

# **COLUMBIA COLLEGE HOLLYWOOD**

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## **2020 COURSE CATALOG**

Supplement to 2020 CCH Institutional Catalog  
Effective January 1, 2020

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The information contained in this catalog is certified true and correct in content at the time of publication.

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# COURSES BY AREA OF STUDY

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## ACTING

### **ACTG110 ACTING I**

4 credit hours

Prerequisites: FILM101 Production Fundamentals

Explores techniques of acting with emphasis on the role of the actor in cinema as directly related to the personal and social values of the individual practitioner. Provides an overview of the history of acting on stage and screen. Students explore basic experiences as actors, including interpretation of texts, individual and duo scene preparation, and performance.

### **A121 THE ESSENTIAL ACTOR'S TOOL KIT: MOVEMENT, VOICE AND MORE**

4 credit hours

Prerequisites: GH125 Introduction to Acting

An actor's body and voice is an instrument. In this course, students learn to tune that instrument using exercises and methods to prepare for what comes when the camera is rolling or the curtain goes up.

### **GH125 INTRODUCTION TO ACTING**

4 credit hours

Prerequisites: None

Basic training in the elements and techniques of acting with an emphasis on its role in filmmaking. Students experience exercises and assignments as actors, including individual and duo scene preparation and performance.

### **ACT201 SPEECH & VOICE**

4 credit hours

Prerequisites: GH125 Introduction to Acting

This course will give students an overview of voice and speech issues faced by actors. Students improve vocal production by releasing tension, connect to their breath, and open their voice's natural resonance. Coursework provides an introduction to the elements of diction, with exercises that contribute to the actor's goal of overall clarity and efficiency in speech. Using poetry, dramatic works, and voiceover content, including commercial copy and animation scripts, the course provides the actor with a basis for the dynamic use of language in production.

### **GH226 ADVANCED ACTING WORKSHOP**

4 credit hours

Prerequisites: GH125 Introduction to Acting

An advanced workshop in which students strengthen their acting tools and hone their craft. Coursework includes body, vocal, and acting exercises, performances in class, and journaling about characters and experiences. Students will also develop and perform a one-person piece that will be filmed.

### **GH227 ACTING: ADVANCED TECHNIQUE**

4 credit hours

Prerequisites: GH125 Introduction to Acting

Offers character development through various acting techniques, styles, and improvisation exploring more diverse and intense characters in individual and duo scene work. Students also work on vocal and physical development to heighten their expression as actors. Some acting theories employed will include those of Constantin Stanislavski ("The Magical If"), Lee Strasberg and "The Method," and the (Sanford) Meisner Technique.

### **GH228 ACTING FOR THE CAMERA 1**

4 credit hours

Prerequisites: GH125 Introduction to Acting

Provides an overview of techniques and strategies used by screen actors. Through exercises and scene study, this course will help actors hone their craft for the camera and help directors understand the experience and boundaries of the screen actor.

### **A231 COLD READING: THE REALITIES OF TV ACTING**

4 credit hours

Prerequisites: GH125 Introduction to Acting

One of an actor's greatest challenges is being presented with material to audition or perform with no opportunity to prepare. This course gives students an overview of common cold reading practices used when auditioning for television series and commercials. Coursework includes games, improvisation strategies, and other techniques to enhance quick interpretation and critical thinking.

### **GH238A THEATRE PRODUCTION WORKSHOP 1**

4 credit hours

Prerequisites: GH125 Introduction to Acting plus one advanced acting course

In quarter 1 of two successive quarters, students rehearse, stage, and perform a play for the college and community. Students act on stage and serve in backstage roles to learn the techniques and challenges of launching a professional stage production. Prior to the final production, students prepare and perform scenes and skits for an audience.

### **GH238B THEATRE PRODUCTION WORKSHOP 2**

4 credit hours

Prerequisites: GH238A Theatre Production Workshop 1

In quarter 2 of two successive quarters, students rehearse, stage, and perform a play for the college and community. Students both act and serve in backstage roles to learn the techniques and challenges of launching a professional stage production. Prior to the final production, students prepare and perform scenes and skits for an audience.

### **ACTG310 ACTING II: MOVEMENT AND VOICE**

4 credit hours

Prerequisites: ACTG110 Acting I

Incorporates dance, bodywork, vocal and acting exercises to build upon the tools and techniques introduced in Acting I. Students develop the ability to integrate techniques organically. Course exercises culminate in student performances.

### **ACTG315 TOPICS IN SPEECH AND VOICE**

4 credit hours

Prerequisites: ACTG310 Acting II: Movement and Voice

Gives students an overview of voice and speech issues faced by actors. Students improve vocal production by releasing tension, connect to their breath, and open their voice's natural resonance. Coursework provides an introduction to the elements of diction, with exercises that contribute to the actor's goal of overall clarity and efficiency in speech. Using poetry, dramatic works, and voiceover content, including commercial copy and animation scripts, the course provides the actor with a basis for the dynamic use of language in production.

### **ACTG320 ACTING FOUNDATIONS & THEORY**

4 credit hours

Prerequisites: ACTG110 Acting I

Imparts critical understanding of the art of acting and its relationship to dramatic arts as a whole. Students analyze and compare acting theories and methodologies, placed in historical and global context. Explores a broad range of established approaches to dramatic interpretation of a script. Coursework may include research and regular reading assignments, quizzes, exams, and writing assignments.

### **GH326 COMEDY IMPROVISATION**

4 credit hours

Prerequisites: GH125 Introduction to Acting

An intermediate exploration of comedy performance and improvisation. Under supervision of the instructor, students will form a comedy improvisation group, do in-class exercises and activities, and further develop skills in quick thinking.

### **A330 CHARACTER DEVELOPMENT**

4 credit hours

Prerequisites: A121 The Essential Actor's Toolkit or GH226 Advanced Acting or GH227 Acting: Advanced Technique

Imparts skills and techniques for developing multi-dimensional characters. Students explore methods to create characters with back-stories, inner conflicts, and motivations while also navigating the casting and rehearsal process. Coursework also emphasizes script analysis techniques geared toward effective cold readings.

### **ACTG330 ACTING III: CHARACTER DEVELOPMENT**

4 credit hours

Prerequisites: ACTG310 Acting II: Movement and Voice

Imparts skills and techniques for developing multi-dimensional characters. Students explore methods to create characters with back-stories, inner conflicts, and motivations while also navigating the casting and rehearsal process. Coursework also emphasizes script analysis techniques geared toward effective cold readings.

### **ACTG338 TV COMMERCIAL ACTING**

4 credit hours

Prerequisites: ACTG330 Acting III: Character Development

An in-depth exploration of commercial casting and acting. The course covers fundamentals of slating, analyzing story boards, reading from cue cards, and improvising scenes for auditions. Students spend time working on-camera and critique the performances.

### **ACTG340 IMPROVISATION TECHNIQUES**

4 credit hours

Prerequisites: ACTG310 Acting II: Movement and Voice

Develops techniques for improvisational acting for scripted film work. Through theater games and exercises and filming of scenes in class, students hone the ability to act instinctively and allow active choices to create collaboration.

### **ACTG380 ACTING IV: ADVANCED SCENE STUDY FOR CAMERA**

4 credit hours

Prerequisites: ACTG330 Acting III: Character Development

Develops advanced techniques and methods for auditioning and acting for camera. By reading and interpreting existing texts by familiar screenwriters, students expand and refine their range in relationship to established methods of cinema production and acting on camera. Coursework includes coverage, scene breakdowns, and analysis of existing scenes from the actor's perspective.

### **A389 ACTING: CREATING ORIGINAL CONTENT**

4 credit hours

Prerequisites: GH228 Acting for the Camera 1

Challenges advanced students to apply acquired acting skills and knowledge creatively. Students write and perform original scenes and monologues. The course culminates in an original one-person piece that is filmed and edited to become material for the student's professional reel.

### **ACTG390 ORIGINAL SCENES AND MATERIAL**

4 credit hours

Prerequisites: ACTG330 Acting III: Character Development

Challenges advanced students to apply acquired acting skills and knowledge creatively. Students write and perform original scenes and monologues. The course culminates in an original one-person piece that is filmed and edited to become material for the student's professional reel.

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## **ANIMATION**

### **ANIM201 STORYBOARDING FOR VFX & ANIMATION**

4 credit hours

Prerequisites: ARTD111 2D Image Manipulation

An introduction to industry-standard storyboarding techniques and practices for visual effects and animation. Topics include storyboard formats, terminology, concepts used in the creation of dynamic and effective storyboards, and an introduction to previsualization. Students work both traditionally and digitally in addition to bringing their storyboards to life through animatics.

### **ANIM213 3D ANIMATION I**

4 credit hours

Prerequisites: MODL213 3D Modeling I

A hands-on introduction to basic 3D animation techniques and the 12 principles of animation. Topics include setting keyframes, working with function curves, working with curve tangencies, animating basic character performance, and creating walk cycles.

### **ANIM219 MOTION DESIGN I**

4 credit hours

Prerequisites: ANIM213 3D Animation I

An intermediate exploration of moving image design. Introduces practical applications of sequential moving images and compositing imagery from multiple sources, including raster-based, vector-based, and 3D. Coursework emphasizes working from design and storyboard to animation and final output.

### **ANIM300 MOTION CAPTURE I**

4 credit hours

Prerequisites: ANIM213 3D Animation I

Explores the fundamentals of capturing and editing motion capture data. Using industry-standard motion capture equipment, students learn to capture single character performances and multiple character performances at one time. Coursework covers techniques used to clean, edit, and refine captured motion data and prepare motion capture data for export to a variety of software packages for use in film, TV, and video games.

### **ANIM303 PREVISUALIZATION**

4 credit hours

Prerequisites: ANIM213 3D Animation I

Intermediate exploration of the concepts, workflow, and terminology of previsualization. Students use a variety of digital software to create visual effects previsualizations, produce 3D animated sequence blueprints, and assemble advanced 3D animatics. Emphasis is placed on planning techniques for on-set visual effects shots, visualization techniques for motion capture on the set, and incorporating 3D scanning into the previsualization pipeline.

### **ANIM310 2D ANIMATION I**

4 credit hours

Prerequisites: ANIM219 Motion Design I

An introduction to 2D animation. Using industry standard animation software, students create 2D animation through both straight-ahead and pose-to-pose approaches. Coursework emphasizes employing the 12 principles of animation to create animation from storyboard to completed 2D render. Focuses on both character performance-based animation as well as storytelling for animation.

### **ANIM313 3D ANIMATION II**

4 credit hours

Prerequisites: ANIM213 3D Animation I

An intermediate exploration of the creation of 3D animation. Emphasizes character based animation with a focus on acting and performance. In addition to bipedal and quadrupedal character animation, students are introduced to the concepts and techniques behind facial animation and lip sync animation. Using materials such as recorded dialogue, storyboards, and animatics, students produce a final, character-driven animated piece.

### **ANIM319 MOTION DESIGN II**

4 credit hours

Prerequisites: ANIM219 Motion Design I

Advanced study of motion graphic design. Students become well-versed in the communicative and expressive potential of color, shape, and typography in motion. Coursework emphasizes research, teamwork, and technical proficiency.

### **ANIM353 RIGGING I**

4 credit hours

Prerequisites: ANIM213 3D Animation I

An introduction to the concept of rigging in a 3D space. Using industry-standard software and modern techniques, students construct rigs for use in film, animation, and video games. Coursework includes working with joints, FK & IK setups, constraints, and basic scripting in order to create animatable rigs. Emphasis is placed on rigging organic bipedal characters with an introduction to rigging hard surface models.

### **ANIM400 MOTION CAPTURE II**

4 credit hours

Prerequisites: ANIM300 Motion Capture I

An intermediate, continued exploration of capturing and editing motion capture data. Using industry-standard motion capture equipment, students capture more intricate motions, including motion from human hands and fingers, and work with capturing and editing facial motion data. Coursework includes using advanced retargeting setups to transfer motion capture data to a variety of characters of different shapes and sizes.

### **ANIM401 SPECIAL TOPICS IN ANIMATION**

4 credit hours

Prerequisites: Dept Approval

An in-depth exploration into a specific topic related to the field of digital 3D animation. Topics vary from term to term covering both current trends in the 3D animation fields as well classical and historical forms of animation that still have relevance in the industry today.

### **ANIM413 3D ANIMATION III**

4 credit hours

Prerequisite: ANIM313 3D Animation II

Advanced study of 3D animation focused on professional quality character and creature-based animation. Working from storyboards to final rendered piece, each student creates a feature film-quality animated sequence displaying believable performances and dialog. Coursework focuses on the subtlety of acting and emotion when bringing life to both photo realistic and stylized characters. Heavy emphasis is placed on animating creatures with anatomically correct movement, accounting for secondary motions such as fat, muscle, and the illusion of flesh and tissue sliding over bone.

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## **CINEMATOGRAPHY**

### **F102 CINEMATOGRAPHY 1**

4 credit hours

Prerequisites: F101 Principles of Production

Provides hands-on experience with the technical and conceptual skills of the professional cinematographer. Students become familiar with lighting techniques for creating a mood and camera techniques necessary to control the quality of images produced. Coursework involves weekly group exercises with various camera and lighting packages as well as individual assignments.

### **CINE110 CINEMATOGRAPHY I**

4 credit hours

Prerequisites: FILM101 Production Fundamentals, FILM105 Visual Storytelling

Provides hands-on experience with the technical and conceptual skills of the professional cinematographer or director of photography (DP). Students become familiar with lighting techniques for creating a mood and camera techniques necessary to control the quality of images produced. Explores the roles of grip, electric, and camera departments as well as their relationships to the DP and to the overall production. Coursework involves group exercises with various camera and lighting packages, exams, and homework assignments.

### **F202 CINEMATOGRAPHY 2**

4 credit hours

Prerequisites: F102 Cinematography 1

Deepens student understanding of image production in both digital and film formats. The course covers variables in lighting, exposure, camera position, and action blocking within scenes, as well as increased collaboration with a director. Coursework includes weekly hands-on exercises and tests.

### **F203A CAMERA ESSENTIALS**

4 credit hours

Prerequisites: F101 Principles of Production

An introduction to the responsibilities of camera crew members with emphasis on the positions of first and second assistant camera (AC). Covers camera prep, set-up, changing lenses, filters, magazines, setting T-stops, following focus, slating, marking actors, loading magazines, and keeping camera reports.

### **V220 DIGITAL STUDIO LIGHTING**

4 credit hours

Prerequisites: F102 Cinematography 1

Designed to help students take their knowledge of cameras and lensing to the next level - especially the knowledge and skill in lighting scenes and action - by crafting precise and technically advanced visual imagery that creates precise emotional responses in the viewing audiences.



### **F265 COLOR TIMING 1**

4 credit hours

Prerequisites: F102 Cinematography 1, F122A Editing Theory & Practice

Explores the challenges of post-production for the cinematographer. Students learn the art of color correction in order to protect and enhance the integrity of a visual plan. Coursework includes history and theory of color and color correction, as well as activities with industry-standard software packages.

### **F307 EXTERIOR CINEMATOGRAPHY**

4 credit hours

Prerequisites: F102 Cinematography 1

Hands-on experience shooting with film and digital cameras in practical, real-life locations, such as convenience stores, gas stations, parks, and city streets, in exterior and interior day conditions. Students will also be trained in the use of SunPath computer software that is the Industry standard for tracking the movement of the sun during the arc of the day.

### **CINE310 STUDIO LIGHTING**

4 credit hours

Prerequisites: CINE110 Cinematography I

An intermediate examination of the role of the grip and electric departments in the filmmaking process. Students become well-versed in grip and lighting equipment used in a controlled studio environment. Coursework includes hands-on grip and lighting exercises, creation of lighting diagrams, exams and homework assignments.

### **CINE320 CINEMATOGRAPHY II**

4 credit hours

Prerequisites: CINE110 Cinematography I

Intermediate level training in image control for cinematic applications. Students continue to hone their skills in lighting, exposure, camera operation, and blocking a scene with a director. Coursework includes in-class shooting assignments, screening dailies, scene recreations, and critical evaluations of the work of notable cinematographers.

### **CINE325 VISUAL FX & GREEN SCREEN CINEMATOGRAPHY**

4 credit hours

Prerequisites: CINE320 Cinematography II

An introduction to the challenges and possibilities of shooting with a green screen. Students gain hands-on experience shooting for various visual effects applications as well as an overview of the post-production processes required to complete them. Coursework includes group production projects as well as individual research and writing.

### **CINE330 CAMERA FOUNDATIONS**

4 credit hours

Prerequisites: CINE110 Cinematography I

Essential training in the duties and performance of the professional camera department. Students leave the course knowing how to perform the essential duties of all camera department positions. Coursework includes in-class exercises, exams, hands-on demonstrations of proficiency, and homework assignments.

### **CINE340 CINEMATOGRAPHY ON LOCATION**

4 credit hours

Prerequisites: CINE310 Studio Lighting, CINE320 Cinematography II

Advanced cinematography training on practical, real-life locations with an emphasis on exteriors. Narrative and documentary-style approaches are addressed as students become familiar with tracking and using the sun to control the quality and design of light in exterior shooting situations. Coursework may include in class exercises, exams, and still photo and short film assignments.

### **CINE380 CINEMATOGRAPHY III**

4 credit hours

Prerequisites: CINE320 Cinematography II

Advanced study of the creative, technical, and managerial skills essential to the professional cinematographer in each stage of production (pre-production, production, and post production). Students gain proficiency with advanced imaging formats suitable for feature film and/or broadcast television production as they cultivate a unique visual style from conception to on-set execution and post production finishing. Coursework includes in class exercises, script breakdown, budgeting, and written film analyses.

### **CINE390 THE MOVING CAMERA**

4 credit hours

Prerequisites: CINE320 Cinematography II, CINE330 Camera Foundations

This advanced course focuses on the aesthetic and practical issues - the why, when, and how - of moving the camera. Students become familiar with various methods and industry-standard tools for moving the camera through in-class exercises and analysis of films. Coursework may include written assignments, in-class exercises, and homework assignments.

### **F402 CAMERA MOVEMENT**

4 credit hours

Prerequisites: F102 Cinematography 1

Provides an in-depth look at the practical and aesthetic concerns regarding the moving camera. Students leave the course understanding the whys and hows of camera movement. Coursework may include film screenings and analysis, hands-on exercises, and written assignments.

### **F403A FEATURE FILM CINEMATOGRAPHY**

4 credit hours

Prerequisites: F202 Cinematography 2

Explores the various cameras used for production of feature-length films. Students interact with cameras used by major studios as well as for independent features. The course will also discuss the transition from a 35mm film-based format to the ever-evolving digital landscape.

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## **COMPOSITING**

### **CMPX214 COMPOSITING I**

4 credit hours

Prerequisites: ARTD111 2D Image Manipulation

An introduction to the concepts, techniques, and vocabulary of compositing for visual effects. Coursework covers techniques such as rotoscoping, match-moving, chroma keying, and layering footage. Using industry-standard compositing software, students work with multiple channels to create photorealistic composites.

### **CMPX310 ON SET VFX I**

4 credit hours

Prerequisite: CMPX214 Compositing I

A comprehensive study of the role visual effects play on the film set. Hands-on, practical coursework includes working with green screens, physical lights, cameras, and props. Students learn to set up tracking markers and plan for camera tracking and motion control. Heavy emphasis is placed on planning and making use of previsualization data to execute a successful visual effects shoot.

### **CMPX314 COMPOSITING II**

4 credit hours

Prerequisite: CMPX214 Compositing I

An intermediate study of compositing for film, TV, and animation. Coursework begins with 2D node-based compositing and expands into 3D node-based compositing. Emphasis is placed on digital actor augmentation, set extensions, digital plate cleanup, and advanced tracking and match moving techniques.

### **CMPX333 LIGHTING & RENDERING I**

4 credit hours

Prerequisite: MODL213 3D Modeling I

An introduction to lighting and rendering in a 3D environment. Using industry-standard 3D content creation software and rendering engines, students light, shade, and render 3D models. Emphasis is placed on both photorealistic and stylized rendering and shading. Students also learn to output render passes for use in compositing for film and animation.

### **CMPX401 SPECIAL TOPICS IN COMPOSITING**

4 credit hours

Prerequisites: Dept Approval

An in-depth exploration into a specific topic related to the field of digital compositing. Topics vary from term to term covering both current trends in the digital compositing field as well as classical and historical forms of matte painting and compositing that still have relevance in the industry today.

### **CMPX410 ON SET VFX II**

4 credit hours

Prerequisite: CMPX310 On Set VFX I

An advanced, hands-on course in which students work on set to plan and execute preparation for advanced visual effect shots. Heavy emphasis is placed on combining previsualization techniques with other on-set visualization techniques, including motion capture and 3D scanning. Includes advanced instruction on lighting, collecting reference information, creating HDRi images, and working with motion control and in-camera special effects.

### **CMPX433 LIGHTING & RENDERING II**

4 credit hours

Prerequisite: CMPX333 Lighting & Rendering I

An advanced exploration of digital lighting, shading, and rendering techniques. Students work with advanced shader setups for both organic and hard surfaces and objects. Practical coursework includes creating advanced multi layered shaders and render passes for complex visual effects shots and animated sequences. Emphasis is placed on working with multiple rendering engines to create effects such as refractions, caustics, global illumination, physically-based shading, and ambient occlusion.

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## **DESIGN ARTS**

### **ARTD101 COLOR THEORY & PRACTICE**

4 credit hours

Prerequisites: None

An introduction to the basic tenets of color perception and reproduction in the visual arts. Coursework includes hands-on projects requiring color mixing, value scales, and manipulating color in both analog and digital media. Readings and exercises provide familiarity with the psychological and physiological aspects of color.

### **ARTD111 2D IMAGE MANIPULATION**

4 credit hours

Prerequisite: ARTD101 Color Theory & Practice

Basic training in the manipulation of raster-based images. Students become familiar with the anatomy of a digital image and gain experience in industry-standard software-based image editing while continuing to hone their compositional abilities. Coursework includes projects, exercises, and assignments and covers topics including file management and output formats for various applications.

### **ARTD116 VECTOR GRAPHICS**

4 credit hours

Prerequisites: ARTD101 Color Theory & Practice

An introduction to creating, managing, and manipulating vector-based graphics using industry-standard software. Coursework introduces typography and builds on previous work with color, line, and shape to solve design problems. Projects develop technical proficiency in converting images to vector format, manipulating images and type within a vector format, and creating original vector art.

### **ARTD201 FIGURE DRAWING**

4 credit hours

Prerequisite: ARTS110 Observational & Perspective Drawing

A practical application of principles and techniques of observation and perspective used to draw the human figure. Working with live models, students hone their skills with line, tone, and volume to create dynamic compositions. Coursework emphasizes gestures and considering observations from the live model. Additional readings and exercises are completed outside of class.

### **ARTD210 CHARACTER DESIGN**

4 credit hours

Prerequisites: ARTD201 Figure Drawing

Focuses on designing characters for film, animation, and video games. Students design characters based on existing source material as well as their original concepts with an emphasis on matching multiple styles, demographic based aesthetics, shape language, and psychology.

### **ARTD211 ENVIRONMENT CONCEPTING**

4 credit hours

Prerequisite: ARTS110 Observational & Perspective Drawing

Focuses on fleshing out fully realized environment concepts. Using traditional drawing and digital painting software, students create environment concepts and maps, conceptualize buildings and structures, and design environments based on existing source materials as well as original ideas. All work is geared as concept art for creating environments in a 3D space for film, television, and video games.

### **ARTD212 MOTION GRAPHICS I**

4 credit hours

Prerequisites: ARTD111 2D Image Manipulation

Introduction to the processes and techniques of motion design. Project-based coursework involves working from concept, design, and storyboard to animation and final output. Includes reading and writing assignments in addition to in-class and out-of-class exercises and assignments.

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## **DIGITAL MARKETING**

### **MRKT101 INTRODUCTION TO DIGITAL MARKETING**

4 credit hours

Prerequisites: None

An overview of the integration between traditional and digital marketing. Explores how the various components of the digital marketing ecosystem affect customers at different points in the customer journey. Projects involve collecting and analyzing website and social media data using industry-standard analytics software and social media listening platforms. Coursework includes developing strategies for online data collection and analysis, then creating presentation deliverables summarizing the results.

### **MRKT241 SEARCH OPTIMIZATION**

4 credit hours

Prerequisites: IMED150 Web Development I

Explores basic strategies used to optimize web pages for search engine results and increased traffic. Topics include elements used to rank new and established web pages with targeted keywords including conducting keyword research and planning and optimizing on-page and off-page factors. Coursework includes optimizing new or existing websites for start-ups and large businesses.

### **MRKT271 MARKET RESEARCH**

4 credit hours

Prerequisites: MRKT101 Introduction to Digital Marketing

An exploration of the process and methods employed by the market research industry. Examines how research validates market strategy and guides planning and forecasting within the business. Coursework involves collecting relevant information from target markets, employing research tools, and implementing protocol to identify opportunities in the marketplace. Projects include developing research strategy, determining market position, measuring brand reputation, and employing customer research to develop actionable marketing plans.

### **MRKT281 MOBILE AND THE CONNECTED CUSTOMER**

4 credit hours

Prerequisite: MRKT101 Introduction to Digital Marketing

An introduction to mobile marketing. Topics include channel marketing, fundamentals of user experience design, the rise of mobile as a distributive channel, and harnessing mobile as an evolving digital marketing tool. Assignments include readings, lectures, discussions, case studies, article and report analyses, and online/in-class discussions to review how mobile relates to products and what it takes to reach customers in optimal ways through mobile devices. projects, presentations, and multimedia. Coursework includes hands-on projects and multimedia presentations. A final class project evaluates a real-world mobile application.

### **MRKT291 SOCIAL MEDIA MARKETING**

4 credit hours

Prerequisite: MRKT101 Introduction to Digital Marketing

Intermediate survey of social media applications as predominant marketing channels for companies and organizations of all sizes. Focuses on results-based strategies for profitable marketing on social networks. Topics include measurement and analytics on social networks with a focus on the strategies to improve brand awareness, customer service, and positive word-of-mouth. Students work collaboratively to plan and execute a social marketing project.

### **MRKT322 CUSTOMER ENGAGEMENT AND DESIGN**

4 credit hours

Prerequisites: MRKT281 Mobile and the Connected Customer

Advanced study of the principles of human-centered design and its application to products, product systems, and product environments to enhance the user experience. Examines strategies for researching consumers, creating user stories and customer journeys, providing effective engagement, and implementing products and services that incorporate user journeys and business touchpoints. Coursework may include research, user storytelling, and iterating and testing product prototypes for maximum customer engagement.

### **MRKT403 SOCIAL COMMUNITY MANAGEMENT**

4 credit hours

Prerequisites: MRKT281 Mobile and the Connected Customer

Advanced study of the art of monitoring, measuring, engaging, and communicating with enterprise customers through online discussion groups and social networks. Examines how social community managers improve a company's relationship with customers while acting as brand evangelists and community advocates. Coursework includes advanced techniques for using online communities for customer relations and methods used to find potential influencers and brand advocates in the online community. Assignments focus on the roles and responsibilities of a social community manager, practical day to day management of an online community, and maintaining the reputation of an organization in online networks.

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## **DIGITAL MEDIA, DIGITAL ART (BS 2018 & PRIOR)**

### **FDN101 DESIGN**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Design focuses on the history of design and its applications, as well as focuses on the basic principles of design: Terminology, methods of problem-solving, aspects of composition, visual hierarchy, content development, scale, contrast and pattern. Students will study design movements while learning the fundamentals behind any good design.

### **VCM105 MOTION GRAPHICS I**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Motion Graphics I provides an introduction to moving image design - the aesthetics and techniques in the development of titles, interstitials, moving graphics and animations in current and emerging software.

### **FDN111 ENTREPRENEURSHIP**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Entrepreneurship teaches students the essential attributes of an entrepreneur and the stages one goes through in taking the seed of an idea and growing it into a successful business. This course provides practical insights into the differences between effective leadership and management by exploring the concepts of Emotional Intelligence in the workplace and determining how to identify and develop human capital - the lifeblood of every business.

### **FDN121 SIMULATIONS/PRODUCTION-IN-ACTION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Simulations/Production-in-Action offers every student direct, hands-on experience in completing a professional media production. Production-in-Action students collaborate with students from all Flashpoint disciplines, as well as industry professionals to create the finished product. Students will work as part of a cross-discipline team to create digital assets for the production.

### **FDN131 INTRODUCTION TO MEDIA AND MOTION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduction to Media and Motion is part of a continuum of learning that focuses on strengthening students' awareness of their world, their understanding of the external and internal forces that shape their perceptions, and their understanding of the aesthetic choices available to them as media artists. In this course, students will be exposed to exercises and assignments that invite discovery of four media building blocks: sound, image, time and space. Students will explore these dimensions through learning that reinforces the interdependence of these elements and their use as artistic tools. Emphasis will be placed on providing students with opportunities to experience sound, image, time and space in a fresh, unexpected way. The students' learning experience will include direct observation, verbal and written response, and interaction with the environment.

### **DMA201 ART FUNDAMENTALS**

3 semester credit hours/4 quarter credit hours

Prerequisite: FDN101 Design

Art Fundamentals introduces students to the universal principles of design, such as natural and man-made patterns, line, weight, mass, balance, scale and composition. The course will explore various techniques to create beautiful and compelling designs. The student will explore aesthetics and visual communication and apply formal techniques to achieve well-composed works.

### **DMA211 FIGURE DRAWING**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA221 Perspective and Still Life Drawing

This course is designed to increase competency in drawing the human form by working from nature and the solid understanding of human anatomy. The student will begin drawing the human form from real models, building up a solid appreciation of form, mass, volume, and movement using gesture and contour techniques. Solid studies of anatomy will be explored, including bone structure, muscle origin and insertions, and layering up muscles using *écorché* techniques.

### **DMA221 PERSPECTIVE AND STILL LIFE DRAWING**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Perspective and Still Life Drawing introduces students to the principles of perspective and the observational techniques to draw their natural surroundings. One-, two- and three-point perspective, atmospheric perspective, scale and proportion, and natural lighting through the representation of value are all skills a student will be expected to accomplish.

### **DMA229 FLASHPOINT STUDIOS**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Flashpoint College Studios provides students with the unique opportunity to participate in a media arts production company. Working in teams, students are assigned client-based projects derived from inside the institution and from the public at large. Each faculty-supervised team is responsible for delivery of a professional, finished product for the client. Upon completion of the course, students will have gained experience in collaboration and accumulated professional work credits for their portfolios.

### **DMA231 2D IMAGE MANIPULATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

In 2D Image Manipulation, students explore the tools and software required to manipulate raster-based images, such as digital photography. Using industry standard software, students will gain the practical hands-on skills necessary to complete tasks such as photo-retouching, product shots and integration, and static compositing.

### **DMA251 INTRODUCTION TO 3D MODELING**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduction to 3D Modeling teaches students how to create 3D polygon models using industry-standard modeling tools. The aesthetics of simplicity are important related to edge flow and texture generation. A firm understanding of edge flow and texture coordinates (UV Mapping) is required to continue as a digital artist. Students will learn modeling techniques, industry-standard rendering software, and pipelines to achieve the highest level of visual quality. All these techniques will be used throughout the curriculum to continue to develop the quality of assets and the artistic abilities of each student.

**DMA261 ADVANCED TOPICS: 3D MODELING II**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA251 Introduction to 3D Modeling

Advanced Topics: 3D Modeling expounds upon previous techniques learned in previous Maya courses. Students are introduced to node-based procedural modeling, a more optimized and time saving way of creating 3D assets. The class also goes into depth on learning attributes, expressions, and facing normals. By the end of the class students will have procedurally modeled a bridge, building, and full environment from concept.

**DMA301 INTRODUCTION TO 3D ANIMATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA251 Introduction to 3D Modeling

3D Animation introduces students to the concepts and workflows of traditional key-framed animation within a modern 3D software package. Foundational concepts like hierarchies, simple rigging, pose-to-pose workflow and various methods of interpolation will give students a well-rounded understanding of the mechanics of 3D motion.

**DMA302 ADVANCED TOPICS: COMPOSITING II**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA310 Advanced Topics: Compositing I

Advanced Topics: Compositing II is designed to put the students through common yet difficult composites commonly experienced in the professional field. The students will be exposed to new compositing techniques such as clean plating, set extensions, full 3D carded environments, as well as introduction to Deep Compositing. The final project will be a 10-second narrative short in which the students will collaborate on each other's composites in an assembly line project utilizing the skill sets they've learned since the start of the course. Each student will also be tasked with creating a unique python-based tool to streamline the assembly process.

**DMA303 ADVANCED TOPICS: 3D ANIMATION III**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA331 Advanced Topics: 3D Animation II

3D Animation III builds on the foundational skills learned in DMA331 and introduces more complex emotional and dialogue animation. Understanding human emotion, behavior, and the fundamentals of acting, as well as building on the fundamentals of bipedal motion will give characters a feeling of life. Explorations into animal, quadruped motion will be explored as well.

**DMA304 ADVANCED TOPICS: 3D MODELING III**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA261 Advanced Topics: 3D Modeling II

Advanced 3D Modeling III will prepare the student for a career in modeling. This course will develop and refine the modeling skills to reflect current industry trends in modeling for visual effects, motion graphics and video game design. The student will focus their specific area of interest and develop an individual style for their portfolio. Focus in research and studio work will include environments, props and characters.

**DMA305 MOTION GRAPHICS II**

3 semester credit hours/4 quarter credit hours

Prerequisite: VCM105 Motion Graphics I

Motion Graphics II allows the students to continue to work with moving images, text and filmed footage. Advanced topics will include chromakey, motion tracking, and developing longer story-based motion graphic projects.

**DMA310 ADVANCED TOPICS: COMPOSITING I**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA321 Introduction to Compositing

Advanced Compositing I will introduce students to sophisticated techniques within Node-Based Compositing software. Students will learn how to incorporate a cg character or element into a live action scene. Along with quizzes and a final exam from source text, the student will walk away from the course having a firm understanding of the visual effects pipeline between compositing software and 3D computer animation software.

### **DMA311 LIGHTING AND RENDERING I**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA251 Introduction to 3D Modeling

Lighting and Rendering I introduces the students to different interior and exterior lighting and rendering techniques using industry standard 3D packages. This introductory course will cover 3D lighting, Global Illumination, Caustics, High Dynamic Range Image Lighting, 3D Physical Sun and Sky, as well as a basic understanding of how to frame a shot.

### **DMA320 2D ANIMATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA231 2D Image Manipulation

2D Animation is the foundation of all the subsequent animation courses. Students learn how to apply core animation principles through classic animation exercises. Principles of timing, arcs, silhouette, anticipation and follow through are manipulated to visually convey weight, force, self-impulse and emotion to bring otherwise inanimate objects to life. Best practices are learned using industry standard 2D software to enable students to effectively create appealing animated objects and characters.

### **DMA321 INTRODUCTION TO COMPOSITING**

3 semester credit hours/4 quarter credit hours

Prerequisite: VCM105 Motion Graphics I

Introduction to Compositing will introduce students to different techniques required to take visual elements from different sources into one, cohesive composition. Students will learn 3D camera tracking, color keying, set extension, color matching, color grading, post filters, and 2D/3D graphics integration. Along with being quizzed from source text, the student will produce a full one-minute commercial from script to finish.

### **DMA330 MOTION CAPTURE**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA301 Introduction to 3D Animation

Motion Capture students will plan out the entire motion capture workflow. They will start by calibrating the cameras, the volume, and setting tracking markers on the actor. They will direct the action into organized takes and organize the data through the processing pipeline.

### **DMA331 ADVANCED TOPICS: 3D ANIMATION II**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA301 Introduction to 3D Animation

3D Animation II builds on the foundational skills learned in DMA301 and introduces more complex bipedal animation. Character jumps, manipulating objects, and lip-sync and dialog techniques will give students strong experience with advanced character animation while developing their understanding of timing.

### **DMA397 INTERNSHIP**

3 semester credit hours/4 quarter credit hours

Prerequisite: Dept Approval

Students with internship opportunities can gain work experience while receiving academic credit toward their degrees. Students meet with an advisor or faculty member before and after internship. Students must turn in work produced and a paper analyzing the work experience. Students are responsible for obtaining and presenting possible internships to their department chair for approval.

### **DMA410 DIGITAL SCULPTING**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA261 Advanced Topics: 3D Modeling II

Digital Sculpting will allow the digital artist to bring the entire set of tools in a sculptor's studio into the computer. Using high polygon modeling techniques, the student will bring a character from a quick initial concept to final pose, adding details, and surface color. The course will explore organic and hard surface forms, using various polygonal techniques.

### **DMA411 LIGHTING AND RENDERING II**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA311 Lighting and Rendering I

Lighting and Rendering II introduced the student to advanced techniques in 3D Lighting and Rendering. Along with learning advanced 3D lighting toolsets, students learn how to incorporate light and shadow in a progressive narrative process. Along the way they will learn how to work in a simulated studio environment using render farms and optimization tools to further speed up their workflow.



### **DMA420 REAL TIME ASSETS**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA261 Advanced Topics: 3D Modeling II

Real-Time Assets introduces the students to the process of incorporating models, animations, and effects in a real-time 3D engine. Students will first be introduced to creating real-time content on the web for use with demo reels and websites. Both character and environment showcases will be created from student models created in previous modeling classes. Students eventually will begin moving biped character assets and modular environment set pieces into a 3D real-time game engine. Within the game engine they will create a narrative game level while incorporating dynamic events during progression through the game itself.

### **DMA421 PORTFOLIO DEVELOPMENT**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Portfolio Development provides students with the unique opportunity to look at themselves as artists and recognize why they create the works they do, how they hope to impact their audience, and find a vocabulary to define themselves as artists. It allows the student to work with instructors to create a compilation of the work they have done throughout their academic career at Flashpoint and develop a written statement to identify who they are as artists. Through this process, students will develop an idea of their strengths as media professionals and will create a website and portfolio DVD to promote and market themselves as professionals.

### **DMA430 SIMULATIONS**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA301 Introduction to 3D Animation

Simulations is an advanced level course that builds upon a student's modeling and compositing skills. The course explores the creation of particle systems and dynamics simulations to create effects such as water, smoke, fire, and complex physics simulations. Course work will also require that students integrate these effects with other visual elements like live action film.

### **DMA431 PRODUCTION STUDIO I**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA301 Introduction to 3D Animation

Production Studio I brings together the minds and talents of student writers, storyboard artists, digital modelers, animators, composers, effects simulators, editors, and sound designers into one collaborative project. Students will build a short one-minute narrative film that incorporate visual effects elements. This first section of the two-semester run of production includes establishing a story, utilizing file-share software for the production pipeline, designing the visual effects elements conceptually, storyboarding, model building, and animation/simulation testing. The culmination of the semester will be a milestone buildup to an animatic as well as a presentation reel. Both reels will be presented at the end of the class with help from the marketing and post-production students. It is during Production Studio II that actual principal photography and post work to a finished product will begin.

### **DMA441 PRODUCTION STUDIO II**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMA431 Production Studio I

Production Studio II continues from the foundation project birthed in Production Studio I. Starting with principal photography, digital artists will work with the post-production students in the actual shooting of the film including on set VFX supervision, High Dynamic Range Imaging, and Animatic Continuity Supervision. While the post-production work on picture-lock, the digital artists will begin building the character and environment assets needed for post visual effects integration. Upon picture-lock, the digital artists will begin the process of match-move tracking, animating, and compositing the 3D elements into the image sequence plate shots provided by post-production editors. Post-Production sound editors and mixers will provide the final touches. Upon completion of the course, the students will present the finished short in a school wide screening with marketing posters and concept art displays for exhibition.

# DIGITAL MODELING

## **MODL213 3D MODELING I**

4 credit hours

Prerequisites: ARTD111 2D Image Manipulation

An introduction to 3D space providing an in-depth focus on 3D modeling tools, techniques, and terminology. Using industry-standard 3D content creation software, students familiarize themselves with the fundamentals of a 3D working environment. Coursework develops skills in various types of polygon modeling, including organic, hard surface, and architectural, and focuses on creating models that lend themselves to a variety of fields including animated films, video games, and visual effects.

## **MODL237 DIGITAL SCULPTING I**

4 credit hours

Prerequisites: MODL213 3D Modeling I

An introduction to the concept of digital sculpture for visual effects and animation. Using industry standard digital sculpting software, students work with additive and subtractive sculpting methods, subdivision methods, layers, and retopology. Students also learn the pipeline for using digital sculpting software with traditional digital content creation software.

## **MODL253 TEXTURING I**

4 credit hours

Prerequisites: MODL213 3D Modeling I

An introduction to the process of creating and working with multiple types of texture maps for 3D models. Coursework includes using UV mapping techniques for both organic and hard surface models. Students learn to use both 2D and 3D industry-standard texture painting software to create textures.

## **MODL313 3D MODELING II**

4 credit hours

Prerequisites: MODL213 3D Modeling I

An intermediate exploration of techniques used in 3D polygonal modeling. Coursework includes creating complex models for characters, vehicles, and architecture using advanced modeling techniques, UV mapping techniques, and digital sculpting tools.

## **MODL337 DIGITAL SCULPTING II**

4 credit hours

Prerequisites: MODL237 Digital Sculpting I

Advanced study in the art of digital sculpture using highly advanced techniques and technology with a heavy emphasis on anatomy for a variety of character types. Coursework includes working with numerous styles ranging from photorealistic to simplified cartoon. Includes an introduction to creating hard surface models using digital sculpting software, working with 3D scan data, and employing advanced retopology methods for use in film, TV, and video games.

## **MODL338 REAL TIME ASSETS I**

4 credit hours

Prerequisites: MODL313 3D Modeling II

An introduction to working with industry-standard real-time video game engines. Students work in the real-time game environment with a focus on optimizing, importing, and setting up 3D models. Emphasis is placed on creating textures and shaders, creating modular assets, and working with in-engine effects.

## **MODL353 TEXTURING II**

4 credit hours

Prerequisites: MODL253 Texturing I

An advanced exploration of the process used to create texture maps for use on 3D models for film visual effects, animation, and video games. Students work with advanced texture creation with an emphasis on complex organic multi layered surfaces and gain exposure to advanced UV techniques, advanced 3D painting and shader building, and the process of working with textures for physically based renderers.

## **MODL375 RAPID PROTOTYPING**

4 credit hours

Prerequisites: MODL213 3D Modeling I

An exploration of concepts and practices in rapid prototyping. Students learn to design specifically for physical 3D output and work with a variety of rapid prototyping technologies such as fused filament and stereolithography printing.

### **MODL401 SPECIAL TOPICS IN DIGITAL MODELING**

4 credit hours

Prerequisites: Dept Approval

An in-depth exploration into a specific topic related to the field of digital 3D modeling. Topics vary from term to term covering both current trends in the 3D modeling and digital sculpting fields as well classical and historical forms of sculpture and 3D dimensional design that still have relevance in the industry today.

### **MODL413 3D MODELING III**

4 credit hours

Prerequisites: MODL313 3D Modeling II

An advanced, in-depth exploration of the relationship and pipeline between digital 3D polygonal modeling and digital 3D sculpture. Topics include advanced pipeline techniques, advanced retopology, and work with 3D models that require multiple formats of final output.

### **MODL438 REAL TIME ASSETS II**

4 credit hours

Prerequisites: MODL338 Real Time Assets I

A continued, advanced course focused on working with interactive game engines. Coursework includes setting up gameplay interactions with other characters and NPCs, setting up real-time visual effects, creating advanced lighting and advanced shaders, and packaging a game for use on various devices.

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## **DIRECTING**

### **DRTG110 DIRECTING I**

4 credit hours

Prerequisites: FILM101 Production Fundamentals, SCR110 Screenwriting I

Focuses on the director's role throughout the filmmaking process. Students practice the essentials of directorial craft, such as analyzing scripts, communicating with actors, putting up scenes, basic blocking and staging, and utilizing coverage patterns and shot lists. Emphasis is placed on collaboration, not only with actors, but with the entire production team.

### **F110 DIRECTING 1**

4 credit hours

Prerequisites: Cinema Tier 1

Introduces dramatic analysis for plot and character as well as breakdowns for production needs. Students gain experience in directing actors and exploring the filmmaking process from the actor's point of view. Coursework includes casting and directing a short scene and working collaboratively as part of a film crew.

### **F111A DIRECTING: FROM CASTING THROUGH REHEARSALS**

4 credit hours

Prerequisites: GH125 Introduction to Acting

Empowers directors with the ability to guide a film through the casting and rehearsal processes. Students learn how to use casting to find the best actor for their films and how to ready those actors for filming through rehearsals. Coursework emphasizes development of characters through careful communication with actors.

### **F112 DIRECTING: FROM STAGE TO SCREEN**

4 credit hours

Prerequisites: F111A Directing: From Casting through Rehearsals

Designed to further the student-director's abilities to communicate with and direct actors utilizing their vision of a script to present the writer's intent to an audience. Coursework emphasizes the importance of blocking (stage) and coverage (film) to accomplish these goals. The student-director selects a short stage scene and records the scene first, as a live theatrical performance, with no coverage. Next, upon completion of the stage presentation, the student-director records the necessary coverage to convert the stage version to a film.

### **F210 DIRECTING 2**

4 credit hours

Prerequisites: F110 Directing 1, Dept Approval

Explores the basic techniques of blocking and staging action for the camera, with emphasis on the practical problems and aesthetic questions that arise. Students work alone and in groups to develop solutions to dramatic and practical problems. Each student conceives, develops, shoots, and completes post production on a short film shot within an allotted time frame outside of class.

### **DRTG310 DIRECTING: INTERPRETIVE PROCESSES**

4 credit hours

Prerequisites: DRTG110 Directing I

Develops the film director's craft to build the vision for a project and lead the creative team to an effective and successful execution of production plan. Focuses on preparation and the director's work prior to casting and production: analysis of the story, creation of interpretative foundations, and development of tone, style, and director's point of view.

### **DRTG320 DIRECTING II: CASTING THROUGH REHEARSALS**

4 credit hours

Prerequisites: DRTG110 Directing I

Instills skills and techniques to confidently guide a film through the casting and rehearsal processes. Students will learn how to use the casting process to find the best actors for their films, lead actors through the rehearsal process of building relationships, performances, and ready actors for filming.

### **DIR325 DIRECTING MUSIC VIDEO**

4 credit hours

Prerequisites: F210 Directing 2

An intermediate exploration of creative tools and techniques necessary to create music videos. Students learn how to analyze, produce, and direct their own 3- to 5-minute music video. Coursework also includes in-depth study of various videos and their elements.

### **DRTG330 DIRECTING III: PRE-PRODUCTION & PRODUCTION**

4 credit hours

Prerequisites: DRTG320 Directing II: Casting through Rehearsals, FILM290 Production I: Short Film

Focuses on the director's role in pre-production and production. Student directors create shot lists, storyboards, floorplans, and creative breakdowns of a short narrative script, then utilize all narrative elements of *mise-en-scene* in production. Advanced on-set techniques and protocols are explored. Coursework includes analysis and breakdowns of great scenes.

### **DRTG335 DIRECTING MUSIC VIDEO**

4 credit hours

Prerequisites: DRTG330 Directing III: Pre-Production & Production or SNDX320 Aesthetics of the Motion Picture Soundtrack

An intermediate exploration of creative tools and techniques necessary to create music videos. Students learn how to analyze, produce, and direct their own 3- to 5-minute music video. Coursework also includes in-depth study of various videos and their elements.

### **DRTG336 DIRECTING COMEDY**

4 credit hours

Prerequisites: DRTG330 Directing III: Pre-Production

An intermediate exploration of creative tools and techniques necessary to create comedy. Students learn the principles of comic timing and apply their knowledge by writing and directing one 5-7 minute short or scene. Coursework also includes in-depth study of various comedies and tropes.

### **DRTG340 DIRECTING ACTORS: ADVANCED TECHNIQUES**

4 credit hours

Prerequisites: DRTG320 Directing II: Casting through Rehearsals

Imparts skills and techniques for realizing a director's creative vision through collaboration with actors. Students interpret scripted scenes, explore a range of established casting techniques, and engage in intensive scene work with actors. Coursework includes filming short scenes and a more substantive final project.

### **DIR345 THE DIRECTOR PREPARES**

4 credit hours

Prerequisites: F110 Directing 1

Focuses on the role and responsibilities of the director from script to screen. A blend of theory and hands-on practice, students analyze a screenplay and learn how to pre-visualize a scene by using storyboards, shot lists, and floorplans. Students then refine their skills by creating effective master shots and shooting coverage, as well as working with actors to discover the scene in the rehearsal process.

### **DRTG380 DIRECTING IV: POST PRODUCTION**

4 credit hours

Prerequisites: DRTG330 Directing III: Pre-Production & Production

Focuses on the role of the director after principle photography has wrapped. Students acquire hands-on experience with directing pick-ups and re-shoots, directing actors in ADR, and overseeing sound design, color, visual effects, credits, and final mixes. Students also develop a distribution plan for a film that includes festivals and social media. Coursework includes analysis of director's cuts vs release cuts of great films.

### **DRTG390 DIRECTING NON-FICTION**

4 credit hours

Prerequisites: DRTG310 Directing: Interpretive Processes

Focuses on directing a wide range of non-fiction formats and genres, including reality, sports, news segments, and talk shows. Students develop an understanding of the various non-fictional arenas and gain expertise in the workflow required of the director. Coursework includes analyzing various non-fiction formats and developing, shooting, and editing a non-fiction project.

### **F425 DIRECTING ACTORS**

4 credit hours

Prerequisites: F111A Directing: Casting to Rehearsals

This course helps directors develop their ability to communicate with actors to build and adjust their actors' performances. Directors cast actors and work on scenes for several weeks, bringing the actors to a professional level of performance.

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## **EDITING**

### **EDIT110 EDITING I**

4 credit hours

Prerequisites: None

This introductory course provides basic training in the art and craft of editing. Students become familiar with the history of the discipline as well as the basics of non-linear editing software. Coursework includes in-class screenings, exams, projects, and writing exercises.

### **F120A EDITING THE NARRATIVE**

4 credit hours

Prerequisites: F125 Assistant Editing Essentials

Students acquire the basic tools for editing using the AVID Media Composer system software for project-based coursework. Dailies from filmed projects from feature films, TV episodes, short films, or webisodes can be employed.

### **F122A EDITING THEORY & PRACTICE**

4 credit hours

Prerequisites: None

Explores the field of editing from a theoretical and practical point of view. Students become familiar with the language and theory of editing, and gain experience in the use of industry standard non-linear editing (NLE) software. Students leave the course with an understanding of professional editing.

### **F124A EDITING: NON-FICTION**

4 credit hours

Prerequisites: F125 Assistant Editing Essentials

A practical exploration of the Avid digital non-linear editing software. Students learn the art of non-narrative editing using supplied footage.

### **F125 ASSISTANT EDITING ESSENTIALS**

4 credit hours

Prerequisites: F122A Editing Theory and Practice

Explores the important roles the assistant editor plays throughout the entire length of a feature film: chief aid to the editor, manager of the cutting room, communication liaison with other departments (production, sound, VFX, the studio, and the lab), and central organizer of the entire post production process.

### **F141A SOUND DESIGN BASICS**

4 credit hours

Prerequisites: F141 Production Sound

The ins and outs of digital audio editing with a Digital Audio Workstation (DAW). Students learn the principles of sound creation and manipulation. The course includes in-depth lectures and two projects per quarter.

### **EDIT220 EDITING II**

4 credit hours

Prerequisites: EDIT110 Editing I

Provides further training in the use of non-linear editing software and introduces students to the various other processes of post-production. Students complete the course knowing how to finish a short film project through picture lock to final delivery. Coursework emphasizes hands-on projects and technical proficiency.

### **F222 EDITING: MASTERING THE SCENE**

4 credit hours

Prerequisites: F125 Assistant Editing Essentials

An intensive look at creating scenes and action through editing. Covers how editors look at footage, create a sequence by understanding the pace and rhythm intended, and the dynamics of the story and characters. Uses the Avid software system.

### **EDIT330 EDITING III**

4 credit hours

Prerequisites: EDIT220 Editing II

Provides hands-on experience with advanced techniques using professional editing software. Students learn narrative editing strategies and approaches, assistant editor responsibilities, various software packages, contemporary trends in the industry, the relationship between the director and editor, the role of the producer and post production supervisor, as well as professional conduct when editing and screening work.

### **EDIT340 SOUND DESIGN FOR EDITORS**

4 credit hours

Prerequisites: EDIT110 Editing I, SNDX110 Sound Theory & Practice

Intermediate study of sound design and editing. Students produce in-depth and layered soundscapes in order to drive narrative and non-fiction projects. Coursework includes reading assignments, case studies, and projects that increase in depth and complexity as students develop their skills.

### **EDIT350 EDITING IV**

4 credit hours

Prerequisites: EDIT330 Editing III

This advanced course fine-tunes concepts learned in lower level editing courses. Rhythm, pacing, shot selection, dialogue, montage, and continuity editing are explored through screenings and projects. Students also research and apply conventions for specific genres, including comedy, horror, drama, westerns and action films. Documentary editing conventions are addressed in their various forms, including interview, b-roll, and *cinema verite*.

### **EDIT360 MOTION DESIGN FOR EDITORS**

4 credit hours

Prerequisites: EDIT220 Editing II

Advanced introduction to the tools and aesthetic craft of motion design. Software tools emphasize working with layers, objects, blend modes, parenting, and introductory animation. Aesthetic craft emphasizes design basics, color theory, and shot composition, as well as designing motion for emotional impact.

### **EDIT366 EDITING THE HORROR FILM**

4 credit hours

Prerequisites: EDIT330 Editing III

An introduction to An in-depth look at creating and mastering suspense via editing. Coursework includes viewing films, clips, and early rough cuts of movies in the genre. Students edit a professionally produced independent feature film in the horror genre and gain experience syncing, organizing, editing, and delivering a professional editor's cut of a feature-length project.

### **EDIT368 EDITING ANIMATION**

4 credit hours

Prerequisites: EDIT330 Editing III

An intermediate examination of the creative input editors have in shaping an animated project. Students work on a sample animation project from initial script to final color animation. The course also includes a survey of classic animation from the silent era into the digital landscape.

### **EDIT370 COLOR GRADING & WORKFLOW**

4 credit hours

Prerequisites: CINE110 Cinematography I, EDIT220 Editing II

Intermediate study of the tools, techniques, and workflow used in post-production color grading for digital content. Students learn the art of color correction in order to protect and enhance the integrity of a visual plan. Coursework includes the history and theory of color and color correction and color grading projects utilizing industry-standard software packages.

### **EDIT380 EDITING DOCUMENTARY & NON-FICTION**

4 credit hours

Prerequisites: EDIT330 Editing III

Advanced examination of the unique challenges presented by non-fiction and documentary projects. Workflows and creative considerations are emphasized through numerous projects that enable students to differentiate important issues separating narrative from non-fiction media.

### **F401 EDITING: GENRES**

4 credit hours

Prerequisites: F120A Editing the Narrative

In this advanced course using digital editing software, students will explore how genre affects the editing process. Students will edit multiple projects learning the challenges of genres such as comedy, music, and action.

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## **FILM & CINEMA**

### **FILM101 PRODUCTION FUNDAMENTALS**

4 credit hours

Prerequisites: None

Provides foundational instruction in the filmmaking process. Students learn and execute all aspects of cinematic production. The interaction between departments is explored while students become familiar with professional camera, lighting, and audio equipment as well as important cinematography procedures. This course encourages intelligent, thoughtful approaches to narrative storytelling practices while also introducing important safety rules and regulations.

### **F101 PRINCIPLES OF PRODUCTION**

4 credit hours

Prerequisites: None

Designed to give the new film student a comprehensive grounding in the filmmaking process. Through hands-on learning, demonstration, and lectures, students will learn the fundamentals of directing, screenwriting, camera operation and lighting, editing, sound, and art direction. Students will also learn vital safety rules and regulations as they pertain to any set and, in particular, at Columbia College Hollywood. Each student will be expected to write, direct, and shoot at least one short project and crew and/or act in those of others. In doing so, the students participate in the group endeavor that is an integral part of professional filmmaking.

### **F105 VISUAL DESIGN**

4 credit hours

Prerequisites: None

Explores the expressive visual components of motion pictures, including color, line, shape, movement, rhythm, and time, and how these elements are exploited and organized into narrative structure. As a final project, students produce slide storyboards accompanied by music, demonstrating the ability to tell a simple story without words.

**FILM105 VISUAL STORYTELLING**

4 credit hours

Prerequisites: None

An exploration of the expressive, visual components of motion pictures, including space, line, shape, tone, color, movement, and rhythm. Coursework explores how these elements are exploited and organized into narrative structure. As a final project, each student produces a short film of still images accompanied by music to demonstrate an ability to tell a simple story without words. Coursework also includes quizzes and an extensive Picturebook photography project.

**F127 UNIT PRODUCTION MANAGEMENT/ASSISTANT DIRECTING (UPM/AD)**

4 credit hours

Prerequisites: Cinema Tier 1

An exploration of the various duties of a unit production manager, assistant or associate director, stage manager, and production coordinator. Topics include pre- and post-production organization, script breakdown and development, scheduling, budgeting, and editing. Coursework covers contracts, insurance, legal agreements, and associated processes and paperwork using industry standards.

**FILM130 BUSINESS OF ENTERTAINMENT**

4 credit hours

Prerequisites: FILM101 Production Fundamentals

Explores business and legal practices within the entertainment industry. Topics include introductions to the roles of representation, trade publications, publicity, the development process in both studio and independent productions, the roles of unions and guilds, and the legalities of licensing and contract negotiation. Coursework involves research, regular readings, quizzes, and exams.

**F132 ART DIRECTION**

4 credit hours

Prerequisites: F105 Visual Design

Introduction to the fundamentals of art direction. Class discussions lay out the duties and responsibilities of the art director, producer, and construction personnel. By the end of the course, students will be able to break down scripts, present set design concepts, and draw up a set that can be built by the construction coordinator.

**F135 PRODUCTION WORKSHOP 1**

8 credit hours

Prerequisites: Cinema Tier 2 and 144 credits required for BFA

The first course in the 3-quarter series of Senior Thesis courses. The Senior Thesis program is designed with the goal of each student producing, developing, writing, directing, shooting, and editing a narrative or documentary short film. Instructors take on a mentorship role, providing supervision, guidance, counsel, and advanced instruction in each student's area of emphasis. Class sessions may feature guest speakers from a variety of entertainment industry disciplines. Production Workshop 1 is focused on pre-production, which may include writing and revising the script, casting, location scouting, budgeting, and crewing up for production.

**GHI66 ART OF THE PITCH**

4 credit hours

Prerequisites: GH101 Writers Workshop 1

Students learn how to encapsulate their ideas into clear concepts, and then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

**FILM232 ART DIRECTION**

4 credit hours

Prerequisites: DRTG110 Directing I

A practical introduction to the profession of production design, with an emphasis on communicating ideas. This course introduces the fundamentals of art direction. Class discussions lay out the duties and responsibilities of the art director, producer, and construction personnel. By the end of the class, students will be able to break down scripts, present set design concepts, and draw up a set that can be built by the construction coordinator.



### **F235 PRODUCTION WORKSHOP 2**

8 credit hours

Prerequisites: F135 Production Workshop 1

The second course in the 3-quarter series of Senior Thesis courses. Having completed the pre-production phase, students go into production on their own original films while filling key crew roles – as director, cinematographer, writer, producer, actor, editor, or art director – on other student film productions. Instructors take on a mentorship role, providing supervision, guidance, and counsel as needed. Writing emphasis students may choose to complete a feature film script or TV pilot while crewing on other films.

### **GH253 HOLLYWOOD BUSINESS PRACTICES & HISTORY**

Prerequisites: Cinema Tier 1

Introduces and analyzes the intricate and sometimes confounding business of the television and film industry. Students will learn the language and operations of Hollywood, as well as its foundational business model. Topics include representation, trade publications, publicity, the project development process, job titles, the roles of unions and guilds, and most importantly, how to find a place in the industry.

### **FILM266 ART OF THE PITCH**

4 credit hours

Prerequisites: PROD210 Producing I

Students learn how to encapsulate their ideas into clear concepts, then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

### **FILM280 DOCUMENTARY THEORY & PRODUCTION**

4 credit hours

Prerequisites: DRTG110 Directing I

Examines non-fiction film techniques, ethical issues, and production processes. Students produce their own short documentary films after exploring primary historical and stylistic movements. Coursework includes readings, screenings, class discussion, as well as the development and production of a short documentary film.

### **FILM290 PRODUCTION I: SHORT FILM**

4 credit hours

Prerequisites: PROD210 Producing I, Dept Approval

A practical course in which students synthesize accrued knowledge of cinema production to create short films in collaborative teams. Students engage in critical evaluation of material, take part as key crew members, and learn to implement protocols for location shooting.

### **F335 PRODUCTION WORKSHOP 3**

8 credit hours

Prerequisites: F235 Production Workshop 2

The final culminating course in the Senior Thesis program. Having completed production on their original films, students focus on the post-production process. Instructors provide mentorship, supervision, guidance, counsel, and advanced instruction in each area of emphasis. Students are encouraged to submit final film projects to film festivals.

### **FILM365 MULTI-CAMERA NARRATIVES**

4 credit hours

Prerequisites: FILM290 Production I: Short Film

A studio practicum on multi-camera narrative productions, including the sit-com and other genres. Students work as a team to write, block, and direct new pieces each week, generating a short anthology series to be released during the quarter. Coursework also includes rigorous assessment of material, peer evaluations, and research.

### **FILM450 THESIS WORKSHOP I**

4 credit hours

Prerequisites: Emphasis course requirements completed

A three-quarter senior thesis course. In the first course, each student chooses one of three thesis tracks: 1) film, 2) screenplay, or 3) portfolio. Students then work in close collaboration with each other and under the individualized guidance of faculty mentors to design a project. Students choosing the film track will produce a film, students in the screenplay track will write a feature film, students in the portfolio track will create a minimum of three pieces suitable for use in a professional portfolio. In addition, students participate in cross-disciplinary labs and professional workshops.

In Thesis Workshop I, all students begin to follow one of the three thesis tracks. Students on the thesis film track carry out pre-production; students on the screenplay track work on development, outlining, and initial writing; and students on the portfolio track begin accruing portfolio pieces by committing to participate as a crew member on various projects. Students participate in cross-disciplinary workshops and establish a plan with a faculty mentor.

#### **FILM451 CREATIVE PROFESSIONAL DEVELOPMENT I**

4 credit hours

Prerequisites: Emphasis course requirements completed

A three-quarter Creative Professional Development sequence of courses in which students refine their artistic and professional identities through reflection, development, research, and presentation. Students are challenged to reflect on their art and/or craft and how it relates to self and the world, while also participating in professional workshops and guest speaker events. The course sequence culminates in a polished artist's statement and formal presentation.

In Creative Professional Development I, students document the scope of work produced to date, assess its strengths and gaps, and connect it to future goals. Coursework includes a first draft of an artist's statement and participation in professional workshops and/or guest speaker events.

#### **FILM470 THESIS WORKSHOP II**

4 credit hours

Prerequisites: FILM450 Thesis Workshop I, FILM451 Creative Professional Development I

A three-quarter senior thesis course. In the first course, each student chooses one of three thesis tracks: 1) film, 2) screenplay, or 3) portfolio. Students then work in close collaboration with each other and under the individualized guidance of faculty mentors to design a project. Students choosing the film track will produce a film, students in the screenplay track will write a feature film, students in the portfolio track will create a minimum of three pieces suitable for use in a professional portfolio. In addition, students participate in cross-disciplinary labs and professional workshops.

In Thesis Workshop II students continue work on their thesis projects, presenting the appropriate deliverables by established deadlines for critique and revision. Students also participate in cross-disciplinary workshops and continue their mentorship with faculty.

#### **FILM471 CREATIVE PROFESSIONAL DEVELOPMENT II**

4 credit hours

Prerequisites: FILM450 Thesis Workshop I, FILM451 Creative Professional Development I

A three-quarter course in which students refine their artistic and professional identities through reflection, development, research, and presentation. Students are challenged to reflect on their art and/or craft and how it relates to self and the world, while also participating in professional workshops and guest speaker events. The course sequence culminates in a polished artist's statement and formal presentation.

In Creative Professional Development II, students further define themselves as artists by relating their work to broad cultural influences. Coursework emphasizes research, writing, and continued participation in professional development workshops and guest speaker events. Coursework also includes a completed website, reel, artist's statement, and plan for presentation.

#### **FILM490 THESIS WORKSHOP III**

4 credit hours

Prerequisites: FILM470 Thesis Workshop II, FILM471 Creative Professional Development II

Senior Thesis Workshop is a three-quarter sequence of courses. In the first course, each student chooses one of three thesis tracks: 1) film, 2) screenplay, or 3) portfolio. Students then work in close collaboration with each other and under the individualized guidance of faculty mentors to design a project. Students choosing the film track will produce a film, students in the screenplay track will write a feature film, students in the portfolio track will create a minimum of three pieces suitable for use in a professional portfolio. In addition, students participate in cross-disciplinary labs and professional workshops.

Thesis Workshop III is the culmination of the Senior Thesis course sequence. Students utilize their relationships with faculty mentors to complete their thesis projects and prepare strategies for future exhibition and distribution of completed projects. Final theses and future plans are presented in class.

### **FILM491 CREATIVE PROFESSIONAL DEVELOPMENT III**

4 credit hours

Prerequisites: FILM470 Thesis Workshop II, FILM451 Creative Professional Development II

A three-quarter course in which students refine their artistic and professional identities through reflection, development, research, and presentation. Students are challenged to reflect on their art and/or craft and how it relates to self and the world, while also participating in professional workshops and guest speaker events. The course sequence culminates in a polished artist's statement and formal presentation.

In Creative Professional Development III, students polish their websites, reels, and artist's statements and prepare for presentation, receiving critique from their peers and making revisions. The course culminates with a formal presentation and thesis defense.

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## **GRAPHIC DESIGN**

### **GRPH103 RAPID VISUALIZATION**

4 credit hours

Prerequisites: None

An introduction to the art of picturing ideas mentally, then quickly converting those thoughts into visual language on a piece of paper. Students learn to translate an idea, concept, or narrative into an equivalent sketch, then use the visualization to communicate through quick concepts. Assignments may include rapid sketching of a concept, product, or story and adjusting a sketch to communicate ideas to designers, users, and stakeholders.

### **GRPH204 TYPOGRAPHY 1**

4 credit hours

Prerequisites: GDIM102 Design Process

An introduction to the history and language of the visual letterform. Examines the role of typographic elements in developing design concepts and conveying information. Builds technical skills while providing an understanding of type. Project-based coursework applies typographic principles including visual organization, composition, grid systems, hierarchy, emotion, and expression to develop effective visual language.

### **GRPH206 GRAPHIC DESIGN I**

4 credit hours

Prerequisites: GDIM102 Design Process

A hands-on exploration of how graphic design is used to solve commercial design problems. Projects develop the technical skills needed to solve advanced design problems using physical media and layout software by requiring students to develop solutions that communicate messages and values to a specific commercial audience. Coursework may include readings, research, and exercises to improve technical proficiency.

### **GRPH208 GRAPHIC DESIGN II**

4 credit hours

Prerequisites: GRPH206 Graphic Design I

An intermediate exploration of how conceptual thinking and advanced technique are used to solve graphic design problems in a media campaign. Students develop a visual identification system by which a corporation, product, or institution may become recognized and branded. Coursework includes creative briefs, user research, visualization, hand-drawn exemplars, prototypes, rendered products, and presentations.

### **GRPH302 GRAPHIC DESIGN III**

4 credit hours

Prerequisites: GRPH208 Graphic Design II

An advanced studio exploration of the creative process required to produce original and unique design concepts within a complex narrative framework. Coursework requires students to take risks to develop a personal voice and style, employ critical thinking and creative problem-solving to address design issues, then present and defend their design work. Assignments may include written assignments and readings.

### **GRPH304 TYPOGRAPHY II**

4 credit hours

Prerequisites: GRPH204 Typography I

Intermediate study of the effective use of type in visual communications. Explores the process of information display design, including aspects of language, structure, legibility, readability, scale, sequencing, motion, and context. Coursework emphasizes research, analysis, problem definition, and the development and production of appropriate design solutions in the creation of logotypes within a design system.

### **GRPH312 BRAND MANAGEMENT FOR BUSINESS**

4 credit hours

Prerequisites: MRKT271 Market Research

Examines the process of developing a unified corporate brand identity system that works across a range of consumer touchpoints while reinforcing the brand of an organization. Topics include research, strategy formulation, brand identity, and brand personas. Coursework requires applying knowledge of foundational principles, design techniques, type, image, page-layout, and imaging applications to create or redesign a brand identity system including multiple touch points that reinforce the brand personality.

### **GRPH315 PRINT PROCESS**

4 credit hours

Prerequisites: GRPH206 Graphic Design I

Examines current, real-world print production procedures and policies. Emphasizes the importance of personal communication skills to better advance ideas. Topics include print media specifications, digital prepress, Pre-flight, page imposition, proofing, preparation of color files, strategic use of internet search engines and websites, and how to leverage tools of technology.

### **GRPH316 TYPOGRAPHY III**

4 credit hours

Prerequisites: GRPH304 Typography II

An advanced investigation of typography for creative visual communication and expression. Emphasis is placed on how visual language conveys meaning through, materials, technique, and technology. Students develop projects combining original narrative, visual language and aesthetics. Projects are experimental and challenge students to expand their creative understanding of the role of typography in art and culture.

### **GRPH325 INFOGRAPHIC DESIGN**

4 credit hours

Prerequisites: GRPH208 Graphic Design II

Focuses on representing data via the tools of graphic design. Students gain familiarity with the power of visualizing data in marketing and other visual communications contexts. Coursework emphasizes transforming raw data into compelling visuals utilizing design principles and storytelling.

### **GRPH326 ILLUSTRATIVE DESIGN**

4 credit hours

Prerequisites: GRPH208 Graphic Design II

Explores the creation of expressive imagery for the graphic designer. Expanding upon the student's drawing and digital illustration skills, students generate imagery that incorporates emotion and narrative with visual communications. Coursework considers illustration in interactive, motion, and static design contexts.

### **GRPH329 MOTION GRAPHICS II**

4 credit hours

Prerequisites: ARTD212 Motion Graphics I

Advanced study of motion graphic design. Students become well-versed in the communicative and expressive potential of color, shape, and typography in motion. Coursework emphasizes research, teamwork, and technical proficiency.

### **GRPH400 PACKAGE DESIGN**

4 credit hours

Prerequisites: GRPH208 Graphic Design II

Intermediate exploration of packaging systems as branding mechanisms. Focuses on developing a visual language for solving problems in three-dimensional form and space. Examines materials and production methods from multiple perspectives; aesthetic, ethical, utility, and regulatory. Coursework involves research, critique, and producing physical prototypes.

### **GRPH402 GRAPHIC DESIGN IV**

4 credit hours

Prerequisites: GRPH302 Graphic Design III

Advanced study of creatively solving complicated and nuanced real-world design problems. Coursework explores tone and voice while creating visual communication systems that integrate type, imagery, and symbols for current commercial applications. Topics of study include professional art direction and editorial design.

## **GRPH420 EMERGING AND EXPERIMENTAL DESIGN TRENDS**

4 credit hours

Prerequisites: Dept Approval

A comprehensive exploration of emerging and experimental trends in graphic design. Coursework involves examining advanced design concepts, improving conceptual and practical skill using emerging media, and developing projects using new media formats to broaden the designer's technical and expressive skill and potential. Topics include conceptual, production, and communication problems encountered while developing experimental design for clients.

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## **GRAPHIC DESIGN + INTERACTIVE MEDIA (BA 2018 & PRIOR)**

### **FDN101 DESIGN**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Design focuses on the history of design and its applications, as well as focuses on the basic principles of design: Terminology, methods of problem-solving, aspects of composition, visual hierarchy, content development, scale, contrast and pattern. Students will study design movements while learning the fundamentals behind any good design.

### **GDI102 DESIGN PROCESS**

3 semester credit hours/4 quarter credit hours

Prerequisite: FDN101 Design

This course introduces students to the design process. Fundamental design processes and techniques are defined and examined.

### **VCM103 DIGITAL IMAGE MANIPULATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Digital Image Manipulation exposes students to image manipulation through current and emerging. Basics of still photography and composition will be explored, as well as the various manipulation strategies available through the computer, enabling students to communicate through sophisticated design manipulation.

### **GDI104 COLOR THEORY**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

This course examines the use of color with an understanding of the potential for purpose and aesthetic application. Terminology, concepts and methodology as applied to basic color, process color, and/or other technologies will be covered.

### **GDI106 INTRODUCTION TO DRAWING**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduction to Drawing introduces students to the principles of perspective and the observational techniques to draw their natural surroundings. One, two- and three-point perspective, atmospheric perspective, scale and proportion, and natural lighting through the representation of value are all skills a student will be expected to accomplish.

### **GDI108 DIGITAL ILLUSTRATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Digital Illustration covers the foundations of vector-based artwork in order to create digital illustrations, graphics, and interfaces. Students will have the opportunity to create illustrations and will experiment with type as a graphical element. The differences between vector and raster-based artwork will be delineated.

### **FDN111 ENTREPRENEURSHIP**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Entrepreneurship teaches students the essential attributes of an entrepreneur and the stages one goes through in taking the seed of an idea and growing it into a successful business. This course provides practical insights into the differences between effective leadership and management by exploring the concepts of Emotional Intelligence in the workplace and determining how to identify and develop human capital - the lifeblood of every business.

**FDN121 SIMULATIONS/PRODUCTION-IN-ACTION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Simulations/Production-in-Action offers every student direct, hands-on experience in completing a professional media production. Production-in-Action students collaborate with students from all Flashpoint disciplines, as well as industry professionals to create the finished product. Students will work as part of a cross-discipline team to create digital assets for the production.

**FDN131 INTRODUCTION TO MEDIA AND MOTION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduction to Media and Motion is part of a continuum of learning that focuses on strengthening students' awareness of their world, their understanding of the external and internal forces that shape their perceptions, and their understanding of the aesthetic choices available to them as media artists. In this course, students will be exposed to exercises and assignments that invite discovery of four media building blocks: sound, image, time and space. Students will explore these dimensions through learning that reinforces the interdependence of these elements and their use as artistic tools. Emphasis will be placed on providing students with opportunities to experience sound, image, time and space in a fresh, unexpected way. The students' learning experience will include direct observation, verbal and written response, and interaction with the environment.

**GAM150 WEB DEVELOPMENT I**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Web Development I introduces students to the foundation topics associated with application development for the World Wide Web. Initial assignments utilizing the HyperText Markup Language (HTML), Cascading Style Sheets (CSS) and the Document Object Model (DOM) will expose the student to the basic language and structure of web pages. The student will then proceed to add interactivity to their web pages via JavaScript. Upon completion of Web Development I students will be able to build basic interactive web pages.

**GDI204 TYPOGRAPHY**

3 semester credit hours/4 quarter credit hours

Prerequisite: FDN101 Design

This course covers the language of the visual letterform, the history of typography, and its appropriate use in design.

**GDI206 GRAPHIC DESIGN I**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI102 Design Process

This course examines complex and multi-faceted commercial design problems as a means of developing dynamic and innovative solutions. Design projects are analyzed according to their conceptual and graphical composition and are developed to effectively and creatively communicate a message to a specific audience.

**GDI208 GRAPHIC DESIGN II**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI204 Typography, GDI206 Graphic Design I

This course focuses on the role of the designer in the development of a media campaign. Processes and guidelines used in the creation of a design series are discussed, as are time and budget constraints. Thumbnail sketches, storyboards, hand-drawn exemplars, and classroom presentations are used to refine ideas prior to final rendering on the computer.

**GAM210 INTERACTIVE MEDIA DEVELOPMENT**

3 semester credit hours/4 quarter credit hours

Prerequisite: GAM150 Web Development I

The Interactive Media Development course trains students on key tools and technologies in the production of websites, browser-based applications and emerging interactive platforms. Students will work with tools and underlying code as they developing interactive entertainment media, business applications, and websites.

**VCM229 FLASHPOINT STUDIOS**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Flashpoint College Studios provides students with the unique opportunity to participate in a media arts production company. Working in teams, students are assigned client-based projects derived from inside the institution and from the public at large. Each faculty-supervised team is responsible for delivery of a professional, finished product for the client. Upon completion of the course, students will have gained experience in collaboration and accumulated professional work credits for their portfolios.

**GDI229 FLASHPOINT STUDIOS**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Flashpoint College Studios provides students with the unique opportunity to participate in a media arts production company. Working in teams, students are assigned client-based projects derived from inside the institution and from the public at large. Each faculty-supervised team is responsible for delivery of a professional, finished product for the client. Upon completion of the course, students will have gained experience in collaboration and accumulated professional work credits for their portfolios.

**DMA231 2D IMAGE MANIPULATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

In 2D Image Manipulation, students explore the tools and software required to manipulate raster based images, such as digital photography. Using industry standard software, students will gain the practical hands-on skills necessary to complete tasks such as photo-retouching, product shots and integration, and static compositing.

**GAM251 WEB DEVELOPMENT II**

3 semester credit hours/4 quarter credit hours

Prerequisite: GAM150 Web Development I

Web Development II exposes students to the server-side technologies of the World-Wide-Web including server-side scripting, implementation of Web Content Management Systems, and data driven web pages. Students will implement intermediate server-side scripting and learn the techniques used to design sites that provide end-users with access to accurate, up-to-date information based on data created during standard business practices.

**GDI302 GRAPHIC DESIGN III**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI208 Graphic Design II

This course explores the methods and modes for information design, including research, analysis, grouping and synthesis in order to produce rich information graphics for both traditional and digital presentation.

**GDI304 WEB DEVELOPMENT III**

3 semester credit hours/4 quarter credit hours

Prerequisite: GAM251 Web Development II

Web Development III explores coding utilizing Ruby on Rails for back-end development of advanced web pages and applications. Students will be exposed to the methodology of the language and be expected to apply those methods in smaller projects chosen by the instructor.

**GDI305 UI/UX I**

3 semester credit hours/4 quarter credit hours

Prerequisite: GAM150 Web Development I

User Interface/User Design I introduces the student to the foundational aspects of UX/UI and how the processes that inform good UX/UI are similar to design processes. Students will learn and apply research, strategy, testing, documentation and patterns as they follow the process from end to end.

**GDI306 WEB DEVELOPMENT IV**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI304 Web Development III

A continuation of Web Development III, Web Development IV exposes the students to deeper levels of the language and methods that they are to use in a more complex back-end project.

**GDI307 UI/UX II**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI305 UI/UX I

In User Interface/User Design II students will reverse design and existing website and then redesign the UX/UI in order to achieve a new series of requirements proposed by the instructor. This will include a presentation of all data and design decisions at the end of the course.

**GDI312 BRANDING AND CORPORATE DESIGN FOR BUSINESS**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI204 Typography

Branding and Corporate Design for Business will focus upon the essential skills necessary for the development of a corporate brand. Research, strategy formulation, design and implementation of a new brand identity and/or a re-branding.

**GDI314 DESIGN FOR BUSINESS**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI204 Typography

Students in Design for Business will utilize common business-related software to translate their designs into template documents that can be used and augmented by non-designers.

**GDI318 DESIGN FOR MOBILE APPLICATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: GAM150 Web Development I

Design for Mobile Application leverages students' multimedia knowledge while introducing the basics of design for mobile applications. The students will use industry standard software to develop, test, debug and distribute an application for a mobile device.

**GDI402 GRAPHIC DESIGN IV**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI302 Graphic Design III

This course explores the methods and modes for information design, including research, analysis, grouping and synthesis in order to produce rich information graphics for both traditional and digital presentation.

**GDI404 WEB DEVELOPMENT V**

3 semester credit hours/4 quarter credit hours

Prerequisite: GDI306 Web Development IV

Web Development V challenges students to create a robust webpage or application that displays their web development skill set. Students are encouraged to stretch their abilities and experiment with new methods.

**GDI406 SENIOR PORTFOLIO**

3 semester credit hours/4 quarter credit hours

Prerequisite: Dept Approval

Senior Portfolio challenges students to create a multimedia narrative that best highlights their skills and personality for possible employers. Students will refine earlier projects, select pieces of work and design an experience using their skills in order to deliver a portfolio of work to employers via multiple channels.

**DMK412 MOBILE APP DEVELOPMENT II**

3 semester credit hours/4 quarter credit hours

Prerequisite: DMK312 Mobile App Development I

In Mobile App Development II students will continue their work from Mobile App Development I, with an introduction to intermediate app frameworks and programming concepts, including working with tables, maps, and media. Students will learn how to read programming documentation to learn guidelines and syntax for implementing new technologies and functions within their apps. By the end of the class, students will be able to develop and test smartphone applications that can be submitted to various mobile app stores.

**GDI498 GRAPHIC DESIGN + INTERACTIVE MEDIA CAPSTONE EXPERIENCE**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Students in Graphic Design + Interactive Media Capstone Experience will be challenged to discover and define a project that showcases all of their skills as a graphic designer and interactive media professional. This project will be the centerpiece of their portfolio and will have a breadth and depth that requires two terms of work to fully realize a final project. By the end of the course, the students will have developed a rough version of their final piece and continue to develop and refine the final product. Students will present and defend their project before peers and faculty as well as possible outside reviewers.



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# GRAPHIC DESIGN, INTERACTIVE MEDIA, AND DIGITAL MARKETING

## **GDIM102 DESIGN PROCESS**

4 credit hours

Prerequisites: None

Introduces the vocabulary and techniques of visual communication. Coursework provides hands-on experience with the elements and principles of design and the creative process and may include readings, lecture, creative projects, and critiques.

## **GDIM190 PROFESSIONAL PRACTICES IN MARKETING & DESIGN**

4 credit hours

Prerequisites: ARTD111 2D Image Manipulation

Introduces career possibilities within the creative landscape of contemporary design, digital marketing, and interactive media. Explores the business of design, professional design practice, and design industry ethics. Provides practical knowledge of the commercial industry and the process of creating a professional portfolio and resume in preparation for employment.

## **GDIM230 DESIGN TEAM I**

4 credit hours

Prerequisites: Dept Approval

The first of two studio courses providing a complete overview of the production pipeline for commercial design. Students work collaboratively, conducting research to develop original design projects that combine client and business goals with audience needs, then assume various roles in the creative process to design solutions which demonstrate a high degree of critical thinking. Final projects illustrate each team's unique perspective and voice while addressing the demands of a target audience.

## **GDIM330 DESIGN TEAM II**

4 credit hours

Prerequisites: GDIM230 Design Team I

The second of two studio courses requiring teamwork and collaboration to execute complex, large-scale, commercial graphic design projects for real-world audiences. Projects focus on the technical aspects of project management, prepress, and commercial production. Each individual on a design team is expected to demonstrate the high degree of technical skill, creative problem-solving, and critical thinking required to meet industry standards.

## **GDIM350 PORTFOLIO DEVELOPMENT I**

4 credit hours

Prerequisites: Dept Approval

The first in a series of three courses focused on collecting and refining previously created work to build a final portfolio book and website with a narrative that best highlights an individual's skills and personality for possible employers. Emphasizes portfolio development, review, critique, and augmentation.

## **GDIM450 PORTFOLIO DEVELOPMENT II**

4 credit hours

Prerequisites: GDIM350 Portfolio Development I

The second in a series of three courses focused on further defining and realizing a professional portfolio in both print and digital formats. Topics include presentation and interviewing techniques, resume preparation, job search issues, networking, references, and salary negotiation. Coursework requires developing original projects to completion, creating a social media presence, developing presentations for prospective employers, and constructing a personal brand and identity system.

## **GDIM470 PORTFOLIO DEVELOPMENT III**

4 credit hours

Prerequisites: GDIM450 Portfolio Development II

The culminating course in a series of three courses focused on developing, producing, and completing an industry-ready portfolio and website. Requires finalizing a body of design work and publishing a portfolio in both print and web formats. In preparation for job interviews and/or graduate school, each student refines a resume and a visual identity, writes cover letters, and designs business cards. Additional focus is placed on researching potential employers to strategically tailor the application process to each company, agency, and/or studio.

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## INTERACTIVE MEDIA

### IMED150 WEB DEVELOPMENT I

4 credit hours

Prerequisites: None

An introduction to website and web application development. Coursework includes designing interactive pages by implementing a separation of structure, presentation, and behavior. Projects require incorporating semantic HyperText Markup Language (HTML) coding, creating visual layouts via Cascading Style Sheets (CSS), and adding interactivity through JavaScript.

### IMED251 WEB DEVELOPMENT II

4 credit hours

Prerequisites: IMED150 Web Development I

Develops advanced skills in HTML5, CSS3, and JavaScript to solve problems in User Interface (UI), layout, and interactivity. Examines techniques required to implement complex layouts for a variety of devices and users. Coursework involves designing websites that incorporate responsive design, UI design patterns, and web typography, and use JavaScript libraries to add complex interactivity and motion graphics.

### IMED255 WEB DESIGN FOR COMMERCIAL PROJECTS

4 credit hours

Prerequisites: IMED150 Web Development I

An advanced exploration of web design for large commercial projects. Students work collaboratively, following UX standards to develop client deliverables, site prototypes, and professional-level designs which integrate both business goals and client needs. Coursework includes using Project Management Systems (PMS) and versioning software and developing websites that employ sophisticated client and server-side interactivity.

### IMED260 INTRODUCTION TO DATABASES

4 credit hours

Prerequisites: IMED251 Web Development II

An introduction to the underlying concepts behind data modeling and database systems using relational database management systems (RDBMS) and the structured query language (SQL). Students design databases implementing a particular Information Architecture and link them to websites and applications via web-based programming. Coursework includes translating information architecture into database design and developing dynamic web pages linked to databases via server-side programming.

### IMED265 CONTENT MANAGEMENT SYSTEMS

4 credit hours

Prerequisites: IMED251 Web Development II

Intermediate study of server-side databases, web programming languages, and Content Management Systems (CMS) used to create dynamic websites. Explores converting static layout into dynamic web pages and working within professional development environments to create CMS-based solutions. Coursework emphasizes the use of standard frameworks, plugins, and libraries to build websites for social media, e-commerce, digital marketing, and analytics.

### IMED304 WEB DEVELOPMENT III

4 credit hours

Prerequisites: IMED251 Web Development II

An advanced exploration of the technologies used to develop large-scale projects incorporating JavaScript frameworks, server links, and Application Programming Interfaces (APIs). Students expand on skills acquired in Web Development I and II to build proficiency in coding, data models, server communication, and interactive features. Coursework includes using modern development tools for project workflow and software versioning, coding in object-oriented ECMAScript, server data design patterns, and creating advanced web applications integrating multiple data sources.

### **IMED305 UX FOUNDATIONS**

4 credit hours

Prerequisites: GRPH206 Graphic Design I

Introduces the fundamental principles of User Experience (UX) design. Project-based coursework requires students to place the needs of the user at the center of design with the goal of providing interactive experiences that are meaningful, relevant, functional, and accessible. Topics include prototyping, testing, and employing documentation tools and methodologies used to develop customer-centric interactive systems and incorporate user insights into the types of UX deliverables found in commercial design work.

### **IMED306 DESIGN FOR MOBILE APPLICATIONS**

4 credit hours

Prerequisites: IMED251 Web Development II

The fundamentals of designing for mobile applications following a user-centric design patterns. Students learn and apply user experience (UX) and user interface (UI) design theory to create responsive and inclusive mobile applications targeted for a specific commercial audience. Projects require incorporating research with conversational and visual design and telling user stories leading to customer journeys, wireframes, and mockups. Practical coursework includes an iterative series of mobile prototypes for testing and validating with real users.

### **IMED310 ADVANCED UX**

4 credit hours

Prerequisites: IMED305 UX Foundations

An advanced study of the UX design process for interactive media. Focuses on the development of prototypes, early-stage versions of a project suitable for analysis, critique, and user testing. Students work in teams to translate user stories into interactive systems using industry standard UX software tools and employ layout, sequencing, micro-interactions, and conversational UI to develop advanced and testable prototypes. Coursework includes project definition, prototype development, and user testing to justify the arrived-at design prototype.

### **IMED402 WEB DEVELOPMENT IV**

4 credit hours

Prerequisites: IMED304 Web Development III

Explores the use of advanced JavaScript and server-side APIs to build next-generation web applications in virtual and augmented reality. Students learn UX in VR techniques, design patterns for web-based VR, and code to support 3D, sensors, cameras, and haptics for clients who need virtual reality (VR), augmented reality (AR), or mixed reality (MR) solutions.

### **IMED404 WEB DEVELOPMENT V**

4 credit hours

Prerequisites: IMED402 Web Development IV

An investigation of the role of cloud services, artificial intelligences, and big data in developing web applications. Students develop projects incorporating conversational design, NoSQL databases, and machine intelligence to create advanced interfaces for the Internet of Things (IoT), mixed reality, and social media spaces.

### **IMED420 UX RESEARCH**

4 credit hours

Prerequisites: IMED310 Advanced UX

An advanced course investigating the wide range of methods and best practices used by professionals to develop effective customer models. Students conduct research on individual users via interviews and other methods designed to define and typify a user population, then organize user data and generate statistical models to define the intended audience. Coursework may include interviews, focus groups, online research, and user testing with a product or prototype.

### **IMED430 UX PROTOTYPING**

4 credit hours

Prerequisites: IMED420 UX Research

An advanced exploration of the process of translating UX customer insights into practical websites, applications, and other services. Students learn to develop a series of prototypes at both the paper and electronic level then conduct user tests to drive the next phase of prototype iteration. Coursework may include paper prototyping, developing electronic prototypes using industry UX tools, and running multiple prototype iteration loops for designs.

# INTERNSHIPS

## **INTN200/300/400 INTERNSHIP**

4 credit hours

Prerequisites: Dept Approval

An internship creates a bridge between college and the professional arena, allowing students to earn college credit while gaining work experience relevant to their field of study. For each one (1) quarter internship, a student earns four (4) credit hours for fulfilling a minimum of 132 hours (an average of 12 hours per week) during the quarter of enrollment, combining internship hours and related academic tasks, including the submission of regular journal entries. Weekly assignments and feedback are provided by the instructor, and evaluations are performed by the internship provider. To receive course credit for an internship, the student must complete required paperwork and register for the course before the quarter begins. Course credit will not be applied retroactively.

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# NEW MEDIA

## **M110 BASIC APP BUILDING**

4 credit hours

Prerequisites: F101 Principles of Production, F122A Editing Theory & Practice

Students learn to make their work portable and interactive. Projects will include simple video and audio apps for iPhone and iPad. Owning an iPhone or iPad is not required but highly recommended.

## **M202 PODCASTS**

4 credit hours

Prerequisites: Cinema Tier 1

A course that combines old and new media techniques. Students create their own podcast and learn interviewing skills, best practices in recording techniques, and how to effectively market and promote their podcast.

## **M204 WRITING FOR NEW MEDIA**

4 credit hours

Prerequisites: F150 Screenwriting 1

Students develop and write content specifically for the web, creating an original, five-episode, scripted web series along with a handful of stand-alone pieces that take advantage of the creative possibilities and limitations of new media platforms. Special attention will be placed on how the aesthetics of new media influence show formats, character development and story structure.

## **M205 MAKING WEBISODES THAT CREATE IMPACT**

4 credit hours

Prerequisites: Cinema Tier 1

Explores the rapidly evolving business of new media, including live, on-demand, and streaming. Coursework delves into the history of new media and new media content genres, including web series, social media, broadcast apps, and YouTube content. Lessons identify the needs of the emerging content platforms and the latest trends in interactive entertainment and transmedia. Hands-on workshop assignments include developing, producing, and marketing interactive entertainment videos, both individually and in teams.

## **M217 SOUND FOR NEW MEDIA**

4 credit hours

Prerequisites: F141A Sound Design Basics

A hands-on course exploring the challenges of both production and post-production sound for small screens and devices.

## **M312 TRANSMEDIA**

4 credit hours

Prerequisites: None

A transmedia story represents the integration of entertainment experience across multiple media platforms. Each class session will introduce a concept central to our understanding of transmedia entertainment that will be explored through a combination of lectures, screenings, and conversations with industry insiders who are applying these concepts through their own creative practices.

**V316 ENTERTAINMENT ONLINE**

4 credit hours

Prerequisites: F110 Directing 1

Workshop-style course focusing on online entertainment content and marketing. Coursework includes making and marketing viral videos and creating new channels for creativity and income. Includes study of the business of online entertainment.

**V321 INTERNET ESSENTIALS: THE BUSINESS OF NEW MEDIA**

4 credit hours

Prerequisites: GH253 Hollywood Business Practices

Explores the business of the web, as well as emerging platforms for mobile content, video gaming, and other possible venues for entertainment on the horizon.

**M441 DIGITAL LITERACY AND CONTENT CREATION**

4 credit hours

Prerequisites: Cinema Tier 1

A creative exploration of social media storytelling, virality traits, and monetization strategies required for success in new media. Each class focuses on one subgenre of online filmmaking and explores effective storytelling within that mode. Midterm and final projects are uploaded and published via individual student social media channels and cross-promoted through an online outreach initiative.

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**PRODUCING****GH166 ART OF THE PITCH**

4 credit hours

Prerequisites: GH101 Writers Workshop 1

Students learn how to encapsulate their ideas into clear concepts, and then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

**PROD210 PRODUCING I**

4 credit hours

Prerequisites: FILM101 Production Fundamentals, SCRNI10 Screenwriting I

Explores the role of the producer from the start of a project to the finish. Outlines types of producers, addresses the development process, and practices students in the legal and business concerns. Coursework includes rigorous script breakdowns, shooting schedules, budgets, and key documentation involved in production.

**GS256 ENTERTAINMENT LAW**

4 credit hours

Prerequisites: GH101 Writers Workshop 1

Introduces the fundamental concepts of entertainment law pertaining to the entertainment industry. Topics include but are not limited to: copyright and intellectual property rights; idea theft and how to protect your ideas; legal aspects of setting up a production company; agreements pertaining to development, pre-production, production, post-production, distribution, and exhibition; literary option/purchase agreements; employment agreements; location agreements; and rights involving publicity, privacy, and defamation. Negotiating strategies are also examined.

**FILM266 ART OF THE PITCH**

4 credit hours

Prerequisites: PROD210 Producing I

Students learn how to encapsulate their ideas into clear concepts, then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

### **PROD310 THE PRODUCER IN DEVELOPMENT**

4 credit hours

Prerequisites: PROD210 Producing I

Covers the first steps of the producer's journey. Students learn how to originate material, adapt a script, and package a project in order to earn a greenlight for production or prepare it for independent production. Students also become familiar with the legacies of successful producers, past and present. Coursework includes originating, legally securing, and pitching a project idea, collaborating with a writer, and supervising the writer's script.

### **PROD320 THE PRODUCER IN PRE-PRODUCTION AND PRODUCTION**

4 credit hours

Prerequisites: FILM290 Production I: Short Film, PROD310 The Producer in Development

Imparts practical, hands-on knowledge of the producer's role in pre-production and production phases. Students gain experience in selection of a director, cast, and crew and finalizing the funding of the project. Coursework includes strategy meetings with directors, designers, cinematographers, editors and composers, as well as formulating production paperwork, including budgeting and scheduling using industry-standard software.

### **PRD325 PRODUCER IN DEVELOPMENT**

4 credit hours

Prerequisites: F127 UPM/AD

Covers the first steps of the producer's journey. Students learn how to originate material, adapt a script, and package a project in order to earn a greenlight for production or prepare it for independent production. Students also become familiar with the legacies of successful producers, past and present. Coursework includes originating, legally securing, and pitching a project idea, collaborating with a writer, and supervising the writer's script.

### **PROD325 ENTERTAINMENT LAW**

4 credit hours

Prerequisites: FILM130 Business of Entertainment

Introduces the fundamental concepts of entertainment law. Topics include, but are not limited to, copyright and intellectual property rights, idea theft and how to protect original ideas, legal aspects of setting up a production company, agreements pertaining to development, pre-production, production, post production, distribution, and exhibition, literary option and purchase agreements, employment agreements, location permits, and rights involving publicity, privacy, and defamation. Negotiating strategies are also examined.

### **PROD330 THE PRODUCER IN POST PRODUCTION**

4 credit hours

Prerequisites: PROD320 The Producer in Pre-Production and Production

Encompasses the final phases of production and post production. Students complete the filming of their project, including wrapping the set, completing production paperwork, making final payment to vendors, restoring locations, and overseeing any reshoots, inserts and pick ups. In the post production phase, students manage the process and work collaboratively with the director, editor, and sound designer to complete the project. Coursework also includes packaging the project with credits, title, and music.

### **PROD335 PRODUCING NON-FICTION**

4 credit hours

Prerequisites: FILM280 Documentary Theory & Production

Provides an in-depth look at producing non-fiction formats in film, TV and online media. Students explore a broad range of non-fiction genres, from reality dramas and competitions to hidden camera, sports, food, travel and talk shows to news segments and documentaries. Students become familiar with the various non-narrative arenas and gain expertise in the workflow required to bring them to an audience. Coursework includes screening and analysis of various media formats.

### **PROD340 THE PRODUCER IN MARKETING & DISTRIBUTION**

4 credit hours

Prerequisites: PROD320 The Producer in Pre-Production and Production

Focuses on the final steps of a producer's journey. Students engage in the marketing and distribution of the projects they have produced in the previous courses. Coursework includes creating promotional materials, conducting test screenings and focus groups, and planning distribution through social media and film festivals.

### **PROD355 LAUNCHING YOUR COMPANY: FROM BUSINESS PLAN TO DISTRIBUTION**

4 credit hours

Prerequisites: PROD325 Entertainment Law

This advanced course provides an in-depth look at the entrepreneurial producer. Students learn to become well-versed in how to create their own business and their own brand, as well as becoming familiar with how the business world operates in film, television and new media. Coursework includes creating a business plan to launch the student's own production company - including business name and logo, researching various distribution and demographic strategies, a final paper.

### **F441 PRODUCING: FROM GREEN LIGHT TO COMPLETION**

4 credit hours

Prerequisites: F127 UPM/AD

Advanced practices in producing, beginning after the script has been approved. The course trains students to shepherd a project from the green light through production and into post. Students use the latest scheduling and budgeting software programs and learn techniques and strategies to stay on time and budget throughout production.

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## **PROFESSIONAL PRACTICES**

### **PROF250 PROFESSIONAL PRACTICES**

4 credit hours

Prerequisites: HUMA101 Composition I: College English, FILM290 Production I: Short Film or FLM127 Production Module I or FLM127Q Production Module I

Professional Practices provides students with the necessary preparation for employment in their fields. Each student conceptualizes and creates a professional portfolio, reel, and online presence, and gains practical knowledge of the business aspect of the film industry. Professional writing and presentation skills are emphasized to prepare students for employment interviews and writing resumes, cover letters, thank you letters, and professional emails. Students also participate in a charitable event to broaden their knowledge of society and to begin to develop a charitable practice as they enter the professional world.

### **PROF300 PROFESSIONAL PRACTICES: BREAKING IN TO THE BUSINESS**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking, Dept Approval

Professional Practices courses offer opportunities for advanced, focused training and experience with the tools, technologies, workflows, and protocols related to a student's field of study.

*Breaking In to the Business* prepares students for entry into the dynamic world of modern professional media. Coursework explores entry routes and career paths, provides an overview of skills and requirements of the various industry job roles, and develops an understanding of the demands and expectations of a professional work ethic. Exercises and interviews with industry professionals underscore the importance of connecting and building a business network. Assignments include attending a networking event and discussing career opportunities with various industry professionals. By the conclusion of the course, students will be positioned to research and execute a successful industry job search.

### **PROF405 SCRIPT COVERAGE**

4 credit hours

Prerequisites: CMST305 Script Analysis

This course focuses on professional synopses of screenplays and books. Students read material and provide brief, clear and concise documents which define the plot and characters. Students also include critical analyses of the material, like those prepared in the industry for studio executives and producers. Coursework emphasizes rigorous reading, writing, research and film analysis.

### **PROFXXX PROFESSIONAL PRACTICES ELECTIVE**

4 credit hours

Prerequisites: Dept Approval

Professional Practices courses offer opportunities for advanced, focused training and experience with the tools, technologies, workflows, and protocols related to a student's field of study. Coursework may include technical training, practical projects, writing and reading assignments, class presentations, and field trips.

## RECORDING ARTS

### **RAR103 DIGITAL AUDIO WORKSTATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introductory exploration of the software and hardware tools in a digital audio workstation environment using personal computer systems. Topics include digital audio theory, sample rate, bit depth, recording, editing, mixing, equalization, and dynamic processing. Skills are developed through hands-on lab projects including music editing, sound design, and voice production.

### **RAR116 LIVE SOUND I**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduces students to the tools and technologies used in sound reinforcement systems, including loudspeakers, mixing consoles, and related hardware and software. Coursework develops the technical skills required to set up and operate a PA system. Emphasis is also placed on client interaction and professional conduct.

### **RAR117 STUDIO RECORDING I**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduces multi-track recording within the studio environment and provides a hands-on approach to instrument and vocal recording. Aesthetics, signal flow, control surfaces, microphone selection, monitoring, and recorders are covered. Students gain the skills needed for engineering a recording session. Emphasizes client interaction and professional conduct.

### **RAR118 FUNDAMENTALS OF SOUND AND ACOUSTICS**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

A foundational overview of the principles and perception of sound. Students gain an understanding of waveform characteristics such as frequency, period, and amplitude in relation to human hearing and perception of sound. Harmonics, distortion, envelope, timbre, and types of random noise are also examined. In addition, students are introduced to concepts of wave behavior and room acoustics.

### **RAR119 SOUND DESIGN FOR VISUAL MEDIA I**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR103 Digital Audio Workstation

Introduction to audio production for visual media, including video games, film, television, online, and streaming. This course explores tools and techniques used to create sound effects and record and edit dialog. Topics include signal processing, file management, and other audio production methods used in conjunction with linear and interactive media.

### **FLM127Q PRODUCTION MODULE I**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR119 Sound Design for Visual Media I

A cross-disciplinary course designed to foster the collaborative process. Students begin by working with a partner on a still photograph/sound design project. The course quickly moves into pre-production for a three-minute narrative film. Recording Arts students function as crew members to record location audio & dialogue, provide original sound design in addition to a final mix. Production occurs over a several week period culminating in screening finished films.

### **SNDX142 AESTHETICS OF SOUND**

4 credit hours

Prerequisite: None

An introduction to critical listening, analysis, and articulation of a point-of view pertaining to music production and sound design. Establishes a framework for the study and critique of music recordings, motion picture scores, and video game soundtracks.



**RAR203 MUSIC MIXING AND MASTERING**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

An intermediate study of the aesthetics of music mixing. Students explore advanced signal processing and automation as it applies to the mixing process. Emphasis is placed on mix translation to various stereo playback systems. Mastering topics and techniques are also covered. Students produce mastered mixes that are completed and ready for duplication.

**SNDM206 EAR TRAINING**

4 credit hours

Prerequisite: None

A practical introduction to basic music concepts such as temperament, pitch, tuning, intervals, scales, tempo, time signature, beats, and subdivisions. Coursework covers essential components for the recording practitioner, such as audio ear training and identification of frequencies. Class sessions include lectures, demonstrations, and exercises.

**RAR213 STUDIO RECORDING II**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR117 Studio Recording I

An intermediate exploration of large ensemble recording. Hands-on coursework builds on the foundation of technical and aesthetic material learned in previous studio recording courses. Introduces students to mixing strategies and techniques combining real-time DSP and outboard processing with a digital audio workstation and analog consoles.

**RAR215 LIVE SOUND II**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR116 Live Sound I

A continuing study of live sound that digs deeper into analog console training and introduces digital mixing consoles, room analysis, and tuning. Field trips include visits to working venues. Students develop the technical skills required to set up and operate a PA system for both the analog and digital worlds and learn how to analyze and tune a sound system for a particular room. Includes advanced cross over set ups and digital speaker design systems. Emphasis is also placed on client interaction and professional conduct.

**RAR220 SOUND DESIGN FOR VISUAL MEDIA II**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR119 Sound Design for Visual Media I or PST321 Sound Design for Visual Media

Sound Design for Visual Media II builds on the techniques and approaches used in creating soundtracks for visual media which were introduced in Sound Design for Visual Media I, with emphasis on production methods, workflow, and project management. In-depth examination of techniques used for Foley effects, field recordings, and dialog production will be presented. Students will continue to develop skills in audio editing, digital signal processing, and mixing, using advanced-level tools. Time management, scheduling, and budget considerations will also be covered in detail. Coursework includes the delivery of finished sound effects and dialog files, as well as fully mixed soundtracks.

**RAR222 SIGNAL PROCESSING**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR103 Digital Audio Workstation

Addresses sound design in support of music and audio mixing, audio in film, interactive games, and other electronic media. Emphasizes digital signal processing, existing sound manipulation, sound perception, and spatial relationships. Investigates methods of sound asset creation through actual processing devices or software plug-ins. Topics include dynamic, frequency, time, and phase driven processors. Continues developing skills in ear training and critical listening. Includes hands-on advanced signal processing lab work and preparation of sound assets.

**RAR229 FLASHPOINT STUDIOS**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR117 Studio Recording I, RAR119 Sound Design for Visual Media I

An advanced course that puts students in direct contact with clients to experience the challenges of working on corporate projects. Working in teams, students are tasked with creating digital media content to meet a client's needs. Each faculty-supervised team is responsible for delivery of a professional, finished product for their client.

### **RAR245 ADVANCED TOPICS: SOUND DESIGN AND POST PRODUCTION**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR119 Sound Design for Visual Media I

An advanced course intended to fully develop students for careers in the field of audio production. Students study and discuss the aesthetics of audio and continue to expand their technical skills through individual and collaborative projects. Students are expected to critique their own works in progress and articulate a cogent point of view for fellow classmates regarding their work.

### **RAR247 ADVANCED TOPICS: MUSIC ENGINEERING AND LIVE EVENT PRODUCTION**

3 semester credit hours/4 quarter credit hours

Prerequisite: RAR103 Digital Audio Workstation, RAR117 Studio Recording I

A capstone course intended to fully develop students for careers in the field of audio production. Students study and discuss the aesthetics of audio and continue to expand their technical skills through individual and collaborative projects. Students are expected to critique their own works in progress and articulate a cogent point of view for fellow classmates regarding their work.

### **SNDX320 AESTHETICS OF THE MOTION PICTURE SOUNDTRACK**

4 credit hours

Prerequisites: RAR103 Digital Audio Workstation or SNDX110 Sound Theory & Practice

A critical listening aesthetics course that studies the historical progression of the motion picture soundtrack, from classical sound theory to modern sound theory. Students analyze the composition of four distinctive components - dialogue, sound effects, music, and lull - or the decreased use of any or all of the first three. This course focuses on critical analysis and articulation of a point of view instead of exploring the craft-based techniques of post-production practices.

### **SNDX340 LOCATION AUDIO**

4 credit hours

Prerequisites: RAR103 Digital Audio Workstation or SNDX110 Sound Theory & Practice

Exposes students to the techniques and procedures of capturing production audio on-location. Recording devices, microphones and communication systems are examined and utilized. Emphasis is placed on professional conduct and work ethic when recording audio on-set.

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## **SCREENWRITING**

### **SCRN110 SCREENWRITING I**

4 credit hours

Prerequisites: None

Imparts the major concepts and components of writing for the screen, from basic script formatting to established techniques for shaping plot, structure, characters, and action. Students write numerous short scripts, practice giving and receiving constructive notes, and discover the critical necessity of rewrites.

### **F150 SCREENWRITING 1**

4 credit hours

Prerequisites: GH101 Writers Workshop 1

Develops skills in shaping plot, structure, characters, and action description, while teaching efficiency and perseverance in the writing process. Students learn basic script formatting, write several short scripts, and draft an original feature film script.

### **GH166 ART OF THE PITCH**

4 credit hours

Prerequisites: GH101 Writers Workshop 1

Students learn how to encapsulate their ideas into clear concepts, and then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

### **F249C SCREENWRITING 2: CHARACTERS**

4 credit hours

Prerequisites: F150 Screenwriting 1

Students learn to write screenplays that are character-driven, with the story and plot emanating from the character's conflicts and personality. Coursework includes regular in-class exercises, two formal short film scripts, classroom feedback, and discussion.

### **F250 WRITING THE SHORT FILM FOR PRODUCTION**

4 credit hours

Prerequisites: F150 Screenwriting 1

Students develop and write a short film script in preparation for shooting. During the process of writing, emphasis is placed on the production elements of the script, keeping in mind realistic locations, budgets and visual elements.

### **SCRN250 WRITING THE SHORT FILM FOR PRODUCTION**

4 credit hours

Prerequisites: SCRNI10 Screenwriting I

Students develop and write a short film script in preparation for shooting. During the process of writing, emphasis is placed on the production elements of the script, keeping in mind realistic locations, budgets, and visual elements.

### **SCRN252 ORIGINAL SCREEN STORY**

4 credit hours

Prerequisites: SCRNI10 Screenwriting I

Explores students' creativity and versatility by helping writers, directors, and producers immerse themselves in story. Through class exercises and assignments, students will generate narratives from a variety of sources such as news sites, interviews, personal observation, museum trips, etc. Students then expand those ideas into film and television projects. Coursework includes 1-page treatments (including loglines) for six ideas, from which two will be expanded into 5-page treatments which can serve as source material for future films/projects.

### **FILM266 ART OF THE PITCH**

4 credit hours

Prerequisites: PROD210 Producing I

Students learn how to encapsulate their ideas into clear concepts, then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

### **SCRN310 SCREENWRITING II: STRUCTURE & STORY BUILDING**

4 credit hours

Prerequisites: SCRNI10 Screenwriting I

Introduces essential components of story structure used in a script to drive the narrative and strengthen the writer's original voice. Students apply advanced principles of story structure and story arc to original work. Coursework includes writing and re-writing projects that prompt students to develop a process for forming ideas into structured stories for film and television.

### **SCRN314 WRITING FOR NEW MEDIA**

4 credit hours

Prerequisites: SCRNI10 Screenwriting I; SCRNI20 Screenwriting II: Structure & Story Building

Students develop and write content specifically for the web, creating an original, five-episode, scripted web series along with a handful of stand-alone pieces that take advantage of the creative possibilities and limitations of new media platforms. Special attention is placed on how the aesthetics of new media influence show formats, character development, and story structure.

### **V319 TV DRAMA WRITING**

4 credit hours

Prerequisites: F150 Screenwriting 1

Students write scripts for both dramatic series and dramatic long form TV movies and an episode of an existing series. They also pitch ideas and write treatments for pilots for original series. In addition, a portion of the course will be given over to understanding and learning to write the seven-act structure of the television movie.

### **SCRN320 ADAPTATION**

4 credit hours

Prerequisites: SCRNI10 Screenwriting I

Explores the challenges and industry expectations involved in creating film or television scripts based on intellectual properties and source material originated in other formats, such as novels, comic books, short stories, true-life events, and magazine articles. Students develop a specific skillset geared toward pitching, outlining, and adapting scripts from pre-existing material.

### **WRI320 ADVANCED SCREENWRITING: STORY & STRUCTURE BUILDING**

4 credit hours

Prerequisites: F249C Screenwriting 2: Characters

An intermediate seminar for strengthening structure in scripts. Students will use note-cards to visually see story elements and then focus on development of detailed beat sheets and story outlines. Each student will complete the first draft of one short, plus a pilot for a television series.

### **SCRN330 SCREENWRITING III: CHARACTERS**

4 credit hours

Prerequisites: SCR310 Screenwriting II: Structure & Story Building

An advanced writing workshop focused on the importance of writing character-driven screenplays. Students write and re-write scripts in which story and plot emanate from the characters' personalities, fears, flaws, strengths, weaknesses, and personal histories. Coursework includes in-class writing as well as classroom feedback and discussion.

### **F352A FEATURE FILM WRITING SYMPOSIUM 1**

4 credit hours

Prerequisites: F249C Screenwriting 2: Characters

Part one of a three-quarter continuing course for advanced writing students who learn to work in a collaborative environment with a lot of personal attention and accountability for meeting deadlines. During the three quarters of the course, students develop, write, rewrite, rewrite yet again, and polish a full-length feature film script. At the beginning of the quarter, each student is required to sign a "contract" with goals and deadlines for the course, as well as a detailed plan as to how to reach those goals.

### **F352B FEATURE FILM WRITING SYMPOSIUM 2**

4 credit hours

Prerequisites: F352A Feature Film Writing Symposium 1

Part two of a three-quarter continuing course for advanced writing students who learn to work in a collaborative environment with a lot of personal attention and, especially, accountability for meeting deadlines. During the three quarters of the course, students develop, write, rewrite, rewrite yet again, and polish a full-length feature film script. At the beginning of the quarter, each student is required to sign a "contract" with goals and deadlines for the course, as well as a detailed plan as to how to reach those goals.

### **F352C FEATURE FILM WRITING SYMPOSIUM 3**

4 credit hours

Prerequisites: F352B Feature Film Writing Symposium 2

The culminating course in a three-quarter continuing course for advanced writing students who learn to work in a collaborative environment with a lot of personal attention and, especially, accountability for meeting deadlines. During the three quarters of the course, students develop, write, rewrite, rewrite yet again, and polish a full-length feature film script. At the beginning of the quarter, each student is required to sign a "contract" with goals and deadlines for the course, as well as a detailed plan as to how to reach those goals.

### **SCRN371 TELEVISION WRITING SYMPOSIUM I**

4 credit hours

Prerequisites: SCR310 Screenwriting II: Structure & Story Building

The first course in the two quarter Television Writing Symposium, an intensive and comprehensive workshop in the art and craft of writing for television. Students read and analyze each other's work, learn advanced tools and techniques specific to professional television, and generate a substantive body of work. In the first quarter, students write and rewrite a sample episode from an existing television series.

### **SCRN372 TELEVISION WRITING SYMPOSIUM II**

4 credit hours

Prerequisites: SCR371 Television Writing Symposium I

The second course in the two quarter Television Writing Symposium, an intensive and comprehensive workshop in the art and craft of writing for television. Students read and analyze each other's work, learn advanced tools and techniques specific to professional television, and generate a television series. In the second quarter, students develop, write, and rewrite the pilot of an original episodic series.

### **SCRN381 FEATURE FILM WRITING SYMPOSIUM I**

4 credit hours

Prerequisites: SCR310 Screenwriting II: Structure & Story Building

First course in the two quarter Feature Film Writing Symposium, an intensive and comprehensive workshop in the art and craft of screenwriting. Students read and analyze each other's work, learn the advanced tools of the professional feature film writer, and generate a feature screenplay. In the first quarter, students develop an original idea for a feature film, compose a complete outline, and draft the first act of the screenplay.

### **SCRN382 FEATURE FILM WRITING SYMPOSIUM II**

4 credit hours

Prerequisites: SCR381 Feature Film Writing Symposium I

The second course in the two quarter Feature Film Writing Symposium, an intensive and comprehensive workshop in the art and craft of screenwriting. Students read and analyze each other's work, learn the advanced tools of the professional feature film writer, and generate a feature screenplay. In the second quarter, students incorporate rigorous notes and complete a first draft of their feature screenplay.

### **SCRN390 REWRITING**

4 credit hours

Prerequisites: SCR330 Screenwriting III: Characters

An intensive and comprehensive practicum in the art and craft of rewriting. Students learn to receive feedback on their work as well as participate in sharing story expertise with others. Coursework and assignments develop the ability of student writers to recognize and communicate what works and doesn't work in their own scripts and others. Students then perform rewrites and script polishes to apply revision notes.

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## **SOUND**

### **SNDM101 STUDIO RECORDING I**

4 credit hours

Prerequisites: None

Introduces multi-track recording within the studio environment and provides a hands-on approach to instrument and vocal recording. Aesthetics, signal flow, control surfaces, microphone selection, monitoring, and recorders are covered. Students gain the skills needed for engineering a recording session. Emphasizes client interaction and professional conduct.

### **SNDX102 FUNDAMENTALS OF SOUND AND ACOUSTICS**

4 credit hours

Prerequisites: None

A foundational overview of the principles and perception of sound. Students gain an understanding of waveform characteristics such as frequency, period, and amplitude in relation to human hearing and perception of sound. Harmonics, distortion, envelope, timbre, and types of random noise are also examined. In addition, students are introduced to concepts of wave behavior and room acoustics.

### **SNDX110 SOUND THEORY & PRACTICE**

4 credit hours

Prerequisites: None

Introduces sound as a storytelling tool through a series of practical listening exercises and lessons in the techniques of recording and mixing. Students explore contemporary sound theory, practical acoustic problems, and the aesthetics of motion picture sound and score. Coursework includes quizzes, written responses to class topics, and short film clips demonstrating original sound and mixing.

### **F141 PRODUCTION SOUND**

Prerequisites: F101 Principles of Production

Provides basic training in the proper protocols and practices of sound recording on a professional film or television project. Students gain experience with various types of audio equipment and recording techniques. Coursework emphasizes hands-on projects and may include exams and written assignments.

**F141A SOUND DESIGN BASICS**

4 credit hours

Prerequisites: F141 Production Sound

The ins and outs of digital audio editing with a Digital Audio Workstation (DAW). Students learn the principles of sound creation and manipulation. The course includes in-depth lectures and two projects per quarter.

**SNDX142 AESTHETICS OF SOUND**

4 credit hours

Prerequisite: None

An introduction to critical listening, analysis, and articulation of a point-of view pertaining to music production and sound design. Establishes a framework for the study and critique of music recordings, motion picture scores, and video game soundtracks.

**V205 TV SOUND DESIGN**

4 credit hours

Prerequisites: F141A Sound Design Basics

A survey of the creative and technical aspects of creating Sound Design for TV. Coursework explores the workflow and practices needed to meet the hectic TV schedule.

**SNDM206 EAR TRAINING**

4 credit hours

Prerequisite: None

A practical introduction to basic music concepts such as temperament, pitch, tuning, intervals, scales, tempo, time signature, beats, and subdivisions. Coursework covers essential components for the recording practitioner, such as audio ear training and identification of frequencies. Class sessions include lectures, demonstrations, and exercises.

**SNDX282 CINEMATIC SOUNDSCAPING**

4 credit hours

Prerequisites: SNDX110 Sound Theory & Practice

An intermediate exploration of sound in relation to color and texture in cinema. Students dive into theory and practice of sound patterns via soundtracks, musical compositions, color, and texture. Students acquire new technical skills in audio production, recording techniques, and post production and expand their critical abilities to analyze, speak, and write about cinema sound. Focuses on discovering and creating profound ways to convey cinematic ideas, sensations, and information through sound.

**S301 THE TEMP SCORE**

4 credit hours

Prerequisites: F141A Sound Design Basics, GH114 History of Music (or equivalent course)

Explores the challenges and rewards of a temporary score. Students learn how to lock in the musical parameters of a film with music that reflects a particular style and psychological intent. Coursework includes creating temp scores that give musical guidance and compositional leeway.

**SNDX310 DIGITAL AUDIO WORKSTATION FOR FILMMAKERS**

4 credit hours

Prerequisites: SNDX110 Sound Theory & Practice

Introductory exploration of the software and hardware tools in a digital audio workstation environment using personal computer systems. Topics include digital audio theory, sample rate, bit depth, recording, editing, mixing, equalization, and dynamic processing. Skills are developed through hands-on lab projects including music editing, sound design, and voice production. *This course is only offered on the Flashpoint Chicago campus.*

**SNDX320 AESTHETICS OF THE MOTION PICTURE SOUNDTRACK**

4 credit hours

Prerequisites: RAR103 Digital Audio Workstation or SNDX110 Sound Theory & Practice

A critical listening aesthetics course that studies the historical progression of the motion picture soundtrack, from classical sound theory to modern sound theory. Students analyze the composition of four distinctive components - dialogue, sound effects, music, and lull - or the decreased use of any or all of the first three. This course focuses on critical analysis and articulation of a point of view instead of exploring the craft-based techniques of post-production practices.

### **SNDX321 SCORE COMPOSITION**

4 credit hours

Prerequisites: SNDX320 Aesthetics of the Motion Picture Soundtrack

The basics of spotting a scene and scoring to picture. Students learn the fundamentals of communication between a composer and a director. In a series of guided lectures and class exercises based around short films, students sketch character motifs, create a motor, and explore various musical tropes. Some musical skill and theory knowledge is strongly recommended for this class.

### **SNDX330 SOUND DESIGN FOR VISUAL MEDIA**

4 credit hours

Prerequisites: SNDX310 Digital Audio Workstation

Introduction to audio production for visual media, including video games, film, television, online, and streaming. This course explores tools and techniques used to create sound effects and record and edit dialog. Topics include signal processing, file management, and other audio production methods used in conjunction with linear and interactive media. *This course is only offered on the Flashpoint Chicago campus.*

### **SNDX340 LOCATION AUDIO**

4 credit hours

Prerequisites: RAR103 Digital Audio Workstation or SNDX110 Sound Theory & Practice

Exposes students to the techniques and procedures of capturing production audio on-location. Recording devices, microphones and communication systems are examined and utilized. Emphasis is placed on professional conduct and work ethic when recording audio on-set.

### **F342A SOUND DESIGN TO FINAL MIX**

4 credit hours

Prerequisites: F242A Sound Design Aesthetics

Explores the powerful role played by sound in narrative. Students shoot a short script that will allow sound to make a strong contribution to the emotional aspects of the story. Coursework enables each student a finished product for their reel and a truer understanding of the sound designer's role.

### **SNDX350 ADVANCED TOPICS: SOUND DESIGN**

4 credit hours

Prerequisites: SNDX330 Sound Design for Visual Media

An advanced course intended to fully develop students for careers in the field of audio production. Students study and discuss the aesthetics of audio and continue to expand their technical skills through individual and collaborative projects. Students are expected to critique their own works in progress and articulate a cogent point of view for fellow classmates regarding their work.

### **SNDX360 SIGNAL PROCESSING**

4 credit hours

Prerequisites: SNDX310 Digital Audio Workstation

Addresses sound design in support of music and audio mixing, audio in film, interactive games, and other electronic media. Emphasizes digital signal processing, existing sound manipulation, sound perception, and spatial relationships. Investigates methods of sound asset creation through actual processing devices or software plug-ins. Topics include dynamic, frequency, time, and phase driven processors. Continues developing skills in ear training and critical listening. Includes hands-on advanced signal processing lab work and preparation of sound assets.

### **S401 SCORE COMPOSITION**

4 credit hours

Prerequisites: F141 Production Sound

The basics of spotting a scene and scoring to picture. Students learn the fundamentals of communication between a composer and a director. In a series of guided lectures and class exercises based around short films, students sketch character motifs, create a motor, and explore various musical tropes. Some musical skill and theory knowledge is strongly recommended for this class.

### **F442 ADVANCED PRODUCTION SOUND**

4 credit hours

Prerequisites: F141 Production Sound

An advanced production sound course that prepares students to record or work with sound professionals. Includes instructional visits to sound houses as well as information for directors, producers, and others who want to better understand production sound.

## TELEVISION

### V102 INTRODUCTION TO TV PRODUCTION

4 credit hours

Prerequisites: F101 Principles of Production

Provides hands-on experience in the preparation and production of studio broadcast television programs. Students explore the nature and pacing of studio production in a workshop-like environment. Coursework emphasizes studio production and may include exams and written assignments.

### V103 TV DIRECTING & PRODUCING 1

4 credit hours

Prerequisites: F110 Directing 1

Explores the role of the Producer and Director in a multi-camera studio production environment. Students learn the nature of studio and remote production by creating, preparing, rehearsing, and producing TV projects. Production teams are formed and positions rotated so that every student has the chance to direct, switch, mix audio, stage manage, and run camera.

### V201 TV ESSENTIALS

4 credit hours

Prerequisites: None

An in-depth look at television language, history, and business. Students gain knowledge of the television industry and the business models that drive it, touching on standard methods such as Nielsen ratings and license fees as well as the new frontier of mobile technology, on demand delivery, and broadband.

### V209 NONFICTION TV PRODUCTION

4 credit hours

Prerequisites: F101 Principles of Production, F102 Cinematography 1, F122A Editing Theory & Practice

Nonfiction TV programming is a staple of broadcast networks, first-run syndication, cable and especially digital tier cable. It is not to be confused with reality programming. Students create a nonfiction TV program segment and learn such specifics of the genre as strong interview techniques, clearance issues, and editing a final product that has an engaging structure.

### V350A SHOOTING THE MULTI CAMERA TV COMEDY

4 credit hours

Prerequisites: V102 Introduction to TV Production

With cable networks embracing multi-camera sitcoms and sketch comedy shows along with ongoing broadcast network production, understanding and experiencing multi-camera comedy can lead to increasing opportunities in the business. In this course, students will learn the artistry behind shooting the multi-camera comedy or sitcom. Students learn how to plan a production, break down a script, and use existing sitcom scripts to direct multi-camera sequences of titles, interstitials, moving graphics and animations in current and emerging software.

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## VISUAL COMMUNICATION

### VCM103 DIGITAL IMAGE MANIPULATION

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Digital Image Manipulation exposes students to image manipulation through current and emerging. Basics of still photography and composition will be explored, as well as the various manipulation strategies available through the computer, enabling students to communicate through sophisticated design manipulation.

### VCM105 MOTION GRAPHICS I

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Motion Graphics I provides an introduction to moving image design - the aesthetics and techniques in the development of titles, interstitials, moving graphics and animations in current and emerging software.



## **VCM229 FLASHPOINT STUDIOS**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Flashpoint College Studios provides students with the unique opportunity to participate in a media arts production company. Working in teams, students are assigned client-based projects derived from inside the institution and from the public at large. Each faculty-supervised team is responsible for delivery of a professional, finished product for the client. Upon completion of the course, students will have gained experience in collaboration and accumulated professional work credits for their portfolios.

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## **VISUAL EFFECTS**

### **VFXX221 MOTION PICTURE PHOTOGRAPHY FOR VFX**

4 credit hours

Prerequisites: ARTD111 2D Image Manipulation

Intermediate study of the aesthetic and technical principles of motion picture photography relevant to VFX. Explores real-world applications and workflow considerations of cameras, lenses, and lighting instruments and various image formats, including RAW. Coursework emphasizes experimentation in hands-on assignments and exercises.

### **VFXX230 PRODUCTION STUDIO I**

4 credit hours

Prerequisites: Dept Approval

The first of two practical, hands-on courses that recreate the studio environment. Students work in teams to produce either an animated short film or a complex visual effects sequence, taking on multiple roles on production teams in areas both related to and tangential to their areas of emphasis. Coursework includes producing assets, environments, and previsualization to develop the look of the short film or visual effects sequence.

### **VFXX300 INDUSTRY PRACTICES IN VISUAL EFFECTS**

4 credit hours

Prerequisites: None

Explores the process of creating visual effects for motion pictures and television from a high level vantage point. Using recognizable examples from well-known movies and shows, students analyze the process of producing and creating visual effects from beginning to end. Topics include script breakdown, planning for visual effects, the different roles in the visual effects pipeline, an overview of the visual effects industry, and a study of professional practices within the VFX industry. The differences and the requirements for motion pictures and television production also are examined.

### **VFXX315 SIMULATIONS I**

4 credit hours

Prerequisites: ANIM213 3D Animation I

An introduction to the concept of dynamic simulations within a 3D environment. Explores character-based effects such as clothing, hair, fur, and other dynamic secondary animation. Introduces basic physical simulations such as rigid bodies and particles.

### **VFXX330 PRODUCTION STUDIO II**

4 credit hours

Prerequisites: VFXX230 Production Studio I

The second of two practical courses that recreate the studio environment. Students work in teams to complete production on the animated short film or high end visual effects sequence created in Production Studio I, taking on multiple production roles to gain experience in areas both related to and tangential to their areas of emphasis.

### **VFXX350 VFX PORTFOLIO DEVELOPMENT I**

4 credit hours

Prerequisites: Dept Approval

The first in a series of three courses focused on the development of an industry-ready demo reel, portfolio, and website. Students identify their skills and weaknesses in both their own emphasis and in others, collect work produced during previous courses, then evaluate the work with the instructor to determine what will become a part of their demo reels and portfolios. In addition, students plan and begin working on additional new pieces focusing on their emphasis and/or chosen career path. Coursework includes planning a personal brand and style and assembling a website to showcase a portfolio and demo reel.

**VFX390 PYTHON FOR VFX I**

4 credit hours

Prerequisites: ANIM213 3D Animation I

An introduction to the basic syntax and uses of the python scripting language. Emphasizes using writing tools and scripts for speeding up workflows in industry standard 3D content creation software.

**VFX410 VIRTUAL & AUGMENTED REALITY I**

4 credit hours

Prerequisites: Dept Approval

An introduction to the basic concepts of both virtual reality and augmented reality. Students learn to construct assets for use in an interactive gaming environment then script basic interactions into their assets for use with a virtual reality headset and controllers.

**VFX411 VIRTUAL & AUGMENTED REALITY II**

4 credit hours

Prerequisites: VFX410 Virtual & Augmented Reality I

An advanced study of virtual and augmented reality. Students build in more advanced interactions and construct more immersive environments. Emphasizes developing for augmented reality and designing for mobile augmented reality experiences.

**VFX415 SIMULATIONS II**

4 credit hours

Prerequisites: VFX315 Simulations I

An advanced workshop using different types of dynamic simulations within a 3D environment. Students work with advanced particles effects, fluid effects, pyrotechnics, liquid simulations, and learn to build their own custom effects through a node based system. Students also learn to output their effects for use in a variety of mediums including visual effects shots, 3D animation, and real time video game engines.

**VFX440 EMERGING AND EXPERIMENTAL TRENDS IN VFX I**

4 credit hours

Prerequisites: Dept Approval

This first of two advanced courses provides an in-depth look at emerging technologies and trends related to visual effects. Course content will change based on emerging trends and new technologies as students learn to identify aesthetic trends and assess new technologies. Coursework may include readings from trade publications, research, and hands-on projects and exercises.

**VFX450 VFX PORTFOLIO DEVELOPMENT II**

4 credit hours

Prerequisites: VFX350 Portfolio Development I

The second in a series of three courses focused on developing a demo reel, portfolio, and website. Students continue building their websites, defining their brands, refining the blueprints created for their demo reels, and working on the new, original pieces to further flesh out their portfolios. Additional topics include job interview techniques and professional practices in the industry.

**VFX460 EMERGING AND EXPERIMENTAL TRENDS IN VFX II**

4 credit hours

Prerequisites: VFX440 Emerging and Experimental Trends in VFX I

The second of two advanced courses providing an in-depth look at emerging technologies and trends related to visual effects. Course content will change based on emerging trends and new technologies as students learn to identify aesthetic trends and assess new technologies. Coursework may include readings from trade publications, research, and hands-on projects and exercises.

**VFX470 VFX PORTFOLIO DEVELOPMENT III**

4 credit hours

Prerequisites: VFX450 Portfolio Development II

The final course in a series of three courses focused on developing, producing, and completing an industry-ready demo reel, portfolio, and website. Students undergo final mock interviews to develop ways of successfully presenting themselves to potential employers. This course is taken in the final term of the degree program and culminates in a portfolio show to showcase each student's work for potential employers in the animation, visual effects, and video game industries.

**VFX490 PYTHON FOR VFX II**

4 credit hours

Prerequisites: VFX390 Python for VFX I

An advanced study of python scripting language. Students use the language for more complex tasks and apply skills learned in the previous course to a wider area of software. Students write guided user interfaces for existing scripts and build their own interactive tools from the ground up.

# GENERAL EDUCATION COURSES

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## ART HISTORY AND CRITICISM

### **ARTH101 VISUAL CULTURE**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

Introduces the study of visual culture through a combination of media studies, art history and criticism, and cultural studies. Students explore the visual (and audiovisual) logic of contemporary media and culture, including art, film, advertising, television, news media, the internet, social media, and interactive media. Coursework aims to broaden knowledge and cultural awareness while also sharpening skills in writing, research, and visual literacy.

### **ARTH109 ART, CULTURE, AND SOCIETY**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

A broad introduction to major movements in Western art history from the Renaissance to the Modern period, considering primarily painting, sculpture, and architecture. Students develop visual literacy and a critical eye by examining works of specific artists and considering the cultural factors that affect the visual arts from production to reception. Coursework includes research and reading in addition to creative projects, class presentations, one or more field trips, and writing assignments.

### **ARTH110 ART HISTORY: CLASSICAL**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

Covers the history and development of the art of the Western world from the ancient epoch through the Medieval period leading up to the Renaissance. Students learn the basic methodologies of Art History while also becoming familiar with the origins and development of Western art. Coursework includes research and reading in addition to creative projects, class presentations, one or more field trips, and writing assignments.

### **ARTH111 ART HISTORY: RENAISSANCE**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

A survey of the art and culture of Europe from the fourteenth to the seventeenth centuries. Students learn the basic methodologies of art history while also becoming familiar with the stylistic and philosophical innovations that defined this key period. Topics include styles and developments bridging the Renaissance to the modern period, such as Rococo, Neoclassicism, and Romanticism. Coursework combines readings, research projects, extensive analysis and discussion of reproductions, and at least one museum field trip.

### **ARTH112 ART HISTORY: MODERN**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

A survey of modern art from the emergence of Impressionism through the late-twentieth century. Explores the major artists and movements that defined modernism(s) through lectures, readings, analysis of reproductions, documentary screenings, discussion, research projects, and field trips. Topics include an international range of artists working in media such as painting, sculpture, photography, and architecture.

### **HUM112 ART HISTORY**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

This course provides an introduction to the language of the visual arts and a foundation for individual understanding and enjoyment of art. This class will focus on how art communicates, how to analyze and interpret it, and how we can see it as a cultural product that reveals something about the society that produced it. Class sessions will move between lecture and in-class discussions.

**ARTH113 ART HISTORY: CONTEMPORARY**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

Explores movements in contemporary art encompassing numerous forms: painting, photography, sculpting and a host of other art forms. Students become familiar with important developments bridging twentieth century modernisms with the art, culture, and society of the present. Coursework includes research, reading, exhibit visits, class presentations, and written assignments.

**ARTH320 GLOBAL ART**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (Lower Level) course

A survey of art from cultures around the world, focusing on Asia, Africa, Latin America, and the Middle East. Students explore how visual language has developed through the ages in a wide range of fine art media, including painting, sculpture, printmaking crafts and architecture. Coursework combines readings, writing assignments, analysis of reproductions, documentary screenings, and oral presentations, and may also include a field trip.

**ARTH321 ART HISTORY: REGIONAL ART**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (Lower Level) course

This rotating topic course provides a detailed exploration of the art of a specific nation or region of the globe. While building skills in general art historical and critical-theoretical methods, students also gain expertise in the nation's or region's local cultural production. Coursework combines readings and research, class presentations, group projects, and written assignments.

**ARTH331 ART HISTORY: DESIGN**

4 credit hours

Prerequisites: one Art History (Lower Level) course

Examines modern theories and trends in art to illuminate the relationships between various disciplines of design, including film, stage, architecture, interior, fashion, and graphic design. Students build a working design vocabulary while exploring various design philosophies, movements, and designers. Coursework includes research and reading in addition to creative projects, class presentations, and writing assignments.

**ARTH332 HISTORY OF PHOTOGRAPHY**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (Lower Level) course

Provides an in-depth look at the development of photography as an art form that is intrinsic to modern communication and the dissemination of information, as well as being essential to modern media arts. Students explore photography from its origins to the present day with the overarching goal of understanding the medium's aesthetic criteria. Coursework includes research and reading in addition to creative projects, class presentations, and writing assignments.

**ARTH341 WOMEN IN ART**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (Lower Level) course

Explores the significant and complex contributions by women in shaping the landscape of art and culture. Students engage with questions of gender and representation while also building upon their knowledge of key artworks, figures, and developments in the global history of art. Coursework focuses on research and critical analysis, and includes quizzes, written essays, and class presentations.

**ARTH381 TOPICS IN ART HISTORY & CRITICISM**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (Lower Level) course

This advanced course focuses on rotating topics important to the study of art. Students sharpen their skills in the use of historical and/or critical-theoretical methods to engage with art and visual culture. Coursework combines readings and research, class presentations, group projects, and written assignments.

**ARTH383 ART HISTORY: DESIGN FOR STAGE & SCREEN**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (Lower Level) course

A critical and historical survey of production design and art direction for theater, film, and television. Students explore the topic through lectures, readings, and screenings, with the goal of developing critical criteria that informs their response to art and design. Coursework emphasizes research, writing, and critical response, and includes visual art and design projects to better understand key styles and concepts.

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## BEHAVIORAL SCIENCES

### **BHVS111 INTRODUCTION TO PSYCHOLOGY**

4 credit hours

Prerequisites: None

Surveys the field of psychology in its historical and contemporary forms. Students explore the major movements, perspectives, and domains of the field, with a dual focus on psychological research methods and applications of principles in context, using case studies and real-world examples. Coursework may include regular reading assignments, research projects, quizzes, exams, and papers.

### **PSY201 INTRODUCTION TO PSYCHOLOGY**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduction to Psychology is designed to give the student a basic understanding of the psychology of human behavior. The student is exposed to the concepts, terminology, principles, and theories that comprise an introductory course in psychology. Topics covered synthesize a broad range of knowledge about psychology, emphasize research methodology, encourage critical thinking, and convey a multicultural approach that respects human diversity and individual differences.

### **BHVS311 TOPICS IN PSYCHOLOGY**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

This rotating topic course gives students a chance to delve into a specific question, issue, or theme relevant to psychological research, or alternatively, into a particular sub-field. Students work to increase understanding of human psychology in general by applying established methods for research and analysis to the particular topic. Coursework may include readings of case studies and theory, extensive research, group work, and written assignments.

### **BHVS319 ABNORMAL PSYCHOLOGY**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

An in-depth look at the basic concepts of abnormal psychology. Emphasis is on the DSM-IV disorders including origin, symptoms, and treatment of mental illness. Coursework involves regular reading assignments, an in-class midterm presentation, and a written essay.

### **BHVS321 TOPICS IN SOCIAL PSYCHOLOGY**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

This rotating topic course examines human behavior in its social context, and likewise, social issues as they relate to the psychological life of individuals. Students apply rigorous methods to the specific topic in order to deepen their understanding of issues such as social influence, the concept of the self, social issues like discrimination, and the social construction of feelings and beliefs. Coursework focuses on research and data analysis, discussion and debate, and practicing the standards and conventions of behavioral science writing.

### **BHVS325 SOCIAL PSYCHOLOGY OF SEX & GENDER**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

Examines multiple aspects of sex and gender: distinctions, social and cultural repercussions of those distinctions, historical changes, current issues, and the depiction of sex and gender in cinema and media. Students become conversant with historical patterns of sex and gender to gain perspective on current controversies and changes, and to enhance critical awareness and sensitivity. Class sessions incorporate discussion, readings, films, and exercises. Coursework may include class presentations and written essays.

### **BHVS490 SEMINAR IN BEHAVIORAL SCIENCES**

4 credit hours

Prerequisites: HUM201 Composition II: Reading, Writing, Thinking, one BHVS (Upper Level) course

Explores rotating topics in the fields of psychology and the cognitive sciences. Students engage in advanced research and writing to gain expertise in the topic and mastery in the field's methodologies. Coursework may include rigorous readings, research, student-led presentations and lectures, and a written final project.

# CINEMA AND MEDIA STUDIES

## **CMST110 HISTORY OF MOTION PICTURES I: ORIGINS THROUGH 1959**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

Survey of cinema history from the invention and early years of moving pictures up to 1959, the end of film's Classical Period. Focuses on the rise of film industries in the U.S. and abroad, the transition from silent film to films with sound, and the links between motion pictures and world history in general. Coursework may include readings, quizzes, exams, a research project, written work, and an oral presentation.

## **GH152A HISTORY OF CRITICAL ANALYSIS IN CINEMA 1**

4 credit hours

Prerequisites: F105 Visual Design

An introduction to the concepts, philosophies, and movements that have shaped cinema since its origins. Through lecture and screenings, students will learn the progression of both film theory and film analysis, covering such wide-ranging topics such as formalism, romanticism, *mise-en-scene*, montage, structuralism, and semiotics. The course enables students to develop a greater critical understanding of the cinema arts as well as fill their own arsenals with tools they will employ as filmmakers.

## **GH155 SCRIPT ANALYSIS 1**

4 credit hours

Prerequisites: None

Explores the essential elements of drama within the text of a script. Students analyze how those elements affect an audience by creating a specific narrative experience and develop tools to identify intellectual and/or emotional themes within scripts.

## **CMST210 HISTORY OF MOTION PICTURES II: 1960 TO THE PRESENT**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

Survey of cinema history from 1960 to the present. Focuses on New Wave cinemas, the emergence of the New Hollywood, and the effects of globalization on traditional film and emerging media industries. Coursework may include readings, quizzes, exams, a research project, written work, and an oral presentation.

## **CMST217 MOTION PICTURE HISTORY: VISUAL EFFECTS**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

Explores the progression of visual effects in cinema from the late 1800s to modern day digital effects. Topics include the history of various camera effects, including digital effects, classic optical effects, miniatures, matte paintings, stop motion, and rotoscoping. Emphasis is placed on the films and effects of Georges Melies, Willis O'Brien, Ray Harryhausen, Rick Baker, and Stan Winston as well as the history of major visual effects studios such as Industrial Light & Magic and Weta Digital. Coursework includes regular readings, screenings, research, and written assignments, and may include quizzes and exams.

## **GH255 SCRIPT ANALYSIS 2**

4 credit hours

Prerequisites: GH155 Script Analysis 1

An intermediate analysis of modern and contemporary scripts in a variety of genres. Students examine original scripts and finished films, comparing their own analysis and dramatic plans with those of the actual filmmaker.

## **CMST305 SCRIPT ANALYSIS**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking

Explores the essential elements of drama within the text of a script. Students analyze how those elements affect an audience by creating a specific narrative experience and develop tools to identify intellectual and/or emotional themes within scripts.

## **CMST310 TOPICS IN MOTION PICTURE HISTORY**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present

A close look at a specific topic in the history of film and/or television. Students engage with select media histories, and historiography itself, with a combination of lectures, readings, and screenings. Coursework also may include short written assignments, class presentations, and research papers.

### **CMST318 TOPICS IN ANIMATION HISTORY**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present or GH152A History of Critical Analysis in Cinema 1

Rotating topics drawn from the history of animated motion pictures. Students become well versed in the topic, whether an individual animator, studio, style, or historical moment, while also developing facility with the technical and critical language of animation in general. Coursework combines readings, research, and screenings with written assignments and oral presentations.

### **CMST321 TOPICS IN FILM GENRE**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present

A close look at a specific film or television genre. While developing their understanding of the functions of genre in general, students also gain expertise in the specific genre under consideration by a combination of lectures, readings, and screenings. Coursework also may include short written assignments, class presentations, and research papers.

### **CMST324 HORROR CINEMA**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present or GH152A History of Critical Analysis in Cinema 1

Delves into the cinematic genre known as horror, with a combined focus on its history and the stylistic conventions that define it. While enhancing their expertise in the genre and its sub-genres, students also practice critical approaches to cinema in general. Coursework includes readings, screenings, research, and writing assignments, and may include class presentations and creative projects.

### **CMST341 TOPICS IN FILM STYLE**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present

Examines one particular cinematic style in detail, based either on a coherent formal approach, film movement, or body of work (e.g., the work of one director). While sharpening their skills in both formal analysis and cultural analysis, students gain expertise in the specific style, movement, filmmaker, or filmmakers under consideration. Coursework combines readings and screenings with short written assignments, class presentations, and research papers.

### **CMST342 FILM DIRECTORS**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present or GH152A History of Critical Analysis in Cinema 1

This rotating topic course provides an opportunity to focus on one or more noteworthy directors. Students become well acquainted with the filmmaker or filmmakers through analysis of their work; investigation of their influences, themes, and formal techniques; exploration of their critical reception; and consideration of their cultural impact. Coursework combines readings, research, and screenings with written assignments and oral presentations.

### **CMST343 STUDIES IN STYLE: MASTERS OF LIGHT**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present or GH152A History of Critical Analysis in Cinema 1

A survey of important cinematographers and their landmark works ranging from the foundational period in motion picture history to the modern cinema. Through lectures, readings, viewing of works, discussion, and research projects, students engage with cinematography's masters of light and explore their craft-defining visual styles, the virtuosity of their artistry, and their indelible influence on the visual grammar of cinema.

### **CMST347 STUDIES IN STYLE: THE SHORT FILM**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present or GH152A History of Critical Analysis in Cinema 1

Examines the art of the short film within the larger history of cinema and media arts. Students gain expertise in the integral elements of the short film by focusing on major concepts, movements, individuals, and social forces that have shaped cinema through short filmmaking. Coursework combines readings and screenings with class presentations, research, and written assignments.



### **CMST352 TOPICS IN REGIONAL MEDIA**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present

A detailed focus on the cinema and media of a specific nation/region of the globe with a focus on both local and transnational issues. While gaining facility with historical and critical-theoretical methods, students also gain expertise in the specific styles, movements, and media-makers that have defined the region's local media industries and culture. Coursework combines readings and screenings with short writing assignments, class presentations, and research papers.

### **CMST355 TOPICS IN AMERICAN CINEMA**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present or GH152A History of Critical Analysis in Cinema 1

This rotating topic course provides a detailed focus on a specific sub-category of American cinema. While gaining facility with historical and critical methods, students also gain expertise in the films, filmmakers, and historical developments relevant to the topic, and explore the topic's significance for film history as a whole. Coursework combines readings and screenings with short writing assignments and longer research papers, and may include class presentations and creative projects as well.

### **CMST370 STUDIES IN MEDIA TECHNOLOGY**

4 credit hours

Prerequisites: CMST110 History of Motion Pictures: Origins through 1959, CMST210 History of Motion Pictures: 1960 to the Present

A focused study of one area of cinematic technology and its place in the larger history of cinema and media. Students investigate the specific topic to illuminate key connections between technology, art, culture, and storytelling. Coursework emphasizes historical research and writing and may include exams, screenings, presentations, and field trips.

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## **COMMUNICATION: WRITTEN & ORAL**

### **ENG101 COMPOSITION I**

3 semester credit hours/4 quarter credit hours

Prerequisite: Wonderlic Basic Skill Test - Quantitative Skill score: 265 or higher.

Composition I is a reading/writing-intensive course that guides each student in establishing his or her writing process and in developing an individual style of written communication. The course curriculum encourages students to demonstrate the ability to organize information, edit, and revise written work, demonstrate an understanding of subject matter, and exhibit critical thinking skills. Through creative, narrative, persuasive, expository, and research-based writing, students strengthen and scaffold their reading comprehension skills, their ability to organize information from multiple sources, and analyze readings by a variety of writers. Emphasis is placed on writing as a means to self-discovery, as well as the value of the writer's interaction with his/her audience. Underlying each assignment is the importance of demonstrating a mastery of standard American English and an ability to present written work in the correct format.

### **GH101 WRITERS WORKSHOP 1**

4 Credit hours

Prerequisites: None

An introduction to the skills of effective written communication through ongoing writing exercises and essays. Students learn how to make a strong rational case for a position or perspective through research and argumentation, learn how to write descriptively, how to craft a strong synopsis, and how to compose various types of business correspondence.

### **HUMA101 COMPOSITION I: COLLEGE ENGLISH**

4 credit hours

Prerequisites: None

Instills fundamental written communication skills through ongoing writing exercises and essays. Topics include English vocabulary and grammar, the mechanics of writing, organization, the fundamentals of information literacy, and the standards and conventions of composition for college-level written work. Coursework includes vocabulary-building assignments and quizzes, regular reading and writing assignments, and a research paper.

### **SPH101 ORAL COMMUNICATION**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Oral Communication is a year one course designed to build students' effectiveness as oral communicators. Assignments and exercises are designed to develop speech and presentation skills, and strategies for building confidence as public speakers. Students in this course will 1) develop awareness of the communication process; 2) learn various organizational and expressive strategies; 3) gain understanding of a variety of communication contexts; and 4) expand their critical skills in listening, reading, thinking and speaking. Students will be required to deliver extemporaneous speeches and four planned speeches/ presentations, which demonstrate clear expression, reasoning, and knowledge of a topic. At the completion of the course, students will have gained confidence and competency in the practice of oral communication skills as well as an understanding of communication theory.

### **ENG102 COMPOSITION II**

3 semester credit hours/4 quarter credit hours

Prerequisite: ENG101 Composition I

Composition II is designed to further develop the writing skills students developed in Composition I. Continuing to focus on the reading-writing connection, students explore issues and delve deeper into experiential knowledge through writing strategies. The course requires their written works to exhibit inventiveness of topic and mastery of subject germane to the student's major concentration. Through a variety of writing projects, students must show evidence of their commitment to communication through written expression and analysis of academic concerns. In order to succeed in this course, students must achieve proficiency in several writing techniques, demonstrate organizational and editorial strategies, and show competency in the use of standard American English. Above all, students' writing must clearly communicate ideas to an intended audience.

### **HUMA105 FUNDAMENTALS OF ORAL COMMUNICATION**

4 credit hours

Prerequisites: HUMA101 Composition 1: College English

An introduction to the fundamentals of oral communication and public speaking in both college and professional contexts. Students research, compose, design, and perform verbal and audiovisual presentations to persuasively pitch original ideas. Coursework includes regular exercises in speaking and presenting as well as quizzes, research projects, and a final oral presentation.

### **HUMA201 COMPOSITION II: READING, WRITING, THINKING**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

An intermediate exploration of writing with a focus on careful reading and critical thinking. Students learn to employ research and annotation in the practice of reading, incorporate research into the practice of writing, take a clear position on a topic, organize a persuasive argument, view writing as a process of revision, and execute formal writing for academic and professional contexts. Coursework includes in-depth reading, research, and writing multiple draft revisions.

### **HUMA302 CREATIVE WRITING**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking

Develops a capacity, interest, and love for creative writing. In addition to weekly assignments, students will read a variety of texts, including novels, essays, short fiction, and poetry in preparation for writing and workshopping a substantive creative piece. Topics include the technical aspects of storytelling, such as structure, plot, dialogue, and characterization, but will also expand well beyond that purview to examine the heart of these narrative forms.

### **HUMA340 FUNDAMENTALS OF JOURNALISM**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking

Instills essential skills, practices, and philosophies of professional journalism. By conducting interviews, investigating stories, reporting, and editing, students learn how to execute and adjudicate journalistic practice. Coursework also involves participation in engaged and informed discussions of current events, extensive research, and production of several pieces of journalism.

## GENERAL ART

### ARTS110 OBSERVATIONAL AND PERSPECTIVE DRAWING

4 credit hours

Prerequisites: None

An introduction to translating three-dimensional form into two-dimensional drawings. Students use observational techniques and perspective rendering to become familiar with the basic tenets of composition. Coursework includes in-class lecture and demonstration as well as reading assignments and exercises.

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## HUMANITIES

### LIT101 THE HERO'S JOURNEY

3 semester credit hours/4 quarter credit hours

Prerequisite: None

The Hero's Journey is a reading/writing-intensive course that looks at the mythic motif of the "Hero's Journey" as it appears in Literature, Film, Pop Culture, and in our own lives.

### HUM112 ART HISTORY

3 semester credit hours/4 quarter credit hours

Prerequisite: None

This course provides an introduction to the language of the visual arts and a foundation for individual understanding and enjoyment of art. This class will focus on how art communicates, how to analyze and interpret it, and how we can see it as a cultural product that reveals something about the society that produced it. Class sessions will move between lecture and in-class discussions.

### HIS201 WORLD CULTURES

3 semester credit hours/4 quarter credit hours

Prerequisites: None

Examines numerous non-Western cultures and histories, to give students broad understanding to world cultures while also familiarizing them with social science methods for enriching that understanding. Focus is placed on issues of cultural difference and the effects of globalization.

### HIS302 WESTERN CIVILIZATION

3 semester credit hours/4 quarter credit hours

Prerequisite: None

For most of history, humans lived in small groups that hunted and gathered their food, but around 8,000 BCE (Before Common Era), they settled down to farm, formed larger groups, settled in communities and created religious institutions. By 1500, some humans had created large-scale institutions while others retained smaller, local institutions. Since then, the tension between large and local institutions has provided much of the energy that drives history. Course topics include developments in technology, economy, politics, religious institutions and faiths, cultural media and social ideals. Together, these themes add up to the civilization of the west.

### HUMA310 CRITICAL STUDIES: ART, MEDIA, CULTURE

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking

Critical examination of culture through art, cinema, television, theater, music, and other media. Students gain proficiency in essential humanistic methods and fortify their own critical skills through sustained discussions, regular writing, and engagement with essential writings and cultural works. Research is emphasized as a pathway to critical thinking. Coursework includes reading, writing, group work, creative projects, and class presentations.

### HUM411 LANGUAGE, SYMBOLS, & SOCIETY

3 semester credit hours/4 quarter credit hours

Prerequisites: None

Explores the structure, meaning, and function of language and symbols within human social worlds, including everyday life, media, popular culture, politics, and other forms of discourse. Examines the roles played by gender and social class, the meanings and rules of conversation, and the ways in which symbols are socially constructed, performed, and contested. Selections from literature and film are extensively analyzed and discussed.

## **HUMA490 SEMINAR IN HUMANITIES**

4 credit hours

Prerequisites: HUMA310 Critical Studies: Art, Media, Culture

Explores rotating topics in the history, theory, and criticism of cinema, media, art, and culture. Through a combination of humanist methods, students engage in incisive analysis and refine their mastery of research, writing, and critical thinking. Coursework may include rigorous readings, research, a class session co-facilitated by student and instructor, and a final critical-analytical essay.

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## **LIFE SCIENCES**

### **LSCI111 INTRODUCTION TO BIOLOGY**

4 credit hours

Prerequisites: None

A rigorous survey of the study of living organisms, both plant and animal. Students apply scientific methods to advance understanding of life, vital processes, and a range of related topics such as genetics, cellular form and function, metabolism and nutrition, and biodiversity. Coursework revolves around readings, research, quizzes, and exams, and may include class presentations.

### **LSCI112 HUMAN BIOLOGY**

4 credit hours

Prerequisites: None

Examines practical aspects of selected concepts in human biology and covers all body systems that make up the human body. Topics include basic metabolic functions that create and sustain life, reproduction, growth, development, systems of the human body and the interactions that humans have with their environment.

### **LSCI121 INTRODUCTION TO ANATOMY**

4 credit hours

Prerequisites: None

Introductory study of anatomical structure and physiology of the body, emphasizing the concepts of form and function and their relationships to lifestyle, age, and health. Students develop familiarity with the basic systems of the human body and, secondarily, with those of non-human animals. Coursework revolves around readings, research, quizzes, and exams, and may include class presentations.

### **LSCI131 INTRODUCTION TO ECOLOGY**

4 credit hours

Prerequisites: None

Introductory study of how organisms interact with each other and their environment. Students learn and apply scientific methods to investigate how ecological processes affect individuals, populations, communities, ecosystems, and the planet as a whole. Coursework revolves around readings, research, quizzes, and exams, and may include class presentations.

### **SCI302 THE BIOLOGY OF HUMANS**

3 semester credit hours/4 quarter credit hours

Prerequisites: None

Examines practical aspects of selected concepts in human biology and covers all body systems that make up the human body. Topics include basic metabolic functions that create and sustain life, reproduction, growth, development, systems of the human body and the interactions that humans have with their environment.

### **LSCI311 EVOLUTIONARY BIOLOGY**

4 credit hours

Prerequisites: one PSCI or LSCI (Lower Level) course

An exploration of the scientific study of biological life from the perspective of evolutionary theories. Consideration is given to the biological aspects of adaptation, including factors such as genetics, molecular biology, physiology, phylogeny, population dynamics, behavior, and ecology.

### **LSCI312 ANTHROPOLOGICAL SCIENCE**

4 credit hours

Prerequisites: one PSCI or LSCI (Lower Level) course

Explores the science of human life and its key elements, such as human genetics, evolutionary theory, human variation, the relationship of humans to the animal world, and ongoing human evolution. Coursework focuses on research and data analysis, and may include written reports, annotated bibliographies, and oral presentations.

### **LSCI313 PALEONTOLOGY**

4 credit hours

Prerequisites: one PSCI or LSCI (Lower Level) course

An introduction to science by way of the scientific study of life on Earth, with a focus on physical processes and theories. Provides an overview of scientific approaches to the study of paleontology. Aspects of mineralogy, geology, seismology, and ecology are considered, as are human interactions as part of life on the Earth. Lecture and class participation are integrated with relevant documentary film clips and outdoor activities.

### **LSCI318 APPLIED ECOLOGY**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking & one PSCI or LSCI (Lower Level) course

Examines the complex interactions between organisms and their environment. Core principles of ecological science will be covered such as sustainability, evolution, populations, terrestrial biodiversity, and aquatic biodiversity. Major ecological challenges will be covered with an emphasis on conservation. Students will use the scientific method to obtain ecological knowledge through independent research. This laboratory course will involve hands-on activities, a formal research report, and presentation, as well as field trip opportunities.

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## **LITERATURE STUDIES**

### **LIT101 THE HERO'S JOURNEY**

3 semester credit hours/4 quarter credit hours

Prerequisites: None

The Hero's Journey is a reading/writing-intensive course that looks at the mythic motif of the "Hero's Journey" as it appears in literature, film, pop culture, and our own lives.

### **LITR105 THE HERO'S JOURNEY**

4 credit hours

Prerequisite: None

Examines the storytelling paradigm known as the monomyth, first popularized by Joseph Campbell in his work *The Hero with a Thousand Faces* and commonly referred to in Hollywood as the hero's journey. Students learn the components of the hero's journey and analyze some major examples in American literature, film, and television. Coursework includes regular reading assignments, quizzes, a mid-term, class presentations, and essays.

### **LITR311 MYTHOLOGY & SYMBOLISM**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one LITR (Lower Level) course

Examines foundational narratives by studying influential myths and legends across global civilizations and cultures. Students will read and discuss mythic stories of ancient, preindustrial, and contemporary societies, gaining perspective on how stories organize human experience. Coursework may include quizzes, an exam, class presentations, and a research paper.

### **LITR381 LITERATURE FOCUS**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one LITR (Lower Level) course

This rotating topic course takes a close look at a specific literary genre, style, theme, or writer. Students do extensive readings of both the literature and critical-theoretical works to gain expertise in the specific topic under consideration. Coursework also may include various written assignments, discussion groups, class presentations, and research papers.

### **LITR383 ART OF THE SHORT STORY**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or GH152A History of Critical Analysis in Cinema 1 or one LITR (Lower Level) course

Examines the form, function, and history of the literary category of short fiction. Through a rigorous program of reading and analysis, students explore the short story's relation to the novel and other forms, such as cinema. Coursework includes regular writing exercises, a written essay, and a final presentation.

### **LITR384 POETRY AND CINEMA**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or GH152A History of Critical Analysis in Cinema 1 or one LITR (Lower Level) course

A close examination of the relationship between cinema and poetry, designed to illuminate how these two art forms—one ancient and one modern—have been quietly influencing one another since the early twentieth century. Through examples and exercises, students cultivate their understanding and appreciation of both poetry and cinema, while sharpening their skills in critical analysis. Coursework includes reading, research, and regular writing exercises, such as response papers and a final essay.

### **LITR385 BEYOND THE HERO'S JOURNEY**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or GH152A History of Critical Analysis in Cinema 1 or one LITR (Lower Level) course

A critical exploration of storytelling and formula, taking as the starting point the paradigm known as the monomyth, or hero's journey. Students deconstruct the hero's journey and examine key variations and alternative narrative forms in literature, film, television, and other media. Coursework includes research, reading, class presentations, and essays.

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## **MATHEMATICS**

### **MATH101 GENERAL MATH**

4 credit hours

Prerequisites: None

Fundamentals of college-level mathematics. Topics include non-Euclidean and projective geometry, as well as areas of mathematics relevant to cinema, media, and the arts. Coursework involves regular quizzes and exams.

### **MTH101 GENERAL MATH**

3 semester credit hours/4 quarter credit hours

Prerequisites: None

General Math focuses on the development of the student's ability to conduct mathematical reasoning and problem solving in a real-world context. Three or four topics are examined in-depth and may include geometry, linear programming, exponential and logarithmic functions, statistics, probability, graph theory, mathematical modeling, or game theory. Students also gain practice in collecting and analyzing data and building simple mathematical models. Emphasis is placed on providing opportunities for students to enhance their critical thinking skills and confidence as problem-solvers and constructors of knowledge. Students work with calculators and personal computers as tools for learning.

### **GN105A MATH ESSENTIALS+**

4 credit hours

Prerequisites: None

Fundamentals of college-level mathematics. Topics include non-Euclidean and projective geometry, as well as areas of mathematics relevant to cinema, media, and the arts. Coursework involves regular quizzes and exams.

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## **MUSIC HISTORY AND CRITICISM**

### **MCST110 HISTORY OF MUSIC**

4 credit hours

Prerequisites: HUMA101 Composition I: College English

Examines the historical development of the art of music, tracing music's increasing complexity and changing functions through history. Coursework requires research and analysis of the relationship of music to the political, economic, and cultural conditions of a historical moment.

### **GH114 HISTORY OF MUSIC**

4 credit hours

Prerequisites: None

Examines the historical development of the art of music, tracing music's increasing complexity and changing functions through history. Coursework requires research and analysis of the relationship of music to the political, economic, and cultural conditions of a historical moment.

### **MCST381 TOPICS IN MUSIC HISTORY & CRITICISM**

4 credit hours

Prerequisites: HUMA201 Composition II: Reading, Writing, Thinking or one MCST (Lower Level) course

This rotating topic course focuses on a specific moment, movement, or issue important to understanding music. Students sharpen their skills in the use of historical methods, close analysis, and critical-theoretical language to engage with the topic and its implications. Coursework may include readings, research, music analysis, class presentations, group projects, and written assignments.

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## **PHYSICAL SCIENCES**

### **CSC101 COMPUTER TECHNOLOGY**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Computer Technology is a survey course of computers and information processing and their roles in society. The course introduces the students to a historical perspective on computing, hardware, software, information systems, and human resources, and explores their integration and application in technology, business and other segments of society. Students are taught critical thinking and problem-solving skills that will enable them to maintain a computer for use in the professional workplace. Students will be required to complete assignments on a Mac or PC using several commonly used applications such as word processing, presentation software, spreadsheets and website development software. The course will also introduce students to methodologies for managing projects.

### **PSCI111 INTRODUCTION TO ASTRONOMY**

4 credit hours

Prerequisites: None

An introduction to the basic concepts of astronomy and astrophysics. Emphasis is on astronomical science, the solar system, the structure and evolution of stars, galaxies and the universe, including the endpoints of stellar evolution: white dwarfs, neutron stars, and black holes. Coursework includes readings, quizzes, exams, and projects that challenge students to apply scientific methods of research, observation, and analysis.

### **PSCI121 INTRODUCTION TO EARTH SCIENCE**

4 credit hours

Prerequisites: None

An introduction to the scientific approach to the study of the Earth, with a focus on physical processes and theories. Provides an overview of scientific approaches to the study of geology. Aspects of mineralogy, paleontology, seismology, and ecology are considered, as are human interactions with the Earth. Coursework includes readings, quizzes, exams, and projects that challenge students to apply scientific methods of research, observation, and analysis; field trips may also be included.

### **SCI201 INTRODUCTION TO ASTRONOMY**

3 semester credit hours/4 quarter credit hours

Prerequisites: None

Introduction to Astronomy presents an introduction to the field of Astronomy, including the current investigations for life on other planets. Course topics include modern methods of observational astronomy, an overview of the scientific method, age and origin of the solar system, descriptions of the planets and discussions of the possibility of life on other planets.

### **PSCI311 EXPLORATIONS IN ASTRONOMY**

4 credit hours

Prerequisites: one PSCI or LSCI (Lower Level) course

An advanced investigation into special topics in astronomy and astrophysics. Students pursue an expanded awareness of the physical workings of the cosmos and the importance of this field of study, by sharpening their skills in the use of scientific methods, calculations, and empirical observation. Coursework includes research projects and reports, quizzes, and exams.

### **PSCI321 EXPLORATIONS IN EARTH SCIENCE**

4 credit hours

Prerequisites: one PSCI or LSCI (Lower Level) course

An advanced investigation into special topics in earth science. Students expand their knowledge and theoretical understanding of the subject while also engaging in practical scientific methods through field work and empirical observation. Coursework includes research projects and reports, quizzes, exams, and field trips.

### **PSCI375 IN SEARCH OF EXTRATERRESTRIAL LIFE**

4 credit hours

Prerequisites: one PSCI or LSCI (Lower Level) course

This interdisciplinary course explores the subject of *astrobiology*, the speculative study of and search for extraterrestrial life. Motivated by the defining question, “Are we alone in the Universe?”, students use a range of methods of inquiry from fields such as astronomy, physics, biology, geology, anthropology, and sociology. Coursework is designed to cultivate scientific literacy, quantitative reasoning, and critical thinking skills through project-based research, in-class activities, and presentations.

### **PSCI387 THE SCIENCE OF MOVEMENT**

4 credit hours

Prerequisites: one PSCI or LSCI (Lower Level) course

Introduces the study of movement from an interdisciplinary perspective, drawing from the fields of physics, anatomy, and physiology. Through mathematical operations, qualitative analysis, and simulation of physical systems, students apply principles of physics (mechanics) to better understand movement in general as well as the bodily movements of humans and animals (biomechanics).

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## **SOCIAL SCIENCES**

### **SOC101 INTRODUCTION TO SOCIOLOGY**

3 semester credit hours/4 quarter credit hours

Prerequisite: None

Introduction to Sociology provides a broad overview of sociology and how it applies to everyday life. Major theoretical perspectives and concepts are presented, including, culture, deviance, inequality, social change, race and power.

### **SOCS111 INTRODUCTION TO SOCIOLOGY**

4 credit hours

Prerequisites: None

Examines the foundational concepts and theories used by sociologists to understand social life. Students are introduced to the power of social forces to affect human behavior: culture, socialization, social structure, inequality, social institutions such as family, religion, education and the effects of social change. Coursework may include regular reading assignments, quizzes/exams, research, and writing.

### **SOCS121 INTRODUCTION TO SOCIAL ANTHROPOLOGY**

4 credit hours

Prerequisites: None

Explores the fundamental principles of social and cultural anthropology. Students investigate the ways in which individual human experience is shaped and affected by particular social systems and by culture in general. Coursework may include regular reading assignments, ethnographic research, quizzes, and a final paper.

### **SOCS123 HUMAN GEOGRAPHY**

4 credit hours

Prerequisites: None

Introduces the field of human geography, the broad study of society, space, and place. While gaining geographical knowledge and skills, students enrich their understanding of how people interact with their environments and of the social, economic, political, and cultural dynamics of the world in which we live. Coursework combines lectures, reading, research, and project-based work. May include field trips.

### **SOCS141 INTRODUCTION TO MASS COMMUNICATION**

4 credit hours

Prerequisites: None

Introduces students to mass communication and media theory. Surveys the history of media research/theory and explores the major mass media in relation to both the individual and society as a whole. Students gain understanding of communication from social, technological, business, and creative standpoints, with the added goal of becoming more effective communicators.



### **SOCS311 TOPICS IN SOCIOLOGY**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

This rotating topic course provides an opportunity to focus on one pressing set of questions or issues from a sociological perspective. Students make use of social scientific methods in order to expand their understanding of the broad spheres of society, social institutions, and politics by working through the particular topic from various angles. Coursework focuses on research-based writing, discussion, and debate.

### **SOCS321 TOPICS IN SOCIAL & CULTURAL ANTHROPOLOGY**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

This rotating topic course examines particular subjects from the fields of social and cultural anthropology. Students apply rigorous methods to the specific topic in order to deepen their understanding of human societies and cultures. Coursework focuses on research skills, the use of information/data, and rigorous writing in keeping with the standards of the social sciences.

### **SOCS341 TOPICS IN COMMUNICATION STUDIES: HUMAN RELATIONS**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

Explores fundamental issues in the field of communications, focused on the nature and importance of human relations. In addition to studying communication theories, students work on practical skills such as identifying one's own communication style, flexing to the communication style of others, working in diverse environments, teambuilding skills, making ethical choices, and managing conflict. Coursework includes regular reading, writing, and research assignments, participatory exercises, and oral presentations.

### **SOCS349 MEDIA ETHICS**

4 credit hours

Prerequisites: one SOCS or BHVS (Lower Level) course

This course hones critical reasoning skills and teaches students to ask insightful questions as both media consumers and professionals. Coursework examines whether media practitioners have special obligations toward ethical behavior and asks if this obligation conflicts with the concept of a free marketplace of ideas. From ancient Greek principles to modern theories, students discuss key philosophies in ethics and how they apply to the creation of entertainment content.

### **SOCS490 SEMINAR IN SOCIAL SCIENCES**

4 credit hours

Prerequisites: HUM201 Composition II: Reading, Writing, Thinking, one SOCS (Upper Level) course

Explores rotating topics in the fields of sociology and anthropology. Students engage in advanced research and writing to gain expertise in the topic and mastery in the field's methodologies. Coursework may include rigorous readings, research, student-led presentations and lectures, and a written final project.

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## **THEATER HISTORY AND CRITICISM**

### **THST101 SURVEY OF THEATER HISTORY**

4 credit hours

Prerequisites: HUMA101 Composition 1: College English

Introductory overview of the art of stage drama from its ancient beginnings through the present day. Students learn basic concepts, terms, and classifications that inform the study of theater, build a foundation of knowledge on the subject, and practice critical discussion and writing. Coursework combines readings, research, oral and written projects, quizzes, exams, and at least one theater field trip.

### **THST381 TOPICS IN THEATER HISTORY & CRITICISM**

4 credit hours

Prerequisites: one THST (Lower Level) course

This rotating topic course focuses on a specific historical moment, dramatic genre, or debate related to the study of theater. Students sharpen their skills in the use of historical methods, textual analysis, and critical-theoretical language to engage with the topic. Coursework may include readings, research, essays, class presentations, creative projects, and theater field trips.