

FILM (FILM)

FILM-1020 Story: Pre-production Methods and the Art of Story in Motion Media

3 Credits

Study dramatic theory while writing an original script. Explore cultural uses of storytelling. Take real-life scenarios and respond to them with arguments constructed by the traditional elements of drama. Learn to write outlines, log lines, treatments, and character descriptions. Discuss facets of pre-production. Introduction to organizational tools and techniques used in film industry to prepare a script for production.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): ENG-0995 Applied College Literacies, or appropriate score on English Placement Test; or departmental approval. Note: ENG-0990 Language Fundamentals II taken prior to Fall 2021 will also meet prerequisite requirements.

FILM-1040 Imaging Basics for Film and Media Arts: On Location and in Studio

3 Credits

Develop working knowledge of photography basics for filmmakers through the completion of photo essays. Learn to control camera settings, lighting, picture composition, and lenses to create a desired result. Navigate challenges specific to working on location in film production. Focus on lighting actors in a variety of environments and communicating a visual narrative. Covers safe and proper handling of a variety of lighting instruments and light modifiers. Montage theory, picture composition for film and television, basic visual effects and primary color correction are introduced. Prepares students for future course work in film and media arts. Includes film equipment checkout practices.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-1180 Introduction to Media Arts and Filmmaking, or concurrent enrollment.

FILM-1120 Film and Media Arts Colloquium

1 Credit

Connects students to leading local and national practitioners in the film and media industry. Professionals representing diverse roles within film production, commercial production, corporate, non-profit and entertainment industries meet and present their work to incoming film majors in a conversational atmosphere. Expand your professional network while researching your own creative career path.

Lecture: 1 hour

Prerequisite(s): ENG-0995 Applied College Literacies, or appropriate score on English Placement Test; or departmental approval. Note: ENG-0990 Language Fundamentals II taken prior to Fall 2021 will also meet prerequisite requirements.

FILM-1180 Introduction to Film and Media Arts

3 Credits

Provides a technical foundation for further study and practice in film and media arts. Hands-on instruction with filmmaking equipment and editing applications, builds a foundation of skills needed for further study and practice. Analysis of examples of visual storytelling with regard to how lighting, color palette, picture composition, sound, performance, staging, editing and graphics work in concert to communicate theme. Learn methods for producing and maintaining desired image and sound quality in production and post-production. Introduces the three phases of a media production: pre-production, production, and post-production.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): None. CTAN Approved: Career Technical Assurance Guide CTMDA003.

OAN Approved: Transfer Assurance Guide OCM008.

FILM-2110 Editing I

3 Credits

Basic editing for film and television using industry standard, non-linear, editing software and hardware. Students will learn concepts, techniques and best practices used to edit a project from the organizational phase through fine-tuning a completed project including delivery.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-1180 Introduction to Film and Media Arts, or departmental approval.

FILM-2120 Editing II

3 Credits

Intermediate narrative video editing using industry standard, non-linear, editing applications. Edit a project from beginning to end, beginning with the managing media, through to final cut. Topics include media management, continuity editing, sound editing, foley and sound design, improving performances, building sequences, utilizing match cuts, cutting on action, manipulating the perception of time, invisible cutting, building intensity, maintaining viewer engagement and suspension of disbelief.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-1180 Introduction to Film and Media Arts, and FILM-2110 Editing I.

FILM-2180

Digital Cinematography

3 Credits

Focus on issues facing cinematographers, camera operators, digital imaging technicians, and others working in digital cinematography. Basic introduction to microphones and sound recording. Discussion of current options in acquisition format for film and media arts. Introduction to crew roles and set etiquette. Hands-on experience in using a variety of lighting instruments to produce desired effects. Emphasis on the practical use of light, color, picture composition, and camera movement to communicate a mood and tell a story.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-1180 Introduction to Film and Media Arts, and VCPH-1261 Photography I, or FILM-1040 Imaging Basics For Film And Media Arts: On Location and In Studio or concurrent enrollment, or departmental approval.

FILM-2220 Advanced Crew and Set Operations

3 Credits

Learn to work as a skilled crew member to a film or video production on location and/or soundstage environment.

Lecture: 1 hour. Laboratory: 6 hours

Prerequisite(s): FILM-2180 Digital Cinematography; or departmental approval.

FILM-2280 Short Films: Exploring Genre & Technique

3 Credits

Intensive, intermediate-level course in scripting, directing, and editing short films with a focus on genre. Participate in acting and directing exercises designed to evoke believable performances on screen. Editing approaches to narrative and experimental film are examined in relation to film theory and conventions of genre. Emphasis on expanding global awareness through examination of genre-specific themes, characters, and archetypes in international film. Exploration of the relationship between main-stream media production and the avant-garde. Application of practical methods of collaboration in professional film and media production.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-2180 Cinematography 1, or departmental approval.

FILM-2380 Visual Effects

3 Credits

Focus on planning, producing and editing visual effects for film and media productions. Digitally combine multiple motion and graphic sources to create convincing moving image composites. Emphasis on shot composition, matching lighting and color, focus, depth of field, camera angles and movement. Hands-on projects involve green screen filming, motion mattes, vector-based animation for mattes, titles and motion graphics, rotoscoping and digital painting.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): VCPH-1450 Digital Imaging I or FILM-1040 Imaging Basics For Film And Media Arts: On Location And In Studio.

FILM-2480 Motion Graphics

3 Credits

Focus on combining visual elements from a variety of sources into a composite motion graphic. Projects include film titles, logo animation, broadcast graphics, and kinetic digital display. Emphasis on the interplay of typography, animated graphics, movie clips and sound. Exploration of the literal and stylistic communication of meaning through interaction of type and image.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-1040 Imaging Basics for Film and Media Arts: On Location and In Studio and FILM-1180 Introduction to Film and Media Arts; or departmental approval.

FILM-2620 Applied Integrated Media (AIM) I: Real World Pre-production

3 Credits

Practical experience in a real-world pre-production environment. Skills learned in prior FILM coursework are applied to the planning stages of a thesis film or media project. Students take on roles as members of the pre-production team as they cover all facets of planning and pre-production for a short film or media production. Diverse projects may include: narrative films, advertising/public service campaigns, documentaries, media-centered performances, or media installations.

Laboratory: 6 hours

Other Required Hours: Seminar 1 hour per week.

Prerequisite(s): FILM-1180 Introduction to Media Arts and Filmmaking, and FILM-1020 Story: Pre-production Methods and the Art of Story in Film and Media Arts; and departmental approval.

FILM-2680 Cinematography II

3 Credits

Focus on advanced issues facing directors of photography working both in the studio and on location. Study of current acquisition formats for motion media productions and their limitations vs. advantages. Gain professional level competency in controlling lighting instruments and cameras, to produce desired effects for a variety of productions. Emphasis on use of light, color, picture composition, lens choice and camera movement to communicate a mood or theme, and how the craft of cinematography is used as a storytelling device.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-2180 Digital Cinematography.

FILM-2720 Applied Integrated Media (AIM) II: Real World Production and Post-Production for Motion Media

3 Credits

Application of skills learned in film and media arts courses and related technical classes to an original narrative film, documentary or media production. Collaborate on a project as a member of a student-lead production team. Project may include: advertising/public service campaigns, narrative film, documentary, media-centered live performance, or media installation. Course may be repeated once for up to six credits.

Laboratory: 6 hours

Other Required Hours: Seminar 1 hour per week.

Prerequisite(s): FILM-2620 Applied Integrated Media (AIM) I: Real World Pre-production, or departmental approval: permission of instructor.

FILM-2780 Motion Graphics II

3 Credits

Focus on technical proficiency in industry-standard motion graphics software application. Builds upon concepts and techniques introduced in FILM-2480 Motion Graphics.

Lecture: 2 hours. Laboratory: 3 hours

Prerequisite(s): FILM-2480 Motion Graphics, or departmental approval.

FILM-2940 Field Experience

1-2 Credits

Planned activity within the professional community, which relates to students' occupational objectives. Experience would reinforce classroom/lab skills. May be repeated for a maximum of six credits with departmental approval.

Other Required Hours: Field Experience: 12 hours per week per credit hour.

Prerequisite(s): Departmental approval.

FILM-2990 Film and Media Arts Professional Prep and Portfolio Review

2 Credits

Capstone Course. Preparation to interview for jobs within the fields of film and media arts, along with professional resume and portfolio development for completion. Focuses on individual attributes in presentation skills and creativity. Students refine their best work completed during the program, adding items that might enhance their transfer into the job market.

Lecture: 1 hour. Laboratory: 2 hours

Prerequisite(s): Concurrent enrollment in FILM-2720 Applied Integrated Media (AIM) II: Real World Production and Post-Production for Motion Media, or departmental approval.