

# Bachelor of Arts in Film Production

## Course Descriptions

### CMS/FILM Courses Directly Related to the Film Production major

#### **CMS 2100 - Introduction to Film (3-0-3)**

A humanities-based approach to cinema as an art form, this course introduces the basic elements of motion-picture form: camerawork, editing, narrative, sound, and mise-en-scène. The course also locates contemporary filmmaking within historical and international contexts.

Note: Learning Support students who are required to take ENGL 0099 and/or READ 0099 must exit the requirement(s) before they can enroll in this course.

#### **CMS 2410 – Digital Imaging I (3-0-3)**

Introduction to camera-based digital imaging and editing. Students learn basic composition and lighting techniques and process photographs for print, television, and Internet distribution.

#### **CMS 2420 – Introduction to Field Production (3-0-3)**

An introduction to the production and distribution of networked digital media. Readings and assignments teach the basic concepts employed in production/distribution as well as hands-on skills using hardware and software. Students are required to provide a digital audio/video recording device (e.g. smart phone or camcorder) that meets the specifications of the CMS program.

Prerequisite(s): ENGL 1102

#### **CMS 3340 - National Cinemas (3-2-3)**

This course closely studies the development of a specific national or regional cinema in terms of its aesthetic, theoretical, and socio-political dimensions. Topics range from the study of a historical period (the Russian silent era, for example), to an in-depth analysis of a single movement (The French New Wave), to the conceptualization of a specific national or regional cinema (e.g., Japanese, Indian, French, Mexican, Canadian, African, New Zealand, etc.). May be repeated when topics vary (four times total). Attendance is required for weekly out-of-class screenings.

Prerequisites: ENGL 1102 (C); CMS 2100 (C).

#### **CMS 3410 – Lighting for Motion Pictures (3-0-3)**

This studio course introduces the aesthetic conventions and technical skills of motion-picture lighting, including instruments, equipment, and techniques used for in-studio and on-location settings. Students will learn the process behind production lighting and demonstrate the ability to achieve a professional-quality video image.

Prerequisite(s): CMS 2410 or CMS 2420

#### **CMS 3420 – Audio Recording and Sound Design (3-0-3)**

This studio course introduces the aesthetic conventions and technical skills of recorded sound. Assignments include field recording for audio media (e.g. radio and podcasting) and video, along with post-production sound design for moving images, including the preparation of dialog, sound effects, and music tracks.

Prerequisite(s): CMS 2100 (C)

#### **CMS 3600 Introduction to Broadcasting (3-0-3)**

This course provides students with an understanding of the operations and functions of radio and television broadcasting in both America and in other countries. Students will learn how broadcasting and the electronic media operate including programming, production and distribution, networks, local stations, advertising and promotion, audience ratings and new technologies.

Pre-requisites: ENGL 1102 (C), CMS 2010 (C)

**CMS 3720 - New Media Design (3-0-3)**

A studio course that focuses on aesthetic and communicative applications of graphic, streaming, and interactive digital media. Class projects will result in a portfolio of work integrating sound, typography, photo illustration, and moving images.

Prerequisite(s): CMS 2100 (C); [ENGL 3901 (C) or CMS 3710 (C)].

**CMS 3820 – Screenwriting (3-0-3)**

In this course, students will study the mechanics of screenwriting. The course explores dramatic structure including film language, story, and character development. Students will analyze and apply various techniques in writing for the screen.

Prerequisites: ENGL 1102, CMS 2100

**CMS 4310 - Film Analysis and Criticism (3-2-3)**

This course continues the humanities-based approach to cinema begun in CMS 2100, now in a writing-intensive format. Through weekly writing assignments, students master the analysis of motion-picture form, including camerawork, editing, narrative, sound, and mise-en-scène. The course also considers multiple approaches to film theory and criticism within historical and international contexts. Attendance is required for weekly out-of-class screenings.

Prerequisite(s): ENGL 1102 (C); CMS 2100 (C).

**CMS 4320 - Women and Film (3-2-3)**

This course explores the role of women in cinema as on-screen representations, as spectators, and as filmmakers. We will study selected films and readings particularly in light of women's gender, class, race, and sexuality.

Prerequisite(s): ENGL 1102 (C); CMS 2100 (C).

**CMS 4330 - Film Genres (3-2-3)**

An analysis of specific genres of American and international cinema, focusing on the conventions and icons of those genres and examining significant films within them. Attendance is required for weekly out-of-class screenings. May be repeated when topics vary (four times total).

Prerequisite(s): ENGL 1102 (C); CMS 2110 (C).

**CMS 4340 – Television Criticism (3-0-3)**

This course teaches students to analyze television programming using such methods as genre criticism, ideological criticism, auteurist criticism, semiotics and cultural studies and instructs them in the important elements of television production, including narrative structure, cinematography, editing, sound and acting.

Pre-requisites: ENGL 1102 (C), CMS 2100 (C)

**CMS 4410 - Digital Video Production (3-0-3)**

An introduction to the three phases of digital video creation: pre-production, production, and post-production. Students will be required to attend events (e.g. video shoots) scheduled outside of regular class hours. Prerequisite(s): CMS 2100 and CMS 2420

**CMS 4450 - Digital Video Post-Production (3-0-3)**

Through lectures, demonstrations, and hands-on exercises, students master the basic terminology, principles, and skills of digital post production, with an emphasis on nonlinear video editing. Fundamentals of visual storytelling—including continuity, pacing, and dramatic structure—are emphasized.

Prerequisite(s): CMS 2100, and [CMS 2410 or CMS 2420]

**CMS 4490 – Modes of Video Production (3-0-3)**

This studio course in digital video production investigates modes of digital production, including fiction, documentary, experimental, personal narrative, web video, and interactive media, teaching fundamental terms and concepts while providing students with hands-on hardware and software skills. Students will be required to attend events (e.g. video shoots) scheduled outside of regular class hours. May be repeated if topics vary.

Prerequisite(s): CMS 2100; CMS or pre-CMS major

**FILM 2430 – Storyboarding (3-0-3)**

Students will explore concepts of visual storytelling using a variety of tools including storyboarding and animatics. Students will develop knowledge of and approaches to designing pre-visualization materials that reflect the design, mood, action, and dialogue of a film or video project and which will tell the story most effectively.

Prerequisite(s): ENGL 1102; CMS 2420

**FILM 2700 – History of Cinema (3-0-3)**

This course introduces students to the evolution of motion pictures as an art form from the silent era to the present. It critically surveys historically important cinematic traditions across narrative, documentary, and/or experimental forms.

Prerequisite(s): None

**FILM 3155 – Cinematography (3-0-3)**

This intensive hands-on course introduces students to the artistic and technical operation of video cameras and related equipment used for motion picture production. Camera movement, composition, focus, exposure, file formats, in-camera image modifications, application of post-production techniques in shaping the digital negative, and other elements of high-resolution image acquisition and processing are covered in this project-based course. Students will also learn the role of the Director of Photography and related positions on a film crew.

Prerequisite(s): CMS 2100; CMS 2410; CMS 2420

**FILM 3480 – Producing (3-0-3)**

The course will explore the role of the film producer with focus on both the creative and organizational techniques of producing. Students will explore and put into practice the detailed preparation that precedes a film or television shoot and will learn the proper pre-production techniques to ensure a successful project. Prerequisite(s): FILM 3155

**FILM 3700 Great Directors (3-0-3)**

This revolving topics course analyzes and discusses historically important films by great international directors. It considers the role of the director in the creation of excellent films: personal “auteurist” styles, cinematic strategies, and typical themes. May be repeated when topics vary up to four times without departmental approval.

Prerequisite(s): CMS 2100; FILM 2700

**FILM 3850 – Motion Graphics (3-0-3)**

This course focuses on the basic principles and practices of motion graphics, including design and composition, storyboarding and planning, compositing, and sequencing. Students will be introduced to current software and concepts used in the production of motion pictures, television, and networked media. Students should expect to spend additional time in the lab outside of the scheduled class time.

Prerequisite(s): CMS 4450

**FILM 4420 – Visual Effects (3-0-3)**

Students will learn to use a variety of approaches including the proper design, setup, and execution of in-camera effects as well as green screen and compositing workflows to achieve seamless, narrative-driven, visual effects sequences. Students will learn to analyze footage and to modify their 2D and 3D elements using industry-standard software to create vivid, realistic, and seamlessly integrated final projects.

Prerequisite(s): CMS 4450

**FILM 4430 – Advanced Lighting (3-0-3)**

This course focuses on mastery of advanced elements of narrative motion picture lighting. The course covers the visual and emotional qualities of light, how to apply different approaches and employ a variety of equipment and tools in lighting for character, commercial/corporate, and narrative scenes. The course examines and provides students on-set experience in the role of the lighting director, gaffer, and other crew positions.

Prerequisite(s): CMS 3410; FILM 3155

**FILM 4440 – Advanced Visual Effects (3-0-3)**

Students design and create multiple effects-based projects based on advanced compositing and visual effects techniques. Topics include 3D modeling, digital mattes, pre-visualization tools for seamless preview and production of effects on-set, and integration of effects as elements of the production and post-production environments.

Prerequisite(s): FILM 4420

**FILM 4460 – Video Post-Production II (3-0-3)**

In this advanced class, students will study the narrative-specific use of color grading, compositing, motion tracking, titles and graphics as well as other industry-standard methods for professionally finishing a film or video project. Digital mattes, painting, 3D modeling and other visual effects tools and techniques will also be touched upon and used by students to enhance narrative film and video.

Prerequisite(s): CMS 4450

**FILM 4480 – Video Production II (3-0-3)**

This advanced course in video production gives students experience with advanced visual storytelling, directing, lighting and sound. Students will develop, produce, and direct short narrative projects while working in three other crew positions on student films. Students will learn on-set etiquette, the role of the Assistant Director, Director of Photography, Director, and Assistant Camera.

Prerequisite(s): CMS 4410

**FILM 4800 Special Topics (3-0-3)**

This rotating topics course focuses on either contemporary production practices in film and television and teaches fundamental terminology and concepts through hands-on hardware and software skills or on a media criticism topic. May be repeated if topics vary.

Prerequisite(s): Junior Status; CMS or FILM major

**FILM 4901 Internship/Experiential Learning (0-V-1/3)**

This course will allow students to earn credit for participating in film and media industry activities. Students may volunteer for film/media conferences or events, attend speakers and special presentations, work on-set for film/media productions, and/or take part in other faculty-approved activities. A minimum number of hours will be required for each credit hour and the work must be documented. 1-3 variable credit hours (2 hours min required; may be repeated).

Prerequisite(s): CMS 4410; FILM 3155

**FILM 4903 Seminar in Contemporary Filmmaking (3-0-3)**

This advanced seminar will bring a rotating selection of film and media industry professionals to campus for master-class style workshops with seminar participants. Visiting professionals will also give public lectures highlighting best-practices and career advice for students and the wider film community.

Prerequisite(s): FILM 3155

**FILM 4904 Portfolio Class (1-0-1)**

This course will provide students the opportunity to shape their best film and video work into a cohesive and career-ready portfolio. Students will meet with faculty as needed for input and direction and will publish the portfolio of their work online after a review by faculty and industry professionals.

Prerequisite(s): CMS 4410; CMS 4450

## **Restricted Elective Courses in Area F (Non-CMS/FILM Courses)**

### **ACCT 2101 - Principles of Financial Accounting (3-0-3)**

Introduction to the concepts, principles, and procedures pertaining to the preparation, analysis, and interpretation of income statement, retained earnings statement, balance sheet, and cash flow statements for service and merchandising companies with introduction to the measurement of inventory, receivables, liabilities, long-term assets, and stockholders' equity.

Prerequisite(s): MATH 1101 (D) or MATH 1111 (D) or higher based upon Math placement scores.

### **ART 1101 - Drawing I (3-0-3)**

As the first course in drawing, drawing I provides a systematic study in the basic concepts skills in drawing, through traditional approaches to contemporary visual languages. By working from direct observation, students will demonstrate through in-class exercises and formal assignments an understanding of the basic skills and concepts.

### **BLAW 2106 - Legal Environment of Business (3-0-3)**

An introduction to the legal, regulatory, political, social, ethical, culture, environmental, and technological issues which form the context for business. The course will include an overview of the impact of demographic diversity on organizations.

Prerequisites: Exempt or exit Learning Support.

### **CSCI 1301 - Computer Science I (3-0-3)**

The course includes an overview of computers and programming: problem-solving and algorithm development; simple data types; arithmetic and logical operators; selection structures; repetition structures; text files; arrays (one-and two-dimensional); procedural abstraction and software design; modular programming (including subprograms or the equivalent). A high level programming language will be used.

Prerequisite(s): A grade of C or better in MATH 1101 or higher (or equivalent placement score).

### **CPTG 1111 - Introduction to Computing (1-2-2)**

This course is an introduction to concepts of computer programming. A programming language (such as Visual BASIC) will be used to design and implement algorithms to solve problems.

Prerequisite(s): MATH 1101 or higher (or equivalent placement score).

### **ECON 2106 - Principles of Microeconomics (3-0-3)**

Application of microeconomics principles to economic problems; the theory of production, market structures, income distribution, government regulation and business, labor organization, and international trade.

Prerequisite(s): MATH 1101 or MATH 1111 or higher based upon Math placement scores.

### **THEA 1880 - Introduction to Acting (3-0-3)**

An introduction to basic acting techniques. The course includes an exercise regimen as well as skill development in stage combat, mime, voice production, and role preparation.

### **THEA 2100 - Stagecraft (3-0-3)**

Practical work in theatre crafts, including carpentry, properties, costumes, scene painting, and sound. Special emphasis on safety and risk management will be included with each area.

### **THEA 2900 - Directing (3-0-3)**

A foundational study of the principles of directing contemporary theatre with an emphasis on current trends in theatrical production.