

SCHOOL OF FILM AND ACTING

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Acting

ACT 170 Truth in Acting: The Methods (5 Credits)

Students begin to develop a personal approach to character creation based on an understanding of a range of acting methods, including Meisner, Stanislavski and others. Beginning with an introduction to basic theatrical principles, students engage in a variety of exercises and processes that culminate in monologue and scene work.

Attributes: Studio Elective Requirement

ACT 187 Improvisation for the Actor (5 Credits)

The rapid evolution of modern improvisation is changing the nature of content creation in the entertainment industry. Students become fearless and creative by learning and utilizing modern approaches to improvisational comedy.

Attributes: Studio Elective Requirement

ACT 199 Acting for the Camera: Fundamentals (5 Credits)

In this introductory course, students learn the terminology for on-camera acting and practice the precise and subtle techniques for film and television performance. They analyze characters and scene structure to create believable characters within a specific dramatic or comedic context. Through exposure to a variety of genres, students gain confidence in modulating performance styles for the camera.

Attributes: Studio Elective Requirement

ACT 201 Survey of Performance (5 Credits)

Beginning with the roots of theater and continuing through contemporary drama, students gain an understanding of the origins and evolution of performance and theatrical traditions. Students examine the translation and transformation of play texts into theatrical productions within historical and ideological contexts.

Prerequisite(s): CTXT 121 or ARTH 100.

Attributes: Studio Elective Requirement

ACT 206 Conditioning for the Body and Mind (5 Credits)

Acting is physically and emotionally demanding, requiring a lifetime of discipline and consistent conditioning. By practicing a variety of mind and body training techniques and philosophies, students develop a personal training practice that keeps them performance ready, enhances their emotional availability and mental clarity as well as ultimately strengthening their minds and bodies as instruments for acting.

Attributes: Studio Elective Requirement

ACT 235 Vocal Training for the Actor (5 Credits)

Through an introduction to a variety of vocal training methods, students explore alignment, breath and voice to examine their habits of vocal production. This exploration aids in the development of awareness, mobility, freedom and strong vocal support. Students link diverse vocal pedagogies to varying performance demands and venues for optimal vocal ease and clarity.

Prerequisite(s): ACT 170 or PERF 170.

Attributes: Studio Elective Requirement

ACT 260 The Art of the Audition: From Stage to Screen (5 Credits)

Students select, develop and rehearse materials for casting opportunities as preparation for careers in entertainment. Through an exploration of cold readings, interview techniques and audition materials, students hone their skills for live performance auditions. Students then apply that knowledge to the exploration of audition techniques specific to film and television.

Prerequisite(s): ACT 170 or PERF 170.

Attributes: Studio Elective Requirement

ACT 270 Truth in Acting: Stage to Screen (5 Credits)

From Strindberg to Sorkin, students prepare and perform scenes from modern plays and screenplays. Students engage in scene analysis, character development, rehearsal and performance for stage and screen.

Prerequisite(s): ACT 170 or PERF 170.

Attributes: Studio Elective Requirement

ACT 280 Period Acting: Fundamentals and Techniques (5 Credits)

The works of William Shakespeare and his contemporaries have shaped the evolution of live performance. Through in-depth analysis and practice, students examine classical works and their historical contexts to develop fundamental techniques of interpretation and performance.

Prerequisite(s): (ACT 170 or PERF 170) and (ACT 235 or PERF 235).

Attributes: Studio Elective Requirement

ACT 310 Fight Choreography (5 Credits)

Through the practice of single-sword and unarmed combat fundamentals, students acquire safe and believable fighting technique. Emphasis is placed on the accuracy of technique and safety of actors as they engage in physical combat drills. This specialized form of movement develops the student's command of physical and mental awareness in relation to their combat performance.

Prerequisite(s): ACT 170 or PERF 170.

Attributes: Studio Elective Requirement

ACT 322 Casting for Film and Television (5 Credits)

Students learn the process of casting a film, TV pilot, series and live performance. Through a series of auditions and callbacks, students learn how to direct actors, discern talent levels, break down scripts, and create idea lists, in order to put together a cohesive cast for any given project. Students gain hands-on experience of the inner workings of network and independent casting offices, thus positioning them for internships in the television and film industry.

Prerequisite(s): ACT 270 or PERF 270.

Attributes: Studio Elective Requirement

ACT 325 Speech and Accent Training for the Actor (5 Credits)

To create unique and believable characters for stage, screen, and voice-over, actors must exercise and build the muscles of speech. Using a kinesthetic approach, students employ with intentionality a wide array of physical, physiological, and linguistic elements to create a variety of authentic characters and accents.

Prerequisite(s): ACT 235 or PERF 235.

Attributes: Studio Elective Requirement

ACT 330 Singing for the Actor (5 Credits)

This studio course is designed to prepare the actor for success in performance events that require singing. Students learn and practice the basic fundamentals of singing (i.e., breath management, phonation, resonance, articulation, registration, and interpretation) as related to acting and preparation for singing auditions.

Prerequisite(s): ACT 235; PERF 235; MUSC 140 or MUST 220.

Attributes: Studio Elective Requirement

ACT 335 Voice-over for Game Design, Animation, and Commercials (5 Credits)

Voice-over training expands career opportunities for actors in the competitive markets of commercials, animation, game design, promos, trailers, audio book narration, and other digital media. Students master techniques for accent acquisition in character work proceeding from the in-depth study of the International Phonetic Alphabet (IPA). Students familiarize themselves with appropriate studio protocol and produce work for use on their website and industry demo reel.

Prerequisite(s): ACT 235 or PERF 235.

Attributes: Studio Elective Requirement

ACT 340 Scene Study (5 Credits)

Focusing on scripted scenes, students learn techniques of analysis, character development, dynamics of character relationships and rehearsal techniques. The course covers a wide range of genres and styles.

Prerequisite(s): (ACT 170 or PERF 170) and (ACT 235 or PERF 235).

Attributes: Studio Elective Requirement

ACT 360 The Art of the Audition: Film and TV (5 Credits)

Through weekly hands-on auditioning with current film and television material, students gain professional insight and a working knowledge of how to audition for series television and pilots as well as independent and feature films. Students follow the protocol of casting processes and are professionally prepared to enter a casting office.

Prerequisite(s): (FILM 100 and (ACT 199 or PERF 199)) or ACT 260 or PERF 260.

Attributes: Studio Elective Requirement

ACT 370 Advanced Acting: Film and TV Drama (5 Credits)

Actors apply their analytical skills and increased understanding of their performance strengths to create believable characters for the camera. Students learn the practical demands of working on set and develop techniques unique to on-camera acting.

Prerequisite(s): (FILM 100 and (ACT 199 or PERF 199)) or ACT 270 or PERF 270.

Attributes: Studio Elective Requirement

ACT 375 Directing (5 Credits)

Through the analysis of a classic play from the 19th or 20th centuries, students in this course learn about the craft of the modern stage director. All aspects of stage direction are studied: the history, the process of dramaturgical research and script analysis, the casting process, the development of a visual aesthetic, and the fundamentals of staging a play. The course culminates in the staging of one scene and the presentation of a production notebook.

Prerequisite(s): (ACT 280 or PERF 280) and (ACT 370 or PERF 370).

Attributes: Studio Elective Requirement

ACT 377 Performance Lab (5 Credits)

Students gain practical experience by participating in a variety of roles and responsibilities for live and on-screen productions. Students engage in research, analysis, journaling, and post-production reflection appropriate to their role in the production process. Repeatable. Student may take course up to three times for credit. **Prerequisite(s):** Signed liability waiver.

Prerequisite(s): ACT 170 or PERF 170.

Attributes: Studio Elective Requirement

ACT 380 Period Acting: Stage and Screen (5 Credits)

Through an exploration of the classical repertoire, students focus on the development of character through extensive scene work. Particular emphasis is placed on period acting styles and their historical contexts. Students refine techniques in the performance of demanding classical and period texts for stage and screen.

Prerequisite(s): ACT 280 or PERF 280.

Attributes: Studio Elective Requirement

ACT 387 Improvisation for Web Content and Sketch Comedy (5 Credits)

Modern entertainment platforms provide a wealth of opportunities for actors to create original material and comedic characters. Students advance their improvisation skills as they create original comedic characters and adapt improvised material into scripted content.

Prerequisite(s): ACT 187 or PERF 187.

Attributes: Studio Elective Requirement

ACT 415 Combat for Stage and Screen (5 Credits)

From classic Shakespearean plays to the modern action film, choreographed combat is an essential element of the performing arts. Students in this course learn to remain in character while safely replicating engaging and believable action on the screen or stage. Students hone their skills with a variety of weapons and hand-to-hand combat, refining their grappling techniques, and executing falls without injury.

Prerequisite(s): ACT 310 or PERF 310.

Attributes: Studio Elective Requirement

ACT 422 Casting Immersion (5 Credits)

Compiling the perfect cast is essential to successful productions. In this course, students explore the inner workings of a professional casting office in a major industry city in a five-day, hands-on, immersive experience. Through industry guest speakers and working in the casting office, talent agent office and visiting a working set, students gain vital knowledge of various casting processes, contracts, hiring practices, and rules and regulations.

Prerequisite(s): ACT 322 or PERF 322.

Attributes: Studio Elective Requirement

ACT 445 Auditioning for Careers in Classical Theater (5 Credits)

This course is designed to give students interested in a career in classical theater audition preparation appropriate to gaining employment in regional theaters, Shakespeare festivals, and international festivals that focus on classical theater. The course focuses on preparing materials for classical auditions, ranging from Greek and Roman theater to Shakespeare, Molière, and Restoration periods. The course incorporates regular audition preparation in presentation, packaging, résumé, and picture preparation; finding job opportunities; developing auditions based on job criteria; and learning at least four classical monologues in preparation for auditions.

Prerequisite(s): ACT 280 or PERF 280.

Attributes: Studio Elective Requirement

ACT 460 Actor/Writer Laboratory (5 Credits)

Performing arts students collaborate with students in dramatic writing in the development and creation of materials for stage and digital media performances. Emphasis is placed on solo and ensemble work, comedic material, and the reflection of contemporary issues through the voices of the creators. The course culminates in a public performance.

Prerequisite(s): ACT 370 or PERF 370.

Attributes: Studio Elective Requirement

ACT 470 Advanced Acting: Film and TV Comedy and Commercials (5 Credits)

Actors develop an understanding of comedic tone by studying current multi-camera, single camera, and commercial productions for television. Students explore on-camera comedic techniques such as timing, delivery, physical humor, and language. Actors apply their analytical skills and increased understanding of their performance strengths to create believable comedic characters for the camera.

Prerequisite(s): ACT 370 or PERF 370.

Attributes: Studio Elective Requirement

ACT 479 Undergraduate Internship (5 Credits)

Internships offer students valuable opportunities to work in a professional environment and gain firsthand experience to help them prepare for careers. In an approved internship setting, a student typically spends one quarter working with an on-site professional supervisor and a faculty internship supervisor to achieve specific goals and objectives related to the program of study.

ACT 484 TV Comedy Acting Styles (5 Credits)

This course introduces students to the process of creating characters for live and pre-recorded television comedy. Students, using current scripts, explore character development, comic timing, and skills pertinent to TV comedy acting styles.

Prerequisite(s): ACT 370 or PERF 370.

Attributes: Studio Elective Requirement

ACT 495 Building the Actor's Reel (5 Credits)

Today's industry requires performers to have digital representation of their work. Students are guided through the creation of a digital reel that captures each actor's unique path and passion. Focusing on content creation and collection, students rehearse, perfect, and record their professional-level work for use as a self-promotional tool.

Prerequisite(s): ACT 470 or PERF 470.

Attributes: Studio Elective Requirement

ACT 498 Branding the Actor (5 Credits)

Actors are prepared to enter the industry with a professional-quality marketing package, including headshot, resume, reel, and website. Students evaluate the professional landscape of industry centers to identify potential entry points appropriate to their strengths and interests. Students identify and pursue career opportunities with a comprehensive personal strategy.

Prerequisite(s): ACT 495 or PERF 495.

Attributes: Business-focused elective; Studio Elective Requirement

ACT 701 Graduate Improvisation Technique for Screen and Stage (5 Credits)

This course provides an overview of the origins and philosophy of improvisation since the mid-20th century and how improvisation is creating new opportunities in film and television. Students develop improvisation techniques through coaching, warm-up exercises, creative performance games and scene-work, team-building, trust, speed, status, active listening, and agreement. Students explore the application of technique to both live and filmed improvisation forms.

Attributes: Studio Elective Requirement

ACT 705 Art of Combat for Screen and Stage (5 Credits)

A variety of stage combat techniques are employed to allow the graduate student actor the means to develop safe, effective, and believable skills that can be applied to film, TV, and live stage performances. In addition to providing the actor with believable acting skills, this specialized form of training further develops physical and spatial awareness, grounding, centering, economy of effort, extension of line, focus, timing, action/reaction work, and moment-to-moment impulse reactive playing.

Attributes: Studio Elective Requirement

ACT 706 Directing for Stage and Screen (5 Credits)

From 19th and 20th century plays to contemporary screenplays, students learn the craft of the modern stage and screen director. Through dramaturgical research and script analysis, casting procedures, and staging fundamentals, students develop a visual aesthetic for their own film or stage productions. Students present their director's production notebook (DPN) and step into the role of the director for the staging or shooting of a dramatic scene.

Attributes: Studio Elective Requirement

ACT 708 Vocal Technique for Screen, Stage, and Voice-over (5 Credits)

Beginning with body awareness and vocal freedom, then moving into vocal exploration and readiness, performing arts students work towards mastery of their vocal instrument. Students meet their physical and vocal habits. They are also introduced to a variety of vocal/physical pedagogies to address their habits, and then to release them for transformative character development for film, TV, recorded media, and theater.

Attributes: Studio Elective Requirement

ACT 711 Contemporary Drama in Context (5 Credits)

This research and writing course surveys trends and styles in contemporary drama from the mid-1960s through present day. Major artists and ensembles, and the influences of technology, process, politics, and identity are considered, on stage as well as in film, television and digital media. Students research plays, playwrights, and historical context to understand how drama exists within society and how the role of drama is changing.

ACT 718 Advanced Voice and Speech for Live and Recorded Media (5 Credits)

This course broadens the vocal range of advanced actors, deepening their expressive capacity in live and recorded media. Speech work is explored kinesthetically and linguistically, leading to all the sounds in the International Phonetic Alphabet (IPA). This work gives students the tools to explore any accent/dialect for individuated character development and to apply these skills to the creation of digital content for their online self-promotional websites.

Prerequisite(s): ACT 708 or PERF 708.

Attributes: Studio Elective Requirement

ACT 721 Performance Styles: Classical and Period Texts (5 Credits)

This course examines the techniques involved in the metrical analysis of verse in speech and their application to performance. Through the study of play, television and film scripts, and other related materials from a variety of periods—including Greek, Elizabethan, Jacobean, Spanish Golden Age, and French Classical traditions—students experience the complexities of verse-speaking and its application to the performance of period plays, television, and films.

Prerequisite(s): ACT 708 or PERF 708.

Attributes: Studio Elective Requirement

ACT 728 Voiceover for Commercials, Narration, Animation, and Game Design (5 Credits)

From narrating commercials to bringing animated characters to life, the art of voice acting brings nuance and expression to a variety of media. Students hone their voiceover skills through the exploration of character voices and script analysis. Navigating professional studio protocols and home studio recording, students learn the methods and expectations of voice acting for multiple creative platforms.

Prerequisite(s): ACT 708 and ACT 718.

Attributes: Studio Elective Requirement

ACT 731 Performance Styles: Realism (5 Credits)

Focusing on material from film, TV and live stage, actors work on monologues and scenes with partners and receive critical feedback. Through acting exercise and techniques, students explore creation of believable characters, spontaneity, honesty, emotional connection, listening, and style.

Attributes: Studio Elective Requirement

ACT 735 On-camera Performance Technique (5 Credits)

Building on previous instruction, students explore realistic acting styles on camera. Students learn acting techniques fundamental to screen performance and how to prepare material for on-camera performances. They acquire the ability to be simple and honest in front of a camera, and to create believable characters for recorded performance.

Prerequisite(s): ACT 731 or PERF 731.

Attributes: Studio Elective Requirement

ACT 741 Performance Styles: Contemporary Acting (5 Credits)

This course provides an advanced exploration of acting in modern styles prevalent in theater, film, television, and web projects. Using realistic and anti-realistic scripts from Broadway, off-Broadway, film, and television, performers develop an understanding of the styles common to contemporary performance. Students engage in scene-study projects performed in class, with feedback and direction.

Prerequisite(s): ACT 731 or PERF 731.

Attributes: Studio Elective Requirement

ACT 745 On-camera Dramatic Styles (5 Credits)

This course refines and enhances the process of acting for the camera, featuring techniques found on contemporary television shows, films and commercials. It covers a wide range of acting styles including one-hour drama and situation comedy, feature film drama and comedy, anti-realistic camera styles, soap opera and commercials.

Prerequisite(s): ACT 735 or PERF 735.

Attributes: Studio Elective Requirement

ACT 755 On-camera Audition Techniques (5 Credits)

In this course, students learn the skills of auditioning for on-camera projects in film and television. Different styles are introduced, including TV procedural drama, TV drama, TV comedy and sitcom, major film and independents, and commercials. Each week, students audition on camera and receive feedback as they view their work. They also learn about unions, agents, managers, and interview conduct.

Prerequisite(s): ACT 735 or PERF 735.

Attributes: Studio Elective Requirement

ACT 768 Audition Techniques for Careers in Vocal Music (5 Credits)

Students develop self-marketing skills, learn to find auditions and agents, and prepare skills specific to the audition process. These skills include finding material appropriate for the performer and the situation; covering different styles, periods and genres of musical material; and learning audition etiquette and good performance practices. Students practice acquired skills in a series of simulated auditions throughout the quarter.

Prerequisite(s): ACT 708 or PERF 708.

Attributes: Studio Elective Requirement

ACT 770 Branding, Self-marketing for the Actor (5 Credits)

This course covers professional practices and industry trends in film, TV, theater and other performance fields. Discussions include actor unions, contract negotiation, building web presence, self-branding and marketing, creating promotional materials and handling interview situations with producers, and directors and casting directors. Students develop audition monologues and materials required for acting submissions.

Prerequisite(s): ACT 701 or PERF 701 or (DWRI 750 and DWRI 777).

ACT 775 On-camera Comedy Styles (5 Credits)

Graduate students experience the process of developing a character for a scripted television comedy. Through developmental rehearsals, students explore comic timing, character-building, working on set and taking direction. The students tape segments and review their work.

Prerequisite(s): (ACT 721 or PERF 721) and (ACT 735 or PERF 735).

Attributes: Studio Elective Requirement

ACT 777 Applications in Performance (5 Credits)

Students focus on performance practice through participation in main stage productions as performers, assistant directors, producers, stage managers or dramaturges. Students research character and utilize play analysis to develop roles and achieve professional standards. Students also maintain a rehearsal journal and evaluate the process following the play's closing. Repeatable. Students may take course up to three times for credit.

Prerequisite(s): ACT 701 or PERF 701.

Attributes: Studio Elective Requirement

ACT 779F Graduate Field Internship (5 Credits)

Students in this course undertake a field assignment under the supervision of a faculty member.

ACT 779T Graduate Teaching Internship (5 Credits)

Students in this course undertake a teaching assignment under the supervision of a faculty member.

ACT 790 Acting M.F.A. Thesis (5 Credits)

Students have the opportunity to develop their thesis project in a classroom setting, with formalized goals and outcomes and the guidance of a professor. Deadlines are set. Assistance and group input are part of the process of writing the final thesis paper.

Prerequisite(s): minimum score of 6 in 'Graduate Prerequisite Test'.

Film and Television

FILM 100 Digital Film Production: Story to Screen (5 Credits)

Through the collaborative stages of digital film production, students acquire the terminology, skills and techniques to visually tell stories. As they create their first film, students take on a variety of roles, learning the fundamentals of script development and preproduction, camera, lighting and sound techniques, and editing.

Attributes: Studio Elective Requirement

FILM 115 Preproduction: From Concept to Set (5 Credits)

Producers are involved in every stage of a film or television project, overseeing the process from beginning to end both in the studio and on location. Assuming the role of producer, students acquire fundamental skills necessary to develop and manage preproduction and production. To prepare film or television projects for principal photography, students acquire preproduction knowledge and experience in creating budgets, organizing schedules and finding locations.

Prerequisite(s): COMM 105 and FILM 100 and (ENGL 123 or ENGL 193).

FILM 232 Production: Lighting and Camera (5 Credits)

Lights, camera, action! Through immersion in the production process, students embrace the role of cinematographer and discover lighting and cameras. Students experience diverse production scenarios and roles as they explore and operate industry-standard equipment and successfully execute the various phases of digital film and television production.

Prerequisite(s): FILM 100.

Attributes: Studio Elective Requirement

FILM 240 Postproduction: Cutting the Story (5 Credits)

Fusing technical ability with creative sensibility, editors adroitly transform shots and sequences into a compelling story, and expertly collaborate with other postproduction departments to amplify cinematic moments with layered sound and visual effects. Using industry-standard software and workflows, students learn editing fundamentals and techniques to cut and polish scenes for a variety of mediums and platforms.

Prerequisite(s): FILM 100.

Attributes: Studio Elective Requirement

FILM 302 Producing Practicum (5 Credits)

To obtain funding, manage productions and secure distribution, content creators must skillfully plan their path to success. From the preparation of a business plan and project proposal to the creation of a look book and pitch, students acquire fundamental skills to professionally produce content for all screens and platforms, including film and television shows, web series, social media or branded content projects.

Prerequisite(s): FILM 115 or FILM 105.

Attributes: Business-focused elective; Studio Elective Requirement

FILM 306 Production Management (5 Credits)

Assuming the roles of a line producer, unit production manager, production office manager, or first assistant director, students explore advanced production management topics including intensive budgeting, scheduling, accounting, payroll, and crew management. To prepare themselves for careers in production management, students gain knowledge and experience in unions/guilds, administrative tasks, and collaborating with others on set.

Prerequisite(s): FILM 115 and FILM 232.

FILM 312 Cinematic Motion (5 Credits)

This course experiments with basic camera moves inherent in the Panther Dolly system and introduces students to how the choreography of the camera and actors can be integrated. The ultimate goal is to encourage and facilitate a varied use of space, camera angles and composition, thereby stretching the limits of the film and television frame.

Prerequisite(s): FILM 232 or FILM 132.

Attributes: Studio Elective Requirement

FILM 313 Advanced Lighting (5 Credits)

This course advances and expands on video and film lighting techniques and establishes a correlation between lighting for film and television. Also covered are the technical considerations and aesthetics of lighting in both media. Students are introduced to the collaborative role of the director of photography through analytical and hands-on applications of lighting and film/electronic cinematography.

Prerequisite(s): FILM 232 or FILM 132.

Attributes: Studio Elective Requirement

FILM 327 Multi-camera Production (5 Credits)

By rotating through crucial crew positions in a professional studio environment, students learn the fundamentals of working in a multi-camera environment to support the production of television content. Emphasis is placed on the specific application of lighting, camera and sound for the multi-camera setup in a variety of television formats. Students work as a team to produce a cohesive, professional television program to be taped at the end of the quarter.

Prerequisite(s): (SNDS 101 or SNDS 201) and (DWRI 106 or FILM 106) and (FILM 115 or FILM 105) and (FILM 232 or FILM 132) and (FILM 240 or FILM 210).

Attributes: Studio Elective Requirement

FILM 328 Directing Actors (5 Credits)

For directors, effective communication and a fundamental knowledge of acting for the camera are essential to realizing their creative visions on screen. Through examination of seminal film scenes, script analysis, auditions, read-throughs and shooting a short film, students enrich their understanding of the relationship among directors, actors and members of a film crew.

Prerequisite(s): (SNDS 101 or SNDS 201) and (DWRI 106 or FILM 106) and (FILM 115 or FILM 105) and (FILM 232 or FILM 132) and (FILM 240 or FILM 210).

Attributes: Studio Elective Requirement

FILM 329 Shot Design (5 Credits)

Through the manipulation of mise-en-scene, artful shot design engages audiences and shapes their emotional response and understanding of a film. By deconstructing notable film scenes, students learn to use the tools and techniques of shot design to communicate aesthetics and compose stories. Emphasis is placed on how camera, color, light and location affect narrative.

Prerequisite(s): (SNDS 101 or SNDS 201) and (DWRI 106 or FILM 106) and (FILM 115 or FILM 105) and (FILM 232 or FILM 132) and (FILM 240 or FILM 210).

FILM 330 Editing Aesthetics (5 Credits)

Students explore the art and grammar of visual storytelling through the application of advanced editing techniques. With exclusive access to uncut footage from an Oscar-winning film, students blend historic tradition with contemporary aesthetics and elevate their editing and storytelling skills.

Prerequisite(s): (SNDS 101 or SNDS 201) and (DWRI 106 or FILM 106) and (FILM 115 or FILM 105) and (FILM 232 or FILM 132) and (FILM 240 or FILM 210).

Attributes: Studio Elective Requirement

FILM 331 Grading Techniques and Color Correction (5 Credits)

Color correction and grading are two integral components in the postproduction process of filmmaking. In this course, students utilize industry-standard color correcting software and apply color and grading techniques to digital images. Students focus on the creative workflows of color correcting and employ various grading procedures to achieve the overall mood of a finished film.

Prerequisite(s): FILM 240.

Attributes: Studio Elective Requirement

FILM 332 The Allure of Darkness: Exploring Film Noir Lighting and Cinematography and its Legacy (5 Credits)

The Film Noir genre burst onto the scene in the 1940s, quickly developing a distinctive signature approach to lighting and cinematography. In this hands-on workshop course, students explore the masterful lighting and cinematography techniques used by great cinematographers and directors within the genre. Students analyze and replicate scenes from classic films, focusing on iconic early Noirs through Neo-Noirs, while examining their lasting influence on contemporary dramatic filmmaking.

Prerequisite(s): (FILM 232 or FILM 132) and FILM 313 or (FILM 328 or FILM 401) or (FILM 329 or FILM 412).

Attributes: Studio Elective Requirement

FILM 334 Assistant Editing Essentials (5 Credits)

Through lecture and assignments, students explore multiple roles the assistant editor plays, such as chief aide to the lead editor, manager of the cutting room, and liaison between other creative departments. As assistant editors, students are immersed in the tools and techniques used throughout the production process of film and television. Students focus on the realities of the job market and learn key elements of professional project creation.

Prerequisite(s): FILM 330.

FILM 337 Visual Storytelling: Directing the Documentary (5 Credits)

Documentary filmmakers educate and inform by connecting the audience to circumstances, events and accomplishments outside of their everyday experiences. Through critical analysis and hands-on experience, students explore the art of documentary filmmaking. Directors, producers, cinematographers and editors hone their skills — from preproduction to post — to produce layered, truthful stories that encompass a diverse range of subjects.

Prerequisite(s): ((DWRI 265 or FILM 265) and FILM 327) or ((DWRI 265 or FILM 265) and FILM 328) or ((DWRI 265 or FILM 265) and FILM 329) or ((DWRI 265 or FILM 265) and FILM 330) or (FILM 327 and FILM 328) or (FILM 327 and FILM 329) or (FILM 327 and FILM 330) or (FILM 328 and FILM 329) or (FILM 328 and FILM 330) or (FILM 329 and FILM 330).

Attributes: Studio Elective Requirement

FILM 338 Advanced Editing: The Documentary or the Narrative (5 Credits)

Film editing techniques bring stories to life, shaping the narrative's rhythm, emotion, and impact. Students explore documentary and narrative genres, learning to seamlessly blend scenes into complete short films while focusing on the stages of postproduction. Through hands-on projects, students collaborate within multi-formatted workflows, structuring raw material into fully developed stories. Students incorporate classroom feedback into their work, refine their problem-solving skills, and demonstrate professional editing techniques from rough cut to picture lock.

Prerequisite(s): FILM 240 or FILM 210.

Attributes: Studio Elective Requirement

FILM 339 Visual Storytelling: Producing the Narrative (5 Credits)

Through critical analysis and hands-on exercises, students examine the history and techniques of various genres of film and television production and all modalities of related production roles. Through collaborative teams, students explore a multitude of production types in preparation for producing a variety of narratives.

Prerequisite(s): ((DWRI 265 or FILM 265) and FILM 327) or ((DWRI 265 or FILM 265) and FILM 328) or ((DWRI 265 or FILM 265) and FILM 329) or ((DWRI 265 or FILM 265) and FILM 330) or (FILM 327 and FILM 328) or (FILM 327 and FILM 329) or (FILM 327 and FILM 330) or (FILM 328 and FILM 329) or (FILM 328 and FILM 330) or (FILM 329 and FILM 330).

Attributes: Studio Elective Requirement

FILM 341 Visual Storytelling: Directing the Narrative (5 Credits)

Students enhance their directing skills by assembling a well-equipped toolbox of techniques as they organize shots to convey story and meaning. Through managing the technical, theoretical and creative responsibilities of the director, students produce a narrative film — from script development through postproduction.

Prerequisite(s): ((DWRI 265 or FILM 265) and FILM 327) or ((DWRI 265 or FILM 265) and FILM 328) or ((DWRI 265 or FILM 265) and FILM 329) or ((DWRI 265 or FILM 265) and FILM 330) or (FILM 327 and FILM 328) or (FILM 327 and FILM 329) or (FILM 327 and FILM 330) or (FILM 328 and FILM 329) or (FILM 328 and FILM 330) or (FILM 329 and FILM 330).

Attributes: Studio Elective Requirement

FILM 342 Producing the Documentary (5 Credits)

Documentary production is a flourishing landscape of lucrative careers. This form of commercial and independent storytelling allows students to build the skills necessary to be successful in a documentary filmmaking setting. Students gain proficiency in research methodologies and hone their craft in writing persuasive grant proposals. With an emphasis on professional practices such as financing, fundraising, and pitching, students are immersed in all aspects of documentary filmmaking.

Prerequisite(s): FILM 337.

FILM 343 Visual Storytelling: Virtual Reality to Interactive (5 Credits)

Immersive experiences in virtual and augmented reality have emerged as powerful storytelling tools in the mercurial world of film and television. Students focus on new ways of storytelling within the virtual and augmented realms through production and distribution of original content while researching and utilizing the theoretical, practical and ethical aspects of immersive storytelling.

Prerequisite(s): ((DWRI 265; FILM 265 or FILM 215) and FILM 327) or ((DWRI 265; FILM 265 or FILM 215) and (FILM 328 or FILM 401)) or ((DWRI 265; FILM 265 or FILM 215) and (FILM 329 or FILM 412)) or ((DWRI 265; FILM 265 or FILM 215) and FILM 330) or (FILM 327 and (FILM 328 or FILM 401)) or (FILM 327 and (FILM 329 or FILM 412)) or (FILM 327 and FILM 330) or ((FILM 328 or FILM 401) and (FILM 329 or FILM 412)) or ((FILM 328 or FILM 401) and FILM 330) or ((FILM 329 or FILM 412) and FILM 330) or ARVR 300.

Attributes: Studio Elective Requirement

FILM 350 Documentary Production Lab (5 Credits)

Documentary and non-fiction filmmaking genres capture the attention of audiences everywhere. Students learn how to create and distribute well-executed documentaries through different venues and platforms such as streaming services, theater, and social media. Through an exploration of historical and contemporary documentary styles, students develop their own unique voices using dynamic storytelling techniques and professional production methods.

Prerequisite(s): FILM 337.

Attributes: Studio Elective Requirement

FILM 365 Experimental Film and Installation (5 Credits)

The course is an investigation of alternative processes in the conceptualization, production and exhibition of time-based media. By experimenting with both traditional and innovative methods, students approach working with the moving image as a means of artistic expression. Conceptual and theoretical issues, aesthetics and installation-based venues of presentation are realized through the production of student work.

Prerequisite(s): FILM 240 or FILM 210.

Attributes: Studio Elective Requirement

FILM 370 Cinematic Frights: Exploring the Horror Genre (5 Credits)

Since the advent of motion pictures, filmmakers have plumbed the depths of our deepest fears and pushed artistic boundaries as they deliver scares and thrills to audiences. In this production seminar, students explore fundamental technologies and storytelling strategies within the horror genre through viewings, readings, and collaborative projects.

Prerequisite(s): FILM 115 and FILM 232 or (FILM 328; FILM 329 or FILM 330).

FILM 393 Digital Cinematography (5 Credits)

Through various exercises, students learn how digital cinematography techniques are utilized in current film and television productions. Students explore and evaluate digital image capture as executed by digital cinematographers, and develop necessary digital moving image techniques essential for digital image capture.

Prerequisite(s): FILM 232 or FILM 132.

Attributes: Studio Elective Requirement

FILM 403 Cinematography (5 Credits)

This course builds on students' knowledge of video production and applies their skills to film. Students are expected to learn to load film magazines, operate film cameras and light for film. Topics of discussion include careers in film and television and the aesthetic of working with film. Students develop expertise in film processing and printing the film to tape transfer, film stocks and double system sound recording.

Prerequisite(s): FILM 232 or FILM 132.

Attributes: Studio Elective Requirement

FILM 408 Steadicam (5 Credits)

This advanced production course focuses on the Steadicam, a stabilizing system designed to have the mobility and flexibility of a hand-held camera while dramatically increasing image stability.

Prerequisite(s): FILM 232 or FILM 132.

Attributes: Studio Elective Requirement

FILM 411 Advanced Lighting II: Illuminating the Story (5 Credits)

The use of lighting techniques in film enhances narratives with tone and emotional impact. Students learn how to safely and effectively operate cutting-edge lighting gear while following the latest professional set procedures. Students gain insight into handling the challenges of lighting large, complex spaces using industry-standard tools such as grip and lighting units, electrical distribution units, and intelligent lighting boards.

Prerequisite(s): FILM 232 and FILM 313.

Attributes: Studio Elective Requirement

FILM 421 Environmental Filmmaking (5 Credits)

This course explores the unique challenges of the environmental filmmaker, including natural history storytelling, capturing wildlife behaviors on camera and filming in outdoor locations such as marine environments. Students gain valuable hands-on experience through the creation of environmental films while learning how to achieve professional success in a rapidly growing field.

Prerequisite(s): FILM 337.

Attributes: Studio Elective Requirement

FILM 424 Commercial and Branded Content Production (5 Credits)

Commercials and branded content engage, motivate and inspire viewers. Within the broader context of persuasive media, students cultivate knowledge of the similarities and differences of branded content and commercial production to prepare for professional careers at the intersection of advertising and entertainment. Through creation of short form commercial spots and promotional videos, students gain the skills to convey meaning and persuade consumers.

Attributes: Studio Elective Requirement

FILM 426 Production for Mobile and Social Platforms (5 Credits)

Mobile and social platforms are dramatically influencing the creation, consumption and distribution of film and television. With consideration of the formal and temporal demands of content creation and distribution, students create innovative and engaging content targeted to specific audiences and suitable for delivery on a variety of mobile and social platforms.

Prerequisite(s): ADBR 252 or ADBR 304 or ((DWRI 265 or FILM 265) and FILM 327) or ((DWRI 265 or FILM 265) and FILM 328) or ((DWRI 265 or FILM 265) and FILM 329) or ((DWRI 265 or FILM 265) and FILM 330) or (FILM 327 and FILM 328) or (FILM 327 and FILM 329) or (FILM 327 and FILM 330) or (FILM 328 and FILM 329) or (FILM 328 and FILM 330) or (FILM 329 and FILM 330).

Attributes: Studio Elective Requirement

FILM 428 Music Video Production (5 Credits)

Music videos bring together a unique combination of image and music, fostering distinct opportunities for cinematic expression and audience engagement. Students explore a variety of music video genres, styles and techniques as they navigate all phases of the creative process from ideation to production and distribution.

Prerequisite(s): ((DWRI 265 or FILM 265) and FILM 327) or ((DWRI 265 or FILM 265) and FILM 328) or ((DWRI 265 or FILM 265) and FILM 329) or ((DWRI 265 or FILM 265) and FILM 330) or (FILM 327 and FILM 328) or (FILM 327 and FILM 329) or (FILM 327 and FILM 330) or (FILM 328 and FILM 329) or (FILM 328 and FILM 330) or (FILM 329 and FILM 330).

Attributes: Studio Elective Requirement

FILM 452 Preproduction Lab: Story and Development (5 Credits)

Before embarking on their capstone projects, film and television students collaborate to initiate the process of realizing their artistic and professional aspirations as producers, directors, cinematographers and editors. They develop collaborative and creative strategies ahead of their final senior courses and begin the previsualization and preproduction of their projects.

Prerequisite(s): (FILM 337 and FILM 339) or (FILM 337 and FILM 341) or (FILM 337 and FILM 343) or (FILM 339 and FILM 341) or (FILM 339 and FILM 343) or (FILM 341 and FILM 343).

Attributes: Studio Elective Requirement

FILM 455 Content, Platform, and Distribution Revolution (5 Credits)

With the proliferation of on-demand and streaming services, content creation and distribution platforms have undergone a tremendous transformation. In this direct distribution marketplace, producers and content creators gain control over the destiny of their work and reach audiences like never before. Through analysis of new and emerging trends in digital media distribution, students break from traditional theatrical release to maximize their audience potential via the internet and mobile devices.

Prerequisite(s): ((DWRI 265 or FILM 265) and FILM 327) or ((DWRI 265 or FILM 265) and FILM 328) or ((DWRI 265 or FILM 265) and FILM 329) or ((DWRI 265 or FILM 265) and FILM 330) or (FILM 327 and FILM 328) or (FILM 327 and FILM 329) or (FILM 327 and FILM 330) or (FILM 328 and FILM 329) or (FILM 328 and FILM 330) or (FILM 329 and FILM 330).

Attributes: Studio Elective Requirement

FILM 472 Production Lab: Producing and Directing (5 Credits)

Producers and directors are the impetus behind the creation of film and television content. Through hands-on production experience, student directors and producers collaborate on the production element of their capstone projects while exploring the specific producer/director professional relationship. Building upon material generated in previous coursework, students focus their creative, academic and professional objectives within the context of a professional-level capstone production.

Prerequisite(s): FILM 452 or FILM 431.

Attributes: Studio Elective Requirement

FILM 474 Production Lab: Picture and Sound Editing (5 Credits)

Transitioning a film from rough assembly to final cut is a complex process that requires a strong sense of visual storytelling and involves specialized technical expertise, including the incorporation of color correction and grading techniques. Working collaboratively with sound designers, visual effects artists, directors and producers, students engage in professional-quality postproduction as they refine their senior projects and work towards a deadline for exhibition. As they complete the postproduction process, students become familiar with the expectations for content delivery for a variety of distribution markets and platforms.

Prerequisite(s): FILM 452 or FILM 431.

Attributes: Studio Elective Requirement

FILM 476 Production Lab: Cinematography and Visual Design (5 Credits)

In the cinematography and visual design phase of their capstone projects, students master the art and technique of visual storytelling as they record principal photography through collaborative relationships with producers, directors and editors. They navigate camera systems, design believable lighting setups and choreograph appropriate camera movement to ultimately capture the director's vision.

Prerequisite(s): FILM 452 or FILM 431.

Attributes: Studio Elective Requirement

FILM 479 Undergraduate Internship (5 Credits)

Internships offer students valuable opportunities to work in a professional environment and gain firsthand experience to help them prepare for careers. In an approved internship setting, a student typically spends one quarter working with an on-site professional supervisor and a faculty internship supervisor to achieve specific goals and objectives related to the program of study.

FILM 480 Advanced Directing Performance (5 Credits)

In this advanced course, students refine and expand their directorial skills. Delving deep into the intricacies of the callback audition process, students gain valuable insights into the synergetic director/actor relationship. Through direct collaboration with crew members, students not only hone their craft but also acquire essential industry knowledge. Students build networks while gaining experience working alongside seasoned professionals, participating in film festivals, and creating a high-quality director's reel.

Prerequisite(s): FILM 328.

Attributes: Studio Elective Requirement

FILM 492 Advanced Production: The Language of Cinematography (5 Credits)

As they embark on their professional careers in the film and television industry, filmmakers must effectively promote their work and specialized skillsets toward a range of careers across diverse markets. In this course, students further their professional preparation by finalizing their capstone projects and creating additional content in support of their career aspirations.

Prerequisite(s): FILM 472; FILM 425; FILM 474; FILM 322; FILM 476 or FILM 432.

Attributes: Studio Elective Requirement

FILM 494 Advanced Postproduction: Finishing and Distribution (5 Credits)

As they embark on their professional careers in the film and television industry, filmmakers must effectively promote their work and specialized skillsets toward a range of careers across diverse markets. In this course, students further their professional preparation by exploring advanced principles of postproduction and distribution, finalizing their capstone projects and creating additional content in support of their career aspirations.

Prerequisite(s): FILM 472; FILM 425; FILM 474; FILM 322; FILM 476 or FILM 432.

Attributes: Business-focused elective; Studio Elective Requirement

FILM 501 Light and Lens: The Cinematographer's Toolkit (5 Credits)

This course empowers students to understand the crucial role of image capture within the filmmaking process. Students explore film and digital camera systems, on-set lighting techniques, and the principles behind visually compelling imagery.

Attributes: Studio Elective Requirement

FILM 502 Cinematic Storytelling: The Screenwriter's Language (5 Credits)

Screenwriting is essential for telling compelling narratives through film and television. Students explore the conceptual elements of filmmaking and acquire skills in presenting their work in professional settings. Students learn the importance of story structure, screenplay formatting, character development, visual storytelling, and the essential elements and process of writing an effective short film screenplay.

Attributes: Studio Elective Requirement

FILM 503 Creative Management: The Role of the Producer (5 Credits)

As new filmmakers, students learn the importance of producers, the various types of producers, their respective roles, and the differences between producers in film and television. In their role as producers, students identify stories and material suitable for short and long-form visual storytelling, develop professionally formatted screenplays, and prepare projects for production through scheduling, budgeting, casting, location scouting, and collaboration with directors and other personnel.

Attributes: Studio Elective Requirement

FILM 504 Calling the Shots: The Director's Craft (5 Credits)

Film directors navigate practical and aesthetic challenges to bring cinematic visions to life. Students gain experience in analyzing specific issues related to framing, screen direction, and camera placement in selected films. Strategies for casting, rehearsals, and directing on-set performances are addressed through a survey of various schools of acting theory. Students obtain hands-on experience staging dramatic narrative scenes with emphasis on dialogue analysis, dramatic script content, and shot design. Students work in a collaborative environment that reflects the director-actor working relationship.

Attributes: Studio Elective Requirement

FILM 505 Orchestrating Experience: The Art of Editing (5 Credits)

Post-production is key to finalizing the essential components of a film. Students learn the importance of following workflows and best practices within professional film environments. Students explore editing technology and form their own editing styles. The philosophy of editing decisions, as well as the collaborative nature of editing, are developed through a series of projects and assignments.

Attributes: Studio Elective Requirement

FILM 702 Short Film Forum (5 Credits)

Short films are a unique format of media with distinct attributes that set them apart from feature films and television series. Students survey the unique marketplace and programming considerations for short films and learn about a variety of distribution methods. Through exploration of story structure, societal context, and specific production attributes present in award-winning short films, students acquire a foundational understanding of the form.

Attributes: Studio Elective Requirement

FILM 704 Producing for Film and Television (5 Credits)

This course examines the creative, organizational and managerial roles of the producer in narrative and non-narrative genres. Special attention is given to the challenges that face producers, directors, writers and production managers. Topics include feature filmmaking, independent production, television programming, financing and distribution, and the collaborative process. Students are expected to break down, schedule and budget a feature film.

FILM 708 Designing Shots (5 Credits)

Students learn to master the creation of visually compelling and emotionally powerful images in a studio setting, where they choreograph the camera with the actor. Effective and eloquent shot listing is developed to correspond with blocking a scene for performance. Emphasis is placed on the aesthetics of cinematic design.

Attributes: Studio Elective Requirement

FILM 709 Pitching and Development (5 Credits)

The filmmaker is in a constant state of pitching, whether the content is a script, a concept, or a completed film. Students delve into the fundamentals of pitching their film and television projects using industry best practices. Students create and revise materials for their own unique projects and prepare final pitch packets for distribution. Additionally, students workshop their oral and presentational skills in pitching their projects along with themselves as industry professionals.

Attributes: Studio Elective Requirement

FILM 710 Film and Digital Media Production Technology (5 Credits)

Students in this course acquire an understanding of the role of picture capture in regard to the entire filmmaking process, and experience the full collaborative process of making movies, including film and digital cameras, lighting for film and video, and recording location sound. In addition, focus is placed on the aesthetics of the image.

Attributes: Studio Elective Requirement

FILM 712 Motion in Cinematography (5 Credits)

Students delve into the world of cinematic choreography, synthesizing the moving camera with moving subjects. With an emphasis on the operation and multifaceted artistry of studio dollies, students explore a spectrum of camera movements used to capture compelling visual narratives. Through hands-on practice, students refine their skills and develop a critical eye for capturing motion in cinematography.

Attributes: Studio Elective Requirement

FILM 717 Postproduction (5 Credits)

This course explores current postproduction techniques, combining analysis of editing styles with an examination of editing technology. The philosophy of edit decisions and the management of edit decision lists are developed through a series of exercises and assignments. Emphasis is placed on editing for maximum time and budget efficiency.

FILM 722 Cinematic Lighting (5 Credits)

Effective lighting design creates and shapes the viewer's mood, tone, meaning, and emotion. In this course, students investigate advanced conceptualization techniques to create sophisticated lighting designs for film, television, and other entertainment experiences. Through research, critical analysis, and hands-on experience, students learn to masterfully balance lighting design's technical and aesthetic considerations.

Attributes: Studio Elective Requirement

FILM 728 Theory of Motion Picture Editing (5 Credits)

The theory of motion picture editing is analyzed through both historic and contemporary films. Students screen and analyze scenes from this seminal work and apply that knowledge by editing the dailies from an award-winning film. This course is an in-depth investigation of the theory of editing and is designed to impart a greater understanding of the art of the motion picture editor.

Attributes: Studio Elective Requirement

FILM 729 Directing for Film and Television (5 Credits)

This course focuses on the theoretical and aesthetic challenges faced by the director. Students screen and discuss selected films, analyzing specific issues related to framing, screen direction and camera placement. Strategies for preparing actors, character development and casting are addressed through a survey of various schools of acting theory. Workshops provide students with practical experience in staging dramatic narrative scenes. This hands-on experience emphasizes dialogue analysis, dramatic script content and shot design. The course is conducted in a collaborative environment to reflect the director-actor working relationship.

Prerequisite(s): FILM 710 and FILM 717.

Attributes: Studio Elective Requirement

FILM 732 Field Production (5 Credits)

An in-depth examination of field production techniques, this course combines hands-on shooting experience with analysis of in-class screenings. Students are expected to solve creatively and effectively the common problems of scheduling, budgeting and managing personnel in a variety of field production situations. Emphasis is placed on developing a personal directing style.

Attributes: Studio Elective Requirement

FILM 737 Color Correction (5 Credits)

Color correction and grading is often the final step in the post-production workflow, one that carries an integral visual message necessary to inspire emotional resonance with an audience. Using industry-standard software and workflows, students learn correction and grading fundamentals to both balance and creatively transform raw video content into eye-catching imagery.

FILM 747 Graduate Seminar in Film and Television (5 Credits)

This seminar course examines issues and skillsets critical to the film and television profession. Thematic topics include the study of film and television formats and platforms, industry roles for all phases of production, and evolving technology.

FILM 748 Film and Television M.A. Final Project (5 Credits)

All M.A. students in film and television are required to develop and complete a final, comprehensive project. The project represents the culmination of the student's progress throughout the program and must constitute a mature and professional body of work.

Prerequisite(s): minimum score of 5 in 'Graduate Prerequisite Test'.

Attributes: Studio Elective Requirement

FILM 751 Production Management (5 Credits)

Effective production management is essential for the harmonious workflow of film projects. Students examine the practical skills required of production managers to successfully guide a film project from pre-production through principal. Pre-production, prep, casting, location scouting, budgeting, scheduling, and production management are explored through immersive exercises and real-world case-studies.

Attributes: Studio Elective Requirement

FILM 755 Developing the Thesis Film: Inspiration and Discovery (5 Credits)

This foundational course sets the stage for students' final thesis projects, guiding them through the process of conceptualizing, writing, and refining the screenplays that serve as the bedrock for their culminating films. As they dive into the creative process, students form close-knit, collaborative production teams, fostering an environment of mutual support and constructive feedback. The course places a strong emphasis on deconstructing the elements that define a successful short film, encouraging students to analyze and incorporate these key tenets into their own work.

Attributes: Studio Elective Requirement

FILM 757 Advanced Postproduction Techniques and Methods (5 Credits)

Students focus on advanced postproduction techniques and theories with a unique chance to use Avid Symphony and Avid Unity Media Network nonlinear editing systems. The students understand the workflow of a high-end postproduction facility and learn to use their advanced editing skills for creative, dramatic and artistic purposes.

Prerequisite(s): SNDS 701.

Attributes: Studio Elective Requirement

FILM 758 Advanced Production Technologies: Steadicam (5 Credits)

This course focuses on different areas of production technology such as Steadicam and dolly. The Steadicam allows the camera to smoothly follow the action without laying dolly track. Steadicam operators must be equipped with the skills to think on their feet and move the camera with purpose and grace. In this advanced production course, students learn how to properly operate this versatile stabilizing system, designed to have the mobility and flexibility of a hand-held camera, while dramatically increasing image stability.

Attributes: Studio Elective Requirement

FILM 765 Short Film Production Lab (5 Credits)

In this immersive production lab, aspiring filmmakers cultivate essential skills in leadership, collaboration, and teamwork as they work together to bring a diverse array of short films to life. By taking on specific crew positions, students not only refine their individual crafts in directing, producing, cinematography, or editing but also gain invaluable experience in effective communication and problem-solving within a dynamic team environment. This hands-on approach serves as a crucial stepping stone, empowering students to sharpen their interpersonal and discipline-specific abilities in preparation for their thesis projects and future careers in the film industry.

Attributes: Studio Elective Requirement

FILM 767 Digital Cinematography (5 Credits)

This course enhances the collaboration between the director and digital cinematographer. Particular topics of emphasis are lighting and composition of the digital moving image, visual storytelling, and unification of the film and digital video.

Attributes: Studio Elective Requirement

FILM 768 Directing Screen Performance (5 Credits)

This course emphasizes a variety of topics relating to facets of the art and craft of directing actors. Through individual projects, academic research and screenings of renowned screen, stage and television directors' work, this in-depth practicum allows students to accomplish the casting, mounting and realization of a sequence from a feature screenplay focusing on character, sequence and their relationship to the camera composition.

Attributes: Studio Elective Requirement

FILM 775 Film and Television M.A. Final Project (5 Credits)

As a culminating experience, M.A. students in film and television showcase their acquired knowledge and skills by contributing to a final project as either a cinematographer or editor. This work represents the synthesis of their creative and technical growth throughout the program, resulting in a polished, professional-level portfolio piece that demonstrates their readiness to excel in their chosen field.

Prerequisite(s): minimum score of 5 in 'Graduate Prerequisite Test'.

Attributes: Studio Elective Requirement

FILM 779F Graduate Field Internship (5 Credits)

Students in this course undertake a field assignment under the supervision of a faculty member.

FILM 779T Graduate Teaching Internship (5 Credits)

Students in this course undertake a teaching assignment under the supervision of a faculty member.

FILM 787 Thesis Preproduction: Professional Collaboration (5 Credits)

This course focuses on the preparation phase of film and television thesis work; it is designed to guide graduate students through the stages of preproduction, including concept pitching, story development, scriptwriting, budgeting, scheduling, storyboarding, photo-scripting, crewing, casting and advanced production planning.

Prerequisite(s): minimum score of 6 in 'Graduate Prerequisite Test'.

FILM 791 Thesis Production: Principal Photography (5 Credits)

Students complete the production phase of a graduate-level thesis film that demonstrates advanced professional competence through mastery of the technical, creative, and aesthetic elements of the discipline. Based on original research, ideation, and concept development, students earning an M.F.A. in film and television create an innovative thesis work that advances the discipline of filmmaking and is suitable for professional submission.

Prerequisite(s): minimum score of 6 in 'Graduate Prerequisite Test' and FILM 787.

FILM 792 Thesis Postproduction: Editing, Finishing, and Distribution (5 Credits)

This course provides the opportunity for film and television students to complete the postproduction phase of their thesis project and develop self-promotional and publicity materials. Students develop an advanced understanding of distribution practices, professional and industry networks, and publicity as well as professional advancement opportunities.

Prerequisite(s): FILM 791 or FILM 790.

Production Design

PROD 103 Introduction to Entertainment Design (5 Credits)

Students examine the fundamentals of production design, including costume, set and lighting design. Emphasis is placed on the importance of these elements to the communication of story in film, television, theater and themed entertainment productions.

Attributes: Studio Elective Requirement

PROD 130 Stagecraft (5 Credits)

In this immersive course, students explore all technical phases of scenic production, including construction, painting, rigging, placement, and manipulation of stage scenery. Students are introduced to a variety of construction tools and materials used to construct scenic builds. Students utilize their knowledge and skills to contribute to crew work on productions.

Prerequisite(s): PROD 103.

Attributes: Studio Elective Requirement

PROD 220 Illuminating the Narrative (5 Credits)

Through examination of lighting design principles, students concentrate on the aesthetics of lighting for a variety of live entertainment markets. Students engage in observation and critique to discover how lighting can alter a viewer's physiological and psychological responses.

Prerequisite(s): PROD 103 or PROD 101.

Attributes: Studio Elective Requirement

PROD 221 Designing the Environment (5 Credits)

Scenic environment communicates ideas and contributes to the story. In this course, students employ scenic design principles to transform stories into environments for a variety of entertainment productions.

Prerequisite(s): PROD 103 or PROD 101.

Attributes: Studio Elective Requirement

PROD 222 Dressing the Persona (5 Credits)

Students explore the dynamic role of the professional costume designer in the collaborative process of developing a story from a script. Students organize and categorize materials, learn basic construction skills and present their concepts visually based on industry expectations. Informed by detailed script analysis, students design costumes that communicate a character's persona to an audience.

Prerequisite(s): PROD 103 or PROD 101.

Attributes: Studio Elective Requirement

PROD 235 Styling on Set: The Art of Hair and Wig Design (5 Credits)

From Marie Antoinette to the Mother of Dragons, hair has defined some of the world's most memorable characters. In this course, students learn to artfully shape and manipulate hair and wigs to create avant-garde, fantasy or period-inspired looks for entertainment.

Prerequisite(s): (DSGN 102 or FOUN 240).

Attributes: Studio Elective Requirement

PROD 280 Scenic Painting (5 Credits)

Through hands-on projects, students learn a variety of methods to represent an array of surfaces and images by using scenic painting techniques and tools. They experience different media and equipment necessary to accomplish these goals. Students develop an appreciation of the process and the role of the scenic artist in production.

Prerequisite(s): PROD 221 and (PROD 304 or PROD 110).

Attributes: Studio Elective Requirement

PROD 302 Costume Design Techniques (5 Credits)

With an emphasis on character interpretation, students utilize contemporary and historic techniques to construct elements for costumes that enhance narratives for stage and screen. Students practice hand and machine sewing as well as industry-specific construction and embellishment techniques.

Prerequisite(s): PROD 222 or PROD 230.

Attributes: Studio Elective Requirement

PROD 303 Interpreting the Script (5 Credits)

Entertainment designers conceptualize stories through script and text analysis combined with research and historical context. In this course, students develop skills in identifying, analyzing and interpreting narrative elements, including structure, plot, character and theme to visualize stories for screen or stage.

Prerequisite(s): ENGL 142.

PROD 304 Technical Drawing for Entertainment (5 Credits)

This course focuses on hand drafting through the lens of entertainment design. With the intent of developing an understandable and artful hand drafting style, students utilize a variety of technical drawing principles, conventions and techniques to visually communicate their design concepts.

Prerequisite(s): PROD 221.

Attributes: Studio Elective Requirement

PROD 309 Computer-aided Design for Lighting (5 Credits)

Students explore and utilize computer-aided design tools and visualization techniques specific to lighting for entertainment design. Students gain proficiency in creating 2D plots, 3D models, and digital renderings that support lighting design for stage, film, and themed environments. Through hands-on projects using industry-standard software, students learn to develop lighting paperwork, simulate looks, and visualize cue sequences in digital environments that clearly communicate their artistic intent and technical planning.

Prerequisite(s): PROD 220.

Attributes: Studio Elective Requirement

PROD 313 Digital Rendering for Entertainment (5 Credits)

Through the exploration and use of 2D digital technology, students conceptualize, communicate and render design ideas. Industry-standard software is introduced to prepare students to digitally generate visual design information, suitable for presentation to an art department and appropriate for their individual specialization.

Prerequisite(s): PROD 220; PROD 221; PROD 222; PROD 230 or THED 225.

Attributes: Studio Elective Requirement

PROD 314 Computer-aided Entertainment Design (5 Credits)

Computer-aided design technology allows scenic and lighting designers to translate design execution requirements with greater precision and finer detail. In this course, students digitally draft execution-ready presentation packages, including 3D virtual models and orthographic and isometric projections.

Prerequisite(s): PROD 313.

Attributes: Studio Elective Requirement

PROD 320 Illuminating the Full Story: Process and Techniques (5 Credits)

From concept to completion, students engage in the process of lighting for films, television or live events. Students use industry-specific lighting equipment to communicate their ideas and create a lighting experience appropriate to the story or venue.

Prerequisite(s): PROD 220; PROD 303 and PROD 350.

Attributes: Studio Elective Requirement

PROD 321 Advanced Concepts in Art Direction for Film and Television (5 Credits)

Through examination of advanced scenic design principles, students communicate scenery concepts for film and television studio environments. Practical knowledge of the implementation process is developed through the design and creation of studio sets, in accordance with industry expectations.

Prerequisite(s): FILM 100; PROD 303 and PROD 314.

Attributes: Studio Elective Requirement

PROD 322 Character Interpretation for Costume in Film and Television (5 Credits)

Costume designers fashion vivid, iconic images of characters that create lasting impressions and emotional connections. Through research and script analysis, students explore the nuances of costume design for film and television. Students represent historical, social and cultural considerations in the details of their costume designs.

Prerequisite(s): FILM 100; PROD 222; PROD 303 and PROD 313.

Attributes: Studio Elective Requirement

PROD 327 Wardrobe Supervision (5 Credits)

Students in this course develop essential skills and knowledge required for effective wardrobe supervision. Covering key topics such as inventory management, costume maintenance, and collaboration with designers and directors, students learn to coordinate wardrobe departments efficiently. Emphasizing practical experience, the course prepares students to manage costume budgets, oversee fittings, and ensure that costumes align with the creative vision of the production, ultimately positioning them for success in costume management.

Prerequisite(s): PROD 222 and PROD 302.

Attributes: Studio Elective Requirement

PROD 330 History of Costume in Film (5 Credits)

In this course, students focus on the history and development of costume design and its application in theater, film and television. They also develop design concepts and articulate, defend and demonstrate successful costume and wardrobe projects for theater, film and television.

Prerequisite(s): PROD 222 or PROD 230.

Attributes: Studio Elective Requirement

PROD 331 Scenographic Model-making (5 Credits)

Communicating physical scale, spatial logistics and artistic details, comprehensive scenic models serve as tactile examples of the designer's concept. Students explore construction techniques as well as methods of painting and surface mimicry used to build accurate presentation models.

Prerequisite(s): PROD 313 or PROD 301.

Attributes: Studio Elective Requirement

PROD 333 Professional Practice for Entertainment Arts (5 Credits)

While developing a portfolio and online presence that highlight their body of work, students examine the entertainment industry to advance their career preparation. Students explore topics such as intellectual property, business practices, employment structures, contracts, self-promotion, and branding as it relates to entertainment design.

Prerequisite(s): THED 305; THED 300; PROD 320; PROD 321; PROD 322 or PROD 420.

Attributes: Studio Elective Requirement

PROD 350 Standards and Specifications for Lighting (5 Credits)

Students synthesize documentation and communication skills with the complexity of industry standards and specifications to achieve a finalized lighting design. Light plots, spreadsheets, databases and portfolio-quality presentations are produced in order to bring students closer to professional design positions.

Prerequisite(s): PROD 314.

Attributes: Studio Elective Requirement

PROD 402 Applications of Costuming (5 Credits)

Focusing on advanced technical skills, students learn draping techniques, men's and women's tailoring and flat patterning specific to costume construction. Students explore the world of alternative textiles through experimentation with a variety of materials and media.

Prerequisite(s): PROD 302 or PROD 335.

Attributes: Studio Elective Requirement

PROD 410 Set Decoration and Properties (5 Credits)

A production designer's visual vocabulary includes the design of the properties and set decorations related to the overall design. This course exposes students to the artistic and organizational skills necessary to execute these visual elements. Students experience the processes of design and fabrication for properties and set dressings as they relate to both film and stage. They learn the characteristics of historical periods and techniques for interpreting character through physical elements.

Prerequisite(s): PROD 321 or PROD 426.

Attributes: Studio Elective Requirement

PROD 412 Lighting Technologies: Electrics and Control for Performance (5 Credits)

Through an exploration of a wide variety of equipment, students learn the technical and artistic applications of entertainment lighting technology. Students gain hands-on experience with electrical systems, control consoles, and programming to create dynamic lighting designs that enhance live and filmed performances.

Prerequisite(s): PROD 220 and PROD 320.

Attributes: Studio Elective Requirement

PROD 419 Lighting Design Studio: Digital Visualization and Programming (5 Credits)

Students move beyond the traditional theatrical experience to explore the vast world of lighting design for live entertainment. Advanced visualization techniques and evolving programming methodologies are introduced to ensure students communicate design ideas effectively, utilizing the latest technology solutions.

Prerequisite(s): PROD 220.

Attributes: Studio Elective Requirement

PROD 421 Scenic Design Studio: Digital Visualization and Documentation (5 Credits)

From ancient Greek plays to music concerts that incorporate state-of-the-art imaging technology, live entertainment experiences are impacted by the visual interpretation of setting. In this course, students explore advanced scenic design methodologies and communicate concepts for live event applications. Scenic designs are developed through manipulation of advanced digital software to create professional documentation in accordance with industry expectations and standards.

Prerequisite(s): PROD 321.

Attributes: Studio Elective Requirement

PROD 422 Costume Design Studio: Research and Exploration (5 Credits)

Based on thorough contextual investigation, students enhance entertainment experiences through the visual expression of compelling costumes. By navigating unique design considerations, students experiment with costume design for abstract environments and storylines. Costume designers bring stories and characters to life through the visual expression of compelling costumes. By navigating contextual investigation, script analysis, unique design considerations and collaboration with other creatives, students transform stories into entertainment experiences for stage and screen through masterful costume design.

Prerequisite(s): (PROD 322 or PROD 420) and (PROD 402 or PROD 380).

Attributes: Studio Elective Requirement

PROD 473 Senior Studio I: Research and Conceptualization (5 Credits)

In this initial senior studio course, students engage in interdisciplinary collaboration to bring stories to life by conducting in-depth research and developing innovative concepts within their production design concentrations. Emphasizing intentionality and creative exploration, students refine their unique artistic voices as they conceptualize, pitch, and visualize design projects that reflect their professional aspirations.

Prerequisite(s): (PROD 333 or SOEA 333) and (PROD 419; PROD 421; PROD 422 or THED 425).

Attributes: Studio Elective Requirement

PROD 478 Senior Studio II: Development and Communication (5 Credits)

In this advanced senior studio course, students bring their projects to completion, executing their designs to industry standards and refining their concepts into fully realized designs. Emphasis is placed on professional communication, as students document their process, articulate design choices, and present their work to industry professionals, demonstrating their readiness to enter the field.

Prerequisite(s): PROD 473.

Attributes: Studio Elective Requirement

PROD 479 Undergraduate Internship (5 Credits)

Internships offer students valuable opportunities to work in a professional environment and gain firsthand experience to help them prepare for careers. In an approved internship setting, a student typically spends one quarter working with an on-site professional supervisor and a faculty internship supervisor to achieve specific goals and objectives related to the program of study.

PROD 702 Costume Manipulation Techniques (5 Credits)

From high fantasy to post-apocalyptic worlds, costume designers bring characters to life through color, texture, embellishment and more. With an emphasis on character interpretation, students utilize contemporary and historic manipulation techniques to construct elaborate costume elements that enhance narrative storytelling.

Attributes: Studio Elective Requirement

PROD 720 Production Design Theory and Practice (5 Credits)

This is a project-driven course that examines design solutions through the specific utilization of the elements and principles of design. These solutions are made manifest through the use of graphite as the main medium and culminate in a short film.

Attributes: Studio Elective Requirement

PROD 726 Production Design Studio I: Conceptualization (5 Credits)

Using a broad range of drawing, conceptualization and presentation skills, students master the theoretical understanding and studio skills used in the professional arena to develop the narrative. Design projects may include stage productions, performance art pieces, installation projects and industrial-, film- and television-specific applications. Students focus on discipline-specific skills in scenery, lighting or costumes and actualize design projects and build portfolio-level work. Through class discussion, design collaboration and critiques, design concepts are developed and challenged.

Prerequisite(s): PROD 720.

Attributes: Studio Elective Requirement

PROD 730 Script Analysis and Conceptualization (5 Credits)

This course requires that students apply established principles of script interpretation by producing design projects based on scripts, screenplays or other narrative source material. Using research, critical thinking and analytical skills, students develop the analysis process to identify and evaluate successful production designs and their relationship and origin in script- and text-based material.

Prerequisite(s): ARTH 701.

PROD 741 Digital Design for Entertainment (5 Credits)

This course focuses on computer-aided drafting for the entertainment designer, using industry-standard software. Students learn and polish their skills in preparing digital production documents to the standards expected in the professional arena of performance events.

Prerequisite(s): PROD 720.

Attributes: Studio Elective Requirement

PROD 743 Scenic Painting: Vision to Reality (5 Credits)

From film and television sound stages to the halls of great opera houses, scenic artists skillfully translate the vision of production designers into reality. In this course, students explore a variety of methods for using scenic painting techniques and tools to represent an array of surfaces and images. Through the creation of scenic designs, students learn to balance the ever-changing demands and exacting standards of the production design industry.

Attributes: Studio Elective Requirement

PROD 744 Modelmaking for Production and Themed Entertainment (5 Credits)

Comprehensive, scenic models serve as tactile examples of the designer's concept. Utilizing a variety of materials and construction methods, students advance their skills for physical modelmaking. Communicating physical scale, spatial logistics, and artistic details, students employ methods of painting and surface mimicry to build accurate presentation concepts for production and themed entertainment designs.

Prerequisite(s): PROD 720 or THED 720.

Attributes: Studio Elective Requirement

PROD 745 Decorative Arts: Context in Storytelling (5 Credits)

This course expands students' knowledge in the decorative arts, costuming and movements in the visual arts. Students study and manipulate styles of detail in the building arts, interior design, the visual arts and costumes and apparel to create a context of visual communication supportive of the story narrative.

Prerequisite(s): PROD 726.

PROD 746 Draping as Design for Costume (5 Credits)

This course emphasizes the development of skills needed to create advanced shapes and designs directly on the dress stand rather than by using basic blocks or slopers. Students work with different fabric types to learn the use and manipulation of fabric and to learn the variations in fitting procedures. Projects involve developing the conceptual process from the idea to the finished garment, including detailed renderings for construction. Demonstrations and discussions lead to methods suitable for contemporary production methods.

Prerequisite(s): PROD 726.

Attributes: Studio Elective Requirement

PROD 749 Production Design M.A. Final Project (5 Credits)

The final M.A. project is the culmination of the sum total of all work, learning and growth by the student over the course of study. The project demonstrates ability and mastery of the design concepts, theory and artistic development by the M.A. student.

Prerequisite(s): PROD 720 and minimum score of 5 in 'Graduate Prerequisite Test'.

Attributes: Studio Elective Requirement

PROD 750 Digital Visualization for Production Design (5 Credits)

Techniques for developing designs through the use of digital media are taught integrating different software. Computer-aided drafting uses industry-standard software. Digital rendering instruction uses a variety of graphic software. Previsualization integrates lighting as well as the dimensional form into the conceptualization, articulation and communication process with the production team.

Prerequisite(s): THED 720 or PROD 726.

Attributes: Studio Elective Requirement

PROD 756 Evolution of Production Design (5 Credits)

This course is an examination of the development of modern theories of production design. It investigates different responses to the problems of creating a vital performance event in the context of an ongoing evolution of performance by looking at the contributions of significant theorists, designers and movements. This course develops the student's aesthetic choices through the analysis and criticism of well-known and exemplary production designers and theories.

PROD 757 Lighting Design Documentation and Communication (5 Credits)

This course combines the skills of documentation and communication with the complexity of advanced design in order to achieve a final lighting design product. Light plots, spreadsheets, databases and portfolio-quality presentations are produced by students in order to prepare them for assistant, associate and design positions.

Prerequisite(s): PROD 726.

Attributes: Studio Elective Requirement

PROD 761 Set Decoration and Props for Entertainment (5 Credits)

A production designer's visual vocabulary encompasses the design of props and set decorations in service of the overall design. Through period research and script analysis, students design and fabricate set dressings and props for characters and the spaces they inhabit.

Prerequisite(s): PROD 750 or PROD 745.

Attributes: Studio Elective Requirement

PROD 762 Production Design Studio II: Design Development (5 Credits)

In this course, students produce design materials in their area of specialization and participate in the execution of these designs for practical projects. Emphasis is placed on developing an in-depth process of analysis and translation of information in a storyline to descriptive performance pictures. The importance of developing the student's ability to collaborate with fellow designers and directors is stressed. Students explore the actualization of these ideas in a variety of performance media.

Prerequisite(s): PROD 726.

Attributes: Studio Elective Requirement

PROD 770 Professional Practices in Production Design (5 Credits)

Students experience the development of complex production strategies, the process of communication with production shops and the professional standards necessary to work in the entertainment industry. Emphasis is placed on refining and clarifying the communication process. Projects are tailored to the discipline of the student.

Prerequisite(s): THED 720 or PROD 762.

Attributes: Studio Elective Requirement

PROD 772 Production Design Studio III: Implementation (5 Credits)

A design for a single complex narrative production involving advanced scenic, lighting and/or costume visual solutions for a live performance or film culminates in the completion of a complete, fully articulated package of presentation materials. It explores the use of various presentation techniques including both two- and three-dimensional options and materials utilized in several performance media to create a visual narrative. A discipline-specific, portfolio-quality presentation materials package is developed during this course.

Prerequisite(s): PROD 745 and PROD 762.

Attributes: Studio Elective Requirement

PROD 779F Graduate Field Internship (5 Credits)

Students in this course undertake a field assignment under the supervision of a faculty member.

PROD 779T Graduate Teaching Internship (5 Credits)

Students in this course undertake a teaching assignment under the supervision of a faculty member.

PROD 790 Production Design M.F.A. Thesis (5 Credits)

The production design M.F.A. degree program culminates with completion of a graduate-level thesis that presents a mature, resolved body of work, and demonstrates advanced professional competence through mastery of the technical, creative and aesthetic elements of the discipline. Based on original research, ideation and concept development, students earning an M.F.A. in production design create an original body of work that presents a personal aesthetic sensibility and makes an original, creative contribution to the professional disciplines of film, television and live entertainment.

Prerequisite(s): minimum score of 6 in 'Graduate Prerequisite Test'.

School of Film and Acting

SFLM 560 Collaborative Experiences in the School of Film and Acting (5 Credits)

Students from a variety of disciplines within the School of Film and Acting work as a team to research, conceptualize and develop creative solutions for current design challenges. Specific projects vary from quarter to quarter. [This course may be taken up to three times for credit.]

Attributes: Business-focused elective; Studio Elective Requirement

SFLM 580 Legends and Legacies (5 Credits)

In this high-impact studio, students collaborate with iconic artists and cultural trailblazers across film, acting, music, and related disciplines. Through immersive masterclasses, mentorship, and live creative sessions, they gain rare access to world-class innovators—translating insight into bold, original work that bridges craft, vision, and legacy.

Sound Design

SNDS 101 Sound for Film and Television (5 Credits)

This course introduces sound designers and filmmakers to the unique contributions that dialogue, sound effects and music bring to film and television. Students develop an applied understanding of the workflow and practices associated with soundtrack development. This course promotes effective collaboration between audio and video professionals. Students apply their knowledge and skills in the development of a basic soundtrack for live action film or television.

Attributes: Studio Elective Requirement

SNDS 102 Sound for Animation and Games (5 Credits)

This course introduces sound designers, animators and game developers to the unique contributions that dialogue, sound effects and music make to animation and interactive games. Students develop an applied understanding of the aesthetics, workflow and practices associated with animation and interactive games. This course promotes effective collaboration between audio and video professionals. Students apply their knowledge and skills in the development of a complete soundtrack for animation or in the development of assets for an interactive game.

Attributes: Studio Elective Requirement

SNDS 110 Fundamentals of Audio (5 Credits)

This course provides the building blocks for the study and practice of sound design. A wide range of topics are introduced including the physics of audio, synthesis, digital audio, basic engineering, ear training and desktop applications. Students develop an extensive lexicon associated with sound for media.

Attributes: Studio Elective Requirement

SNDS 125 Sound in Media (5 Credits)

The cultural impact of sound in media is explored from the creation of Edison's wax cylinder to the emerging technologies found in cutting-edge workflows. The development of sound technology and its influence on various media is examined from both a technical and aesthetic perspective.

SNDS 203 Field Sound Effects Recording (5 Credits)

This course focuses on techniques used to record and manage original sound effects (SFX) libraries. Students are introduced to specialized field recording equipment and gain staging and microphone theory.

Prerequisite(s): (SNDS 101; SNDS 102; SNDS 201 or SNDS 205) and SNDS 110 and (SNDS 125 or SNDS 225).

Attributes: Studio Elective Requirement

SNDS 206 Production Audio (5 Credits)

This course provides a thorough foundation for recording dialogue on film and television productions, both on set and in the field. The course progresses through single- and double-system audio acquisition, utilizing industry-standard microphones, recorders and mixers.

Prerequisite(s): FILM 100; SNDS 101; SNDS 201; SNDS 102 or SNDS 205.

Attributes: Studio Elective Requirement

SNDS 208 Immersive Sound Design (5 Credits)

Sensory environments engage and elevate how audiences experience immersive content. In this course, students investigate how multi-dimensional sound realities—including auditory perception, active listening and audio spatialization—enhance and manipulate immersive reality experiences.

Prerequisite(s): DIGI 130 or CMPA 110.

Attributes: Studio Elective Requirement

SNDS 212 Music for Media (5 Credits)

Students examine the relationship between music and visual media by exploring the roles of music supervisor, music editor and composer. Students learn how to spot and edit music to moving images, while developing the vocabulary needed to collaborate with directors, producers and composers.

Prerequisite(s): SNDS 101; SNDS 102; SNDS 201 or SNDS 205.

SNDS 223 Sound Editing (5 Credits)

Sound editing explores a comprehensive set of skills used by sound editors and sound designers in the development of the sound effects stem. These include specialized editing skills, signal flow and signal processing. These skills are complemented by the exploration of advanced principles of sound design and basic ear training.

Prerequisite(s): SNDS 101 or SNDS 102.

Attributes: Studio Elective Requirement

SNDS 308 Sound Art (5 Credits)

Students explore sound as a distinct fine art through the design, implementation and presentation of unique projects and installations. Experimental signal processing and progressive approaches to audio presentation are also fostered.

Prerequisite(s): SNDS 223.

Attributes: Studio Elective Requirement

SNDS 309 Modular Synthesis (5 Credits)

Students explore sound synthesis modularity in both the analog and digital domain, as well as learn basic programming skills in order to build their own sound synthesis environments. Concepts developed in this course inform the process of creating sound art and sound for game audio.

Prerequisite(s): SNDS 223.

Attributes: Studio Elective Requirement

SNDS 312 ADR and Voice-over (5 Credits)

This course develops the foundation for all forms of studio recording. Students explore specific techniques associated with automated dialogue replacement (ADR) and voice-over. Students work with directors and producers to develop a variety of film, television, radio, online and interactive game content.

Prerequisite(s): SNDS 101; SNDS 201; SNDS 102 or SNDS 205.

Attributes: Studio Elective Requirement

SNDS 313 Dialogue Editing (5 Credits)

This course focuses on editing and pre-dub techniques specific to production dialogue, ADR and voice-over. Students develop an ear for sonic issues and an eye for synchronization. File management skills are also emphasized along with the delivery requirements for the mix stage.

Prerequisite(s): SNDS 101 or SNDS 102.

Attributes: Studio Elective Requirement

SNDS 314 Music Sequencing (5 Credits)

This course provides students with comprehensive skill sets used in contemporary digital music production and the integration of digital music sequencing into traditional music production workflow. Topics covered include sound synthesis, electronic instrument development, advanced sequencing and MIDI mockup techniques.

Prerequisite(s): SNDS 101; SNDS 201; SNDS 102 or SNDS 205.

Attributes: Studio Elective Requirement

SNDS 322 Foley Production Techniques (5 Credits)

This course develops the skills and aesthetic associated with Foley production for all types of media production. Students learn and practice the roles of supervising Foley editor, Foley mixer and Foley artist. This course also has a strong practicum component, addressing the needs of the current film, animation and interactive game industries.

Prerequisite(s): SNDS 312 or SNDS 320.

Attributes: Studio Elective Requirement

SNDS 343 Make Yourself Audible: Professional Practices for Sound Designers (5 Credits)

Students receive a comprehensive overview of the professions and career-paths available within the field of sound design. Students learn how to devise professional and engaging cover letters, resumes, demo reels, and websites tailored to their areas of interest. Strengthening their communication and interview skills, students connect with a variety of professionals to launch their careers in sound design.

Prerequisite(s): SNDS 223 and (SNDS 313 or SNDS 345).

Attributes: Business-focused elective

SNDS 402 Music Production (5 Credits)

This course develops skill sets associated with the roles of assistant engineer, recording engineer and music mixer. Students develop a variety of approaches for recording a rhythm section and vocals. Students gain experience mixing on a large format console utilizing a variety of supporting technologies. Each student is responsible for securing talent and developing or acquiring their own music projects. The use of cloud collaboration as a source of projects and talent is explored and encouraged.

Prerequisite(s): SNDS 314.

Attributes: Studio Elective Requirement

SNDS 403 Sound Design Collaboration (5 Credits)

This course builds on the foundations of design theory and practice established in previous dialogue, sound effects and music courses. Students advance their skills while practicing various roles through collaborative projects. Advanced editing and signal processing are presented through hands-on activities. Class projects address film, television, animation and interactive game media.

Prerequisite(s): SNDS 313 or SNDS 345.

Attributes: Studio Elective Requirement

SNDS 409 Game Audio Design (5 Credits)

The development of game audio in this course contextualizes sound design theory and practice for game development. Special attention is given to non-linear audio, audio compression and unique delivery requirements.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Studio Elective Requirement

SNDS 419 Stereo Mixing (5 Credits)

The art of mixing music in stereo is explored and practiced. Advanced ear training skills are developed to facilitate the use of advanced signal processing. Students also develop skills utilizing a large mixing console.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Studio Elective Requirement

SNDS 429 Multi-channel Mixing (5 Credits)

This course exposes students to the technical and aesthetic considerations involved in mixing music, film and television in multi-channel formats. Students learn advanced session optimization and signal flow to develop a mix from pre-dubs to printmaster. Students mix in 5.1 and 7.1 developing final assets for digital cinema package authoring.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Studio Elective Requirement

SNDS 440 Sound Supervision (5 Credits)

Sound supervision focuses on the development and management of a sound design team for audio postproduction for live action narrative, documentary and animation projects. In addition to dialogue and sound effects, the development of score and mix are also addressed.

Prerequisite(s): SNDS 403 or SNDS 316.

Attributes: Business-focused elective; Studio Elective Requirement

SNDS 479 Undergraduate Internship (5 Credits)

Internships offer students valuable opportunities to work in a professional environment and gain firsthand experience to help them prepare for careers. In an approved internship setting, a student typically spends one quarter working with an on-site professional supervisor and a faculty internship supervisor to achieve specific goals and objectives related to the program of study.

SNDS 501 Sound Mixing Aesthetics and Practice (5 Credits)

From iconic film scores to explosive space battles to the impassioned cry of a lost soul, sound mixers envelop audiences in the action, emotion and drama of cinematic storytelling. Students investigate and apply the cutting-edge recording, mixing and re-recording techniques used by industry professionals to complete the final mix. Students experience workflows and take on multiple roles in the creation of production audio, studio dialogue and sound effects for film, television and gaming.

Attributes: Studio Elective Requirement

SNDS 502 Sound Editing Artistry and Practice (5 Credits)

From a busy city street to the hushed wind of desert plains, sound editors layer, sculpt and create the sonic tapestries that transport audiences to imaginary yet believable worlds. Students in this course learn the artistry and practice of sound editing as it applies to film, game development, animation and other professions. Through exploring the unique roles of dialogue, music and sound effects, students learn to orchestrate levels of human perception, using sharp trained ears to create seamless soundscapes.

Attributes: Studio Elective Requirement

SNDS 503 History and Modern Trends in Sound Design (5 Credits)

Sound is an integral part of how audiences experience content — from video games to film and television to theme parks and attractions. Through the study of historical and contemporary sound design practices, students in this course learn to navigate the changing technological landscape of sound in entertainment. Students enhance their aesthetic sensibility and follow industry-standard workflows in audio postproduction.

Attributes: Studio Elective Requirement

SNDS 701 Sound Design for Film and Video (5 Credits)

This course examines audio production techniques, technologies and aesthetics related to the development of a compelling soundtrack. Students receive training in all phases of digital sound recording, editing and mixing. Students work with industry-standard location and field recording equipment. In addition, they learn advanced editing and mixing techniques associated with digital audio workstations.

Attributes: Studio Elective Requirement

SNDS 705 Production Mixing (5 Credits)

Mixing audio on set requires advanced skills and experience with film and television productions. This course places an emphasis on multi-channel mixing, as well as playback issues with music video production and large event coverage. Through in-depth and hands-on work, students gain essential insights and skill.

Attributes: Studio Elective Requirement

SNDS 729 Theory and Practice in Sound Design (5 Credits)

This course emphasizes the use and developments of sound in historic and contemporary media. Through analysis of the interrelationship between sound, culture and media theory, students develop a vocabulary for describing, and thereby begin to understand, the complexities of sound in media. Small research projects throughout the quarter give students an opportunity to develop the skills necessary for successful completion of the written component of sound design thesis project. The research projects are complimented by short studio projects that interpret topics discussed in class.

SNDS 730 Scoring to Picture (5 Credits)

The development of music cues for media requires specialized scoring skills. Students learn to edit and license pre-existing music. Through analysis of existing soundtracks, students develop an understanding of the function of music in narrative forms.

Attributes: Studio Elective Requirement

SNDS 734 ADR and Foley Mixing (5 Credits)

Through in-depth study and hands-on learning, students gain exposure to the techniques and workflow associated with ADR and Foley production. Students manage and record ADR and Foley sessions for a variety of exciting media productions.

Attributes: Studio Elective Requirement

SNDS 737 Game Audio Design (5 Credits)

Essential to any successful game, effective audio design relies on advanced production and editorial skills unique to game audio. In this course, students cut, design and prepare dialogue, SFX and music for use in cinematics and game play. Emphasis is placed on collaboration and creating a design approach that supports the vision of the game developer.

Attributes: Studio Elective Requirement

SNDS 741 Sound Effects and Dialogue Editing (5 Credits)

This course actively confronts the unique challenges and opportunities of editing dialogue and SFX for narrative media. Students delve into rigorous study of the selection, design and editing techniques associated with the development of design elements. Students develop exceedingly strong dialogue editing skills by manipulating production audio and ADR, while gaining essential, advanced, professional experience.

Attributes: Studio Elective Requirement

SNDS 743 Postproduction Methodologies (5 Credits)

Students gain specialized experience in postproduction methodologies. The needs of a large media project are evaluated by students, and a workflow, budget and schedule are designed to facilitate the project. Acting as supervising sound editors for original films, students assemble and lead teams of sound editors culminating in a complete soundtrack.

Attributes: Studio Elective Requirement

SNDS 749 Sound Design M.A. Final Project (5 Credits)

Essential to career preparation, this course focuses on the development of final project and supporting paper. The project represents the culmination of the student's progress throughout the program and demonstrates specialization and mastery fostered during participation in the program and includes both written and studio components.

Prerequisite(s): minimum score of 5 in 'Graduate Prerequisite Test'.

Attributes: Studio Elective Requirement

SNDS 752 Advanced Studio Recording (5 Credits)

Through advanced study, this course facilitates the development of music projects that are not tied to narrative media. Students work in a professional studio developing advanced recording techniques and workflow for a variety of styles of music and instrumentation, fostering skills integral to outstanding studio recording.

Attributes: Studio Elective Requirement

SNDS 755 Sound Design M.F.A. Studio (5 Credits)

This course provides students a forum for developing a topic for their M.F.A thesis. Students propose projects that facilitate further exploration in their chosen area of specialization. Topics and related resources are critiqued on a regular basis to provide feedback necessary for shaping a working thesis.

Attributes: Studio Elective Requirement

SNDS 756 Sound Art and Installation (5 Credits)

This course allows students to explore experimental and non-commercial approaches to sound. Innovative practices are fostered through advanced signal processing techniques, alternative exhibition formats and critical review of previous work in sound art.

Attributes: Studio Elective Requirement

SNDS 761 Audio Signal Processing (5 Credits)

Through advanced study and hands-on application, students develop skills in design, installation and the operation of advanced audio systems in this course. Students study audio systems found in live venues as well as in controlled studio environments. Students also learn how to evaluate recording and performance spaces and diagnose common problems associated with these environments.

Attributes: Studio Elective Requirement

SNDS 762 Advanced Modular Synthesis (5 Credits)

The art of sound synthesis is explored as applicable to sound design and music production in both the analog and digital domains. Students develop a thorough understanding of signal flow in an audio network. Modularity is discussed as a conceptual framework for creative problem-solving throughout the course.

Attributes: Studio Elective Requirement

SNDS 764 Electronic Music Production (5 Credits)

Students learn how to develop electronic music through the use of MIDI, synthesis and sampling technologies. Students explore the historic impact of electronics in sound arts. Students apply this knowledge in the creation of soundscapes for narrative and experimental work.

Attributes: Studio Elective Requirement

SNDS 776 Surround Sound for Media (5 Credits)

Multi-channel mixing takes a vital approach to the emerging trends in media exhibition. Students develop different workflows and aesthetics for music, film, television and game projects through rigorous, graduate-level study. An emphasis on the development of advanced control surface techniques and systems calibration is integral to the highly sophisticated career preparation students receive.

Attributes: Studio Elective Requirement

SNDS 779F Graduate Field Internship (5 Credits)

Students in this course undertake a field assignment under the supervision of a faculty member.

SNDS 779T Graduate Teaching Internship (5 Credits)

Students in this course undertake a teaching assignment under the supervision of a faculty member.

SNDS 790 Sound Design M.F.A. Thesis (5 Credits)

This is the culmination of the expertise and mastery developed during the course of the sound design graduate experience. The thesis consists of a single work representative of the specialization fostered during participation in the program. A written component demonstrates the research informing the development and philosophy of the work itself.

Prerequisite(s): SNDS 755 and minimum score of 6 in 'Graduate Prerequisite Test'.