



# MEDIA ARTS

**The home of filmmakers, animators, game designers, screenwriters, and artists working in emergent digital art forms.**

## **OUR STUDENTS LEARN VERSATILITY THAT ALLOWS THEM TO ADAPT TO A CHANGING MEDIA LANDSCAPE**

We encourage students to diversify their creative portfolio while they pursue their area of specialization. Whether you want to be a cinematographer, screenwriter, game designer, or animator, we prepare you to be an agile, independent artist able to carve your own career path. In Media Arts classes you master writing for television, screenwriting for feature-length and short films, manga writing and design, camera work and lighting design, sound art and design, directing actors, ethical representation of documentary subjects, motion capture video game work on our green screen, game design, and the history of global action fight design.

Recent Media Arts courses include: Advanced Animation, TV Writing, Comedy, Tarantino, The Art and Business of Manga and Anime, Hong Kong Action Cinema, Advanced Game Design, Documentary Production, and Narrative Production.

## **OUR SENIORS INTERN AT MAJOR MEDIA COMPANIES**

Media Arts graduates are creative professionals and entrepreneurs in the TV and movie industries, government, and freelance media production. Our alumni are globally influential media makers and executives, including at Netflix, Blizzard, Marvel, IBM, iD Software, Turner Broadcasting, HBO, Showtime, Nickelodeon, Amazon Studios, CBS, and NBC. Our alumni are self-starters, global creatives, and local media pioneers. Media Arts undergraduate students, alumni, and faculty also work in global media industry studies, virtual reality, mobile media applications, sequential art, installation, and emerging media forms.



## FACULTY

Kelsey Cameron  
Catherine Chi  
Northrop Davis  
Chaz Evans  
Byeongwon Ha  
Laura Kissel  
EB Landesberg  
Carleen Maur  
Evan Meaney  
Maureen Ryan  
Lauren Steimer  
Ashley Young

**Our faculty members are nationally and internationally recognized as artists, designers, educators, film, video, and digital creators, writers, critics, and scholars. They are extremely committed to teaching and mentoring our diverse and inspiring students.**

## WHERE WE ARE

Columbia, South Carolina: the state capital, close to both mountains and coast, and the center of a sophisticated metropolitan area of about 750,000. The city is home to the Columbia Museum of Art, Nickelodeon Theater, Center for Contemporary Art, and boasts vital and active fine and media arts communities.



**Visual Art and Design**  
College of Arts and Sciences

## WHO WE ARE

A community of active and engaged creators and scholars on the flagship campus of the University of South Carolina system, one of 73 public and 32 private universities designated by the Carnegie Foundation for the Advancement of Teaching as a “very high research activity” institution.

## HOW TO FIND OUT MORE

Visit us in McMaster College, located at the corner of Pickens and Senate streets. We offer a program overview and facilities tour on Fridays at 2:30 PM. Make your reservation at [sc.edu/visit](http://sc.edu/visit).

## VISIT US

Visit us online to learn more about our programs, people, degrees, facilities, scholarships, and more: [sc.edu/svad](http://sc.edu/svad).