

DIGITAL FILMMAKING (FILM)

Courses

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 111 Animation Expression 3 Credits

Critical exploration of the evolution and impact of animated storytelling through history. Focus on how animators, studios, and artists have used innovative techniques, unique styles, and emerging technologies to shape animated expression. By examining the work of influential studios and creators, students will gain insight into the development of storytelling, character design, and visual artistry that define the animation industry.

Terms Typically Offered: Fall.

FILM 114 Introduction to Animation I 3 Credits

Exploration of the foundational principles and techniques of animation. Topics include: squash-and-stretch, timing, anticipation, and other techniques to create dynamic and engaging animations, development of proficiency in industry-standard digital animation software, and the foundations of visual storytelling.

Terms Typically Offered: Fall.

Fees: Yes.

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.

Fees: Yes.

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 124 Drawing for Animation 3 Credits

Essential principles of drawing, with a strong emphasis on kinetic drawing and gesture drawing, to create compelling and expressive animated characters and scenes.

Terms Typically Offered: Fall.

Fees: Yes.

FILM 125 Production Drawing & Design 3 Credits

Foundational methods of digital drawing to create characters and scenery for filmmaking concept art and previsualization.

Fees: Yes.

FILM 130 Short-Form Screenwriting 3 Credits

Project- and activity-based introduction in screenwriting. Write, rewrite, and polish short-form scripts through collaboration. Build a portfolio to use in student productions.

Fees: Yes.

FILM 134 Storyboarding 3 Credits

Development of a comprehensive understanding of the role of storyboarding in animation production. From concept to execution, explore the process of visualizing stories, characters, and scenes, ensuring that the storytelling vision is effectively communicated to the entire production team. Camera movements, framing, lighting, actor movement, and professional diagramming will also be explored.

Terms Typically Offered: Fall.

Fees: Yes.

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.

Fees: Yes.

FILM 139 Professional Documentary Production 3 Credits

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

Terms Typically Offered: Fall.

Fees: Yes.

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.

Fees: Yes.

FILM 141 Film Production Assistant I 1 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.

Terms Typically Offered: Fall.

Fees: Yes.

FILM 142 Film Production Assistant II 1 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.

Prerequisites: FILM 141.

Terms Typically Offered: Spring.

Fees: Yes.

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.

Fees: Yes.

FILM 144 Sound Design for Film 3 Credits

Principles and applications of basic audio recording, location mixing principles, Foley, and sound effects, which enhance soundtracks for media productions.

Terms Typically Offered: Spring.

Fees: Yes.

FILM 145 Commercial & Corporate Video Editing 3 Credits

Basic editing, manipulating and delivery of narrative video. Explore non-linear editing techniques including media management, editing tools, titles, motion control, and transitions.

Fees: Yes.

FILM 150 Episodic Screenwriting 3 Credits

Practical experience of writing realizable television and web series scripts. Emphasis on workshoping a pilot episode and creating the ancillary materials required to produce and market it.

Prerequisites: FILM 130.

Terms Typically Offered: Spring.

Fees: Yes.

FILM 151 Cinematography 3 Credits

Visual storytelling and mastery of the lens. Includes camera operation, lighting techniques, cinematic aesthetics, and other skills to capture stunning visuals and create compelling narratives. Hands-on experience to master the principles of cinematography, explore equipment and technology, and work on practical projects, culminating in the ability to produce professional-quality footage and tell captivating stories through the lens.

Terms Typically Offered: Spring.

Fees: Yes.

FILM 154 Introduction to Animation II 3 Credits

In-depth exploration of traditional animation techniques, equipping students with the expertise needed to create captivating and dynamic animated sequences. Students will be trained in all innovations in digital animation software that reduce workload and allow them to gain an advantage in the digital market.

Prerequisites: FILM 114.

Terms Typically Offered: Spring.

Fees: Yes.

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.

Fees: Yes.

FILM 160 Cinema Previsualization 3 Credits

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

Fees: Yes.

FILM 162 Animation Environments and Backgrounds 3 Credits

Crafting of immersive environments for animation. This course focuses on digital drawing techniques to create dynamic backgrounds, emphasizing perspective, lighting, and atmospheric effects. Develop skills in color theory and consistency to enhance storytelling through compelling animated settings.

Terms Typically Offered: Spring.

FILM 164 Character Animation 3 Credits

Exploration of the intricate nuances of bringing animated characters to life, with a strong emphasis on gesture animation, expressive character design, and infusing personality into animated creations. Solid drawing and consistent animation are further built upon as well as design and technique to both teach repetitive and stylistic characters in motion.

Terms Typically Offered: Spring.

Fees: Yes.

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.

Fees: Yes.

FILM 170 Short-Form Production 3 Credits

Basic techniques and tools of short-form video production. Use of narrative visual storytelling components and expressive visual elements.

Prerequisites: FILM 130.

Terms Typically Offered: Spring.

Fees: Yes.

FILM 171 Animation Shorts 3 Credits

Exploration of fundamental techniques and tools for creating short animated projects. Focus on narrative visual storytelling and the use of expressive, dynamic, visual elements to convey character, mood, and story in short-form animation.

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.

Fees: Yes.

FILM 196 Topics: 1-3 Credits

Course may be taken multiple times up to maximum of 15 credit hours.

FILM 200 Directing Film Actors 1 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.

Terms Typically Offered: Fall.

Fees: Yes.

FILM 209 Production Budget and Scheduling 3 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.

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 211 Short-Form Production II 3 Credits

Techniques and tools of short-form and independent film production. Use of narrative visual storytelling components and expressive visual elements. Emphasis on collaborative production during the various pre-production, production, and post-production stages.

Terms Typically Offered: Spring.

Fees: Yes.

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.

Fees: Yes.

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.

Fees: Yes.

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.

Fees: Yes.

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.

Fees: Yes.

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.

Fees: Yes.

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.

Fees: Yes.

FILM 264 Multimedia and Special Effects 3 Credits

Exploration of the art of visual storytelling through the creation of multimedia content enriched with digital special effects and innovative techniques. The course covers a wide range of key topics, including: digital special effects, compositing 2D and 3D elements into live-action footage, motion graphics, 3D object import, advanced digital lighting, and advance rendering.

Terms Typically Offered: Fall.

Fees: Yes.

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.

Fees: Yes.

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.

Fees: Yes.

FILM 295 Independent Study 1-3 Credits

Course may be taken multiple times up to maximum of 6 credit hours.

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.