Tues./Thurs. 2:00 PM - 4:30 PM Instructor: R. Ahmed
Course Number: GDES 491 Section: Q01 CRN: 40280

Course description will be added as soon as available.

MOVING PIXELS

Course Time: Mon./Wed. 5:30 PM - 7:30 PM Instructor: P. Welz
Course Number: PHTO 280 Section: Q01 CRN: 44854

Introduction to digital video, computer imaging and interactive multimedia as tools of artistic expression and social inquiry.

DIGITAL IMAGING I

Course Time: Tues./Thurs. 9:30 AM - 11:30 PM Instructor: TBD
Course Number: PHTO 281 Section: Q02 CRN: 46756

Study of fundamental techniques and processes of digital image-making, including image capture, manipulation and digital printing. Emphasizes professional standards, technical proficiency and individual artistic expression.

DIGITAL IMAGING I

Course Time: Mon./Wed. 5:30 PM - 7:30 PM Instructor: K. Al-Obaidi
Course Number: PHTO 281 Section: Q01 CRN: 32416

Study of fundamental techniques and processes of digital image-making, including image capture, manipulation and digital printing. Emphasizes professional standards, technical proficiency and individual artistic expression.

INTRODUCTION TO WORLD CINEMA

Course Time: Thurs 2:00 PM - 4:00 PM Instructor: S. Mir
Course Number: WRLD 230 Section: Q01 CRN: 44606

An overview of the main theoretical frameworks, critical concepts and debates devoted to non-Hollywood world cinemas, with special emphasis on the rethinking of national cinema and the problematizing of identity in an increasingly transnational era. Broad interdisciplinary readings in film theory, film history and cultural studies will be supplemented by case studies of particular cinemas and filmmakers, so as to convey an appreciation of the main international movements in the history of cinema.

INTRODUCTION TO WORLD CINEMA

Course Time: Sun. 2:00 PM - 4:00 PM Instructor: S. Mir
Course Number: WRLD 230 Section: Q03 CRN: 47396

An overview of the main theoretical frameworks, critical concepts and debates devoted to non-Hollywood world cinemas, with special emphasis on the rethinking of national cinema and the problematizing of identity in an increasingly transnational era. Broad interdisciplinary readings in film theory, film history and cultural studies will be supplemented by case studies of particular cinemas and filmmakers, so as to convey an appreciation of the main international movements in the history of cinema.

NUQ FLD Courses - Spring 2025

Two seats reserved per class for VCUarts Qatar FLD students until Dec. 3

Acting: Basic Techniques

Course Time: Sun./ Tue. 4:00 PM - 5:15 PM Instructor: Queiroga, Joao
Course Number: MIT 143-0 Section: 70 Class Nbr: 30620

This course introduces the process of storytelling through acting exercises grounded in observation, imagination, and improvisation. Coursework focuses on perceiving, studying, and recreating human behavior for the purpose of developing stronger stage presence and becoming a more effective communicator. The basic principles of acting are important for communication, storytelling, and performance skills any career choice, on stage and in life.

Foundations of Screenwriting

Course Time: Sun./ Tue. 4:00 PM - 5:15 PM Instructor: Atrach, Dana
Course Number: MIT 260-0 Section: 70 Class Nbr: 30554

Students learn tools to expand and enrich their appreciation of all aspects of screenwriting to prepare for entering the professional world. Through practice, students (1) learn all the elements of screenwriting; (2) discover how core concepts interact within existing and emerging media forms, and (3) explore films and topics to produce an original script.

Undergraduate Seminar: Revolutionary Cinema

Course Time: Mon./Wed. 10:00 AM - 11:15 AM Instructor: Burris, Gregory
Course Number: MIT 298-0 Section: 73 Class Nbr: 30716

In this course, students will be introduced to the revolutionary cinema. Through close readings of current scholarly literature, regular film screenings, and class discussions, we will look at a variety of films, filmmakers, and film-making movements that attempt to foment political revolution. Students will become acquainted with films from a variety of historical and geographical contexts, including Soviet cinema and Third Cinema, as well as examples from Cuba, Mozambique, Korea, Oman, and Hollywood. Students will emerge from this course with a broad array of critical tools that can be utilized in future scholarly endeavors related to the analysis of film, media, and politics.

Editing

Course Time: Sun./ Tue. 11:30 AM - 12:45 PM Instructor: Queiroga, Joao
Course Number: MIT 372-0 Section: 70 Class Nbr: 30600

This course will introduce students to the fundamentals of digital non-linear editing. The emphasis of the course will be hands-on practice through a series of projects. There will be several in-class screenings, readings, and a significant amount of time spent editing to develop your abilities. This class is the first step to finding your own "voice" as an editor. The projects in the class will offer experience with several different editing strategies and techniques. They are designed to develop conceptual and technical proficiency, as well as the working skills, strategies, and discipline necessary to provide a foundation for further exploration.

Topics in Interactive Media: VR Game Design

Course Time: Sun./ Tue. 8:30 AM - 9:45 AM Instructor: Striker, Spencer
Course Number: MIT 376-0 Section: 70 Class Nbr: 30580

Great games can immerse us in wondrous, compelling new worlds. With the rise of virtual reality game technology—fully immersive interactive experiences have now become possible. This course guides you through the essentials of VR, AR, and XR game design, including such topics as: picking the right 3D engine, building a cross-functional team, developing 3D artwork, integrating 360 sound, prototyping, bug triage, polishing, publishing, and distribution. Along the way, we examine the role of the game designer—including the process of generating ideas, writing professional game design documents, and defining core loops, mechanics, dynamics, and systems. Next, we dive into character systems and the mechanics of chance, skill, tactics, and strategy. We define what makes VR game design unique from mobile or console, including previsualization for VR; avatars in the VR environment; 360 camera rotation; in-game hands; immersive audio design; and implementing 3D assets. Finally, students learn to pitch their ideas and explain how their game works—and why users will love it. We look at how to develop a game design portfolio in order to break into the game industry. And we explore the topic of launching your own VR game startup—including creating a business plan, achieving funding, and scaling for success.

Topics in Interactive Media: AI Tools for Digital Media

Course Time: Sun./ Tue. 10:00 AM - 11:15 AM Instructor: Striker, Spencer
Course Number: MIT 376-0 Section: 71 Class Nbr: 30611

AI Tools for Digital Media Design explores the integration of AI into creative domains, including design, illustration, vfx, and animation. Students will acquire technical proficiency in cutting-edge AI tools, harnessing their potential for innovative content creation. Students will learn to seamlessly blend these tools into their creative process, enhancing output and efficiency. The course comprises three primary components: (1) Theoretical knowledge development to understand the scope and potential of AI in creative production. (2) Technical knowledge development through hands-on training with various AI tools. (3) Creative application of AI knowledge and skills via unique projects, showcasing the transformative power of AI for creative expression. Upon successful completion, students will understand the integral role of AI in modern creative production and be able to demonstrate a practical understanding of using AI tools for content creation across a suite of current platforms.

Computer Animation 3D

Course Time: Mon./Weds. 8:30 AM - 9:45 AM Instructor: Striker, Spencer
Course Number: MIT 395-0 Section: 70 Class Nbr: 30560

This course focuses on the content creation from a three dimensional digital environment and camera-based production techniques. The class will introduce related concepts, such as 3D modeling, lighting, rendering, narrative structure, pacing, compositing and cinematographic match moving. In this introductory course, students will develop knowledge and skills as they learn about and produce computer-generated 3D elements in the realm of VFX, video games, and animation. A good understanding of motion and timing, as well as a sense of observation will be critical in this class. Students will also develop awareness related to the audiences' perceptual/emotional needs, digital asset management, and production methodology.