

DPA 6000	Technical Foundations of Digital Production I	The technical, conceptual, and algorithmic foundations of computer graphics. Covers the Unix operating system, scripting, C programming, and an interactive graphics API. Not open to Computer Engineering, Computer Information Systems or Computer Science majors.
DPA 6820	Special Topics in Digital Production I	In-depth treatment of topics in digital production not fully covered in regular courses. Topics vary from semester to semester. May be repeated for a maximum of six credits, but only if different topics are covered.
DPA 6830	Special Studio Topics in Digital Production Arts	In-depth treatment of topics in digital production with a studio focus not fully covered in regular courses. Topics vary from semester to semester. May be repeated for a maximum of six credits, but only if different topics are covered.
DPA 8070	3D Modeling and Animation	Foundation principles and practice of modeling, animating and rendering of 3D computer graphics scenes. Students complete a series of projects using industry-standard software. Topics include modeling techniques, technical animation, rigging, materials, lighting, scripting and post production. Preq: Digital Production Arts major.
DPA 8090	Rendering and Shading	The art and science of lighting and shading for effective computer graphic imagery, including the mathematical, physical and perceptual elements contributing to the simulation of a desired visual look. Shading languages, advanced rendering tools, global illumination effects, production of photoreal and non-photoreal imagery. Preq: DPA 8070.
DPA 8600	Digital Production Studio	Students develop as accomplished visual problem solvers in a digital production team setting. As part of the studio experience, students take a production project from concept, through story development, character design, modeling and rigging, animation, lighting, and post production. May be repeated for a maximum of 12 credits. Preq: Enrollment in the Digital Production Arts program.
DPA 8800	Graduate Research Studio	Students complete a project or projects, under the direction of a faculty adviser, in an area supporting personal goals and vision. Work may be individually or team oriented, and may be of a technical or an artistic nature. May be repeated for a maximum of six credits. Preq: Enrollment in the Digital Production Arts program.
DPA 8910	Master of Fine Arts Thesis Research	Students complete a studio research project, under the guidance of the student's advisor and thesis committee. The thesis project is developed to a refined degree, articulated in the form of a written document, and presented orally in a thesis defense. May be repeated for a maximum of six credits.