DIGITAL FILMMAKING (FILM)

FILM 110 Film Expression 3 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 Tools 3 Credits
Exploration of Digital SLR camera use, raster photo-editing software, and vector drawing software for narrative video production.

FILM 120 Film Script Analysis 3 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 & Design 3 Credits
Foundational methods of digital drawing to create characters and scenery for filmmaking concept art and previsualization.

FILM 130 Short-Form Screenwriting 3 Credits

FILM 135 Cinema Editing Aesthetics 3 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 140 Commercial & Corporate Production 3 Credits
Introduction to basic digital single-lens reflex camera cinematography theory and techniques through commercial and corporate collaborative production.

FILM 143 Cinema Lighting 3 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.

Terms Typically Offered: Spring.

FILM 145 Commercial & Corporate Video Editing 3 Credits
Basic editing, manipulating and delivery of narrative video. Explore nonlinear editing techniques including media management, editing tools, titles, motion control, and transitions.

Terms Typically Offered: Spring.

FILM 150 Episodic Screenwriting 3 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.

Terms Typically Offered: Spring.

FILM 155 Commercial Audio Design 3 Credits
Principles and application of basic audio recording and mixing principles by enhancing soundtracks for media productions.

Terms Typically Offered: Spring.

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

FILM 165 Cinema Production Design 3 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.

Terms Typically Offered: Spring.

FILM 170 Short-Form Production 4 Credits
Basic techniques and tools of short-form video production. Use narrative visual storytelling components and expressive visual elements.

Terms Typically Offered: Spring.

FILM 175 Short-Form Video Editing 3 Credits
Intermediate short-form video editing. Refine workflows and production pipelines, advanced audio integration, transitions, and motion graphics.

Terms Typically Offered: Spring.

FILM 210 Cinema Production Management 3 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.

Terms Typically Offered: Fall.

FILM 220 Cinema Audio Design 3 Credits
Advanced cinematic audio recording techniques. Practice location recording, Foley, looping/ADR, sound effects layering, synchronization techniques, and surround sound mixing.

Terms Typically Offered: Fall.

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 230 Episodic Production 3 Credits
Continued collaborative development of advanced learn-by-doing productions. Develop and demonstrate the skills necessary to make effective and successful TV or web series.

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 250 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 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.