DIGITAL FILMMAKING (FILM)

FILM 110 Film Expression3 Credits
Critical examination of the nature and structure of motion picture expression. Concentrates on directors’, editors’, and cinematographers’ use of various storytelling and visual techniques.

FILM 115 Cinema Design Tools3 Credits
Exploration of Digital SLR camera use, raster photo-editing software, and vector drawing software for narrative video production.

FILM 120 Film Script Analysis3 Credits
Study of film scripts by critically focusing on story techniques and analytical methods of summarizing, describing, interpreting, discussing and evaluating story narrative.

FILM 125 Production Drawing & Design3 Credits
Foundational methods of digital drawing to create characters and scenery for filmmaking concept art and previsualization.

FILM 130 Short-Form Screenwriting3 Credits

FILM 135 Cinema Editing Aesthetics3 Credits
Foundations of video editing theory. Find a personal editorial voice by uncovering the building blocks, personal decisions, and practices that make up the craft of narrative editing.

FILM 139 Professional Documentary Production3 Credits
Proposing, researching, writing, and shooting original documentary projects. Students will be introduced to basic digital single-lens reflex camera cinematography theory and techniques.

FILM 140 Commercial & Corporate Production3 Credits
Introduction to basic digital single-lens reflex camera cinematography theory and techniques through commercial and corporate collaborative production.

FILM 141 Film Production Assistant I1 Credit
Foundational film production assistant skills. Assist in all phases of on-location production of second-year student films. Students may assist at nights and weekends.

FILM 142 Film Production Assistant II1 Credit
Development of production coordinator leadership skills. In addition, assisting in all phases of on-location production of second-year student films. Students may assist at nights and weekends.

FILM 143 Cinema Lighting3 Credits
Theoretical examination of cinematic lighting techniques for interior, exterior, and location settings. Analyze cinematic lighting examples to plan, design, and implement their re-creation.

FILM 144 Sound Design for Film3 Credits
Principles and applications of basic audio recording, location mixing principles, Foley, and sound effects, which enhance soundtracks for media productions.

FILM 145 Commercial & Corporate Video Editing3 Credits
Basic editing, manipulating and delivery of narrative video. Explore non-linear editing techniques including media management, editing tools, titles, motion control, and transitions.

FILM 150 Episodic Screenwriting3 Credits
Practical experience of writing realizable television and web series scripts. Emphasis on workshopping a pilot episode and creating the ancillary materials required to produce and market it.

FILM 155 Commercial Audio Design3 Credits
Principles and application of basic audio recording and mixing principles by enhancing soundtracks for media productions.

FILM 160 Cinema Previsualization3 Credits
Preproduction development in a digital environment. Includes traditional storyboarding and modern techniques using 3D or photo manipulation software.

FILM 165 Cinema Production Design3 Credits
Determination of emotional content of artistic choices in set design, locations, props, wardrobe and makeup through script and character analysis techniques, the research and previsualization process, and color theory.

FILM 170 Short-Form Production3 Credits
Basic techniques and tools of short-form video production. Use of narrative visual storytelling components and expressive visual elements.

FILM 175 Short-Form Video Editing3 Credits
Intermediate short-form video editing. Refine workflows and production pipelines, advanced audio integration, transitions, and motion graphics.

FILM 200 Directing Film Actors1 Credit
Processes and techniques of directing film actors. Focus on script interpretation, working with actors, rehearsal, blocking for the camera, preparation for shooting, camera motivation, and dynamics.

FILM 209 Production Budget and Scheduling3 Credits
Planning, scheduling, and budgeting for film production. Predict, calculate, and estimate insurance requirements, unions, and guilds. Use basic accounting practices to complete a budget and schedule.

FILM 210 Cinema Production Management3 Credits
Processes and techniques of film and television producing. Predict, calculate, and estimate for insurance requirements, unions and guilds. Use basic accounting practices to complete a budget and schedule.

FILM 220 Cinema Audio Design3 Credits
Advanced cinematic audio recording techniques. Practice location recording, Foley, looping/ADR, sound effects layering, synchronization techniques, and surround sound mixing.
FILM 225 Cinema Capstone I 3 Credits
First part of a two-semester sequence for the Cinema Capstone. Collaborate with Production Design students during a production’s preproduction. Create a production’s marketing plan.
Terms Typically Offered: Fall.

FILM 226 Technical Capstone I 3 Credits
First part of a two-semester sequence for the Technical Capstone. Collaborate with Writing/Directing students in the preproduction process. Help create a production marketing plan.
Terms Typically Offered: Fall.

FILM 230 Episodic Production 3 Credits
Continuation of collaborative development of advanced learn-by-doing productions. Develop and demonstrate the skills necessary to make effective and successful TV or web series.
Prerequisites: FILM 150.
Terms Typically Offered: Fall.

FILM 240 Digital Cinematic Effects 3 Credits
Digital cinematic effects development in the post-production environment. Analyze style and emotional aesthetic and learn to support story by synthesizing video elements.
Terms Typically Offered: Fall.

FILM 250 Episodic Video Editing 3 Credits
Further exploration of advanced digital editing techniques. Edit a final episodic narrative production. Master collaborative workflows, advanced audio production, and special effects.
Terms Typically Offered: Fall.

FILM 260 Freelancing for Creatives 3 Credits
Examination of self-employment. Explore networking, financing, basic business law, insurance, intellectual property rights, government regulations, time management, record keeping, taxes, and work-life balance.
Terms Typically Offered: Spring.

FILM 265 Producing Indie Films 3 Credits
Basic principles to produce independent films. Create a business plan that includes marketing, financing, and distribution and measuring, analyzing, and assessing the industry, box office, markets, and risk factors.
Prerequisites: FILM 209.
Terms Typically Offered: Fall.

FILM 270 Cinema Capstone II 4 Credits
Second part of a two-semester sequence for the Cinema Capstone. Collaborate with Production Design students during shooting, post, and presentation of either a narrative, corporate, or series production.
Prerequisites: FILM 225.
Terms Typically Offered: Spring.

FILM 271 Technical Capstone II 3 Credits
Second part of a two-semester sequence for the Technical Capstone. Collaborate with Writing/Directing students on either a short-form narrative, corporate, or series production.
Prerequisites: FILM 226.
Terms Typically Offered: Spring.

FILM 299 Internship 1-2 Credits
Application of classroom theory to on-the-job experiences. Work at approved professional positions related to film and TV production.
Terms Typically Offered: Spring, Summer.