



FLM 355

STUDIES IN FILM GENRES

This course provides an overview of the artistic and cultural significance of contemporary computer animation and visual effects in the context of global media (animated films, live-action cinema, television, and video games). Students are introduced to the historical, aesthetic, and technological developments in the field of digital imagery over the past quarter century, placing emphasis on situating computer animation within larger debates in film and media studies. The course explores topics relevant to film and media theory, industry and production studies, and cultural studies, such as digital realism, changing definitions of acting in a digital environment, digital production and labor politics, digital media convergence, and animation viewership and fan communities. Students will be encouraged to engage historical, theoretical, and cultural perspectives in order to examine and question the ways in which computer-generated imagery articulates and provokes contemporary technological dreams and anxieties, shapes the aesthetic landscape of visual media, and constitutes new forms of production and viewership.

DIGITAL DOMAINS: HISTORY AND AESTHETICS OF COMPUTER ANIMATION AND VISUAL EFFECTS

FALL 2017

DR. MIHAELA MIHAILOVA
MONDAYS 12:40-3:30
WEDNESDAYS 12:40-2:30



MICHIGAN STATE
UNIVERSITY

College of Arts & Letters
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Film Studies Program

MORE INFO AT
FILMSTUDIES.CAL.MSU.EDU