2022-2023 COURSE CATALOG

Supplement to 2022-2023 Columbia College Hollywood Institutional Catalog
Effective August 15, 2022

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

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COURSES BY AREA OF STUDY

ACTING

C-ACTG110 ACTING I
ACTG11 ACTING I
3 semester credit hours
Prerequisites: C-FILM101 or FIM101 Production Fundamentals or C-FILM101S Production Fundamentals Seminar
Introduces the craft of acting both broadly and with an emphasis on its role in filmmaking, as directly related to the personal and social values of the individual practitioner. Students engage in basic acting experiences, including individual and duo scene preparation and performance. Incorporates techniques of movement, voice, and speech as applied on camera and on stage. Also provides an overview of the history of acting on stage and screen.

ACTG310 ACTING II: MOVEMENT AND VOICE
4 quarter credit hours
Prerequisites: C-ACTG110 or ACTG110 Acting I
Incorporates dance, bodywork, vocal and acting exercises to build upon the tools and techniques introduced in Acting I. Students develop the ability to integrate techniques organically. Course exercises culminate in student performances.

ACTG315 TOPICS IN SPEECH AND VOICE
4 quarter credit hours
Prerequisites: C-ACTG310 Acting II: Movement and Voice
Gives students an overview of voice and speech issues faced by actors. Students improve vocal production by releasing tension, connect to their breath, and open their voice's natural resonance. Coursework provides an introduction to the elements of diction, with exercises that contribute to the actor's goal of overall clarity and efficiency in speech. Using poetry, dramatic works, and voiceover content, including commercial copy and animation scripts, the course provides the actor with a basis for the dynamic use of language in production.

C-ACTG315 CHARACTER DEVELOPMENT
ACTG330 ACTING III: CHARACTER DEVELOPMENT
3 semester credit hours
Prerequisites: C-ACTG110 or ACTG110 Acting I
Imparts skills and techniques for developing multi-dimensional characters. Students explore methods to create characters with back-stories, inner conflicts, and motivations while navigating the casting and rehearsal process. Coursework also emphasizes script analysis techniques geared toward practical cold readings.

C-ACTG320 ACTING FOUNDATIONS & THEORY
ACTG320 ACTING FOUNDATIONS & THEORY
3 semester credit hours
Prerequisites: C-ACTG110 or ACTG110 Acting I
Imparts a critical understanding of the art of acting and its relationship to dramatic arts as a whole. Students analyze and compare acting theories and methodologies in historical and global contexts while exploring a broad range of established approaches to the dramatic interpretation of a script. Coursework may include research and regular reading assignments, quizzes, exams, and writing assignments.

ACTG338 TV COMMERCIAL ACTING
4 quarter credit hours
Prerequisites: ACTG330 Acting III: Character Development
An in-depth exploration of commercial casting and acting. The course covers fundamentals of slating, analyzing story boards, reading from cue cards, and improvising scenes for auditions. Students spend time working on-camera and critique the performances.

ACTG340 IMPROVISATION TECHNIQUES
4 quarter credit hours
Prerequisites: ACTG310 Acting II: Movement and Voice
Develops techniques for improvisational acting for scripted film work. Through theater games and exercises and filming of scenes in class, students hone the ability to act instinctively and allow active choices to create collaboration.

C-ACTG385 ADVANCED SCENE STUDY FOR CAMERA
ACTG380 ADVANCED SCENE STUDY FOR CAMERA
3 semester credit hours
Prerequisites: C-ACTG315 Character Development or ACTG330 Acting III: Character Development
Develops advanced techniques and methods for auditioning and acting for the camera. By reading and interpreting existing texts by familiar screenwriters, students expand and refine their range with established methods of cinema production and performing on camera. Coursework includes coverage, scene breakdowns, and analysis of existing scenes from the actor's perspective.

C-ACTG390 ORIGINAL SCENES AND MATERIAL
ACTG390 ORIGINAL SCENES AND MATERIAL
3 semester credit hours
Prerequisites: C-ACTG315 Character Development or ACTG330 Acting III: Character Development
Challenges advanced students to apply acquired acting skills and knowledge creatively. Students write and perform original scenes and monologues. The course culminates in an original one-person piece that is filmed and edited to become material for the student's professional reel.

ANIMATION

V-ANIM201 STORYBOARDING FOR VFX & ANIMATION
ANIM201 STORYBOARDING FOR VFX & ANIMATION
3 semester credit hours
Prerequisites: G-ARTD111 or ARTD111 2D Image Manipulation
An introduction to industry-standard storyboarding techniques and practices for visual effects and animation. Topics include storyboard formats, terminology, concepts used in the creation of dynamic and effective storyboards, and an introduction to previsualization. Students work both traditionally and digitally in addition to bringing their storyboards to life through animatics.

V-ANIM213 3D ANIMATION I
ANIM213 3D ANIMATION I
3 semester credit hours
Prerequisites: V-MODL213 or MODL213 3D Modeling I
A hands-on introduction to basic 3D animation techniques and the 12 principles of animation. Topics include setting keyframes, working with function curves, working with curve tangencies, animating basic character performance, and creating walk cycles.

V-ANIM219 MOTION DESIGN I
ANIM219 MOTION DESIGN I
3 semester credit hours
Prerequisites: G-ARTD111 or ARTD111 2D Image Manipulation
This introductory course explores the foundational conceptual and technical skills of motion design, with an emphasis on 3D animation and compositing in type-based and abstract contexts. Students become familiar with multiple styles and commercial applications of motion graphics, including broadcast, entertainment, and advertising. Coursework involves designing short sequences from concept, to storyboards, to finished animation.

ANIM300 MOTION CAPTURE I
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM213 or ANI213 3D Animation I
Explores the fundamentals of capturing and editing motion capture data. Using industry-standard motion capture equipment, students learn to capture single character performances and multiple character performances at one time. Coursework covers techniques used to clean, edit, and refine captured motion data and prepare motion capture data for export to a variety of software packages for use in film, TV, and video games.

ANIM303 PREVISUALIZATION
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM213 or ANI213 3D Animation I
Intermediate exploration of the concepts, workflow, and terminology of previsualization. Students use a variety of digital software to create visual effects previsualizations, produce 3D animated sequence blueprints, and assemble advanced 3D animatics. Emphasis is placed on planning techniques for on-set visual effects shots, visualization techniques for motion capture on the set, and incorporating 3D scanning into the previsualization pipeline.

ANIM310 2D ANIMATION I
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM219 or ANI219 Motion Design I
An introduction to 2D animation. Using industry standard animation software, students create 2D animation through both straight-ahead and pose-to-pose approaches. Coursework emphasizes employing the 12 principles of animation to create animation from storyboard to completed 2D render. Focuses on both character performance-based animation as well as storytelling for animation.

V-ANIM313 3D ANIMATION II
ANIM313 3D ANIMATION II
3 semester credit hours
Prerequisites: V-ANIM213 or ANIM213 3D Animation I
An intermediate exploration of the creation of 3D animation. Emphasizes character-based animation with a focus on acting and performance. In additional to bipedal and quadrupedal character animation, students are introduced to the concepts and techniques behind facial animation and lip sync animation. Using materials such as recorded dialogue, storyboards, and animatics, students produce a final, character-driven animated piece.

ANIM319 MOTION DESIGN II
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM219 or ANI219 Motion Design I
Advanced study of motion graphic design. Students become well-versed in the communicative and expressive potential of color, shape, and typography in motion. Coursework emphasizes research, teamwork, and technical proficiency.

ANIM353 RIGGING I
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM213 or ANI213 3D Animation I
An introduction to the concept of rigging in a 3D space. Using industry-standard software and modern techniques, students construct rigs for use in film, animation, and video games. Coursework includes working with joints, FK & IK setups, constraints, and basic scripting in order to create animatable rigs. Emphasis is placed on rigging organic bipedal characters with an introduction to rigging hard surface models.

ANIM400 MOTION CAPTURE II
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM300 or ANI300 Motion Capture I
An intermediate, continued exploration of capturing and editing motion capture data. Using industry-standard motion capture equipment, students capture more intricate motions, including motion from human hands and fingers, and work with capturing and editing facial motion data. Coursework includes using advanced retargeting setups to transfer motion capture data to a variety of characters of different shapes and sizes.

ANIM401 SPECIAL TOPICS IN ANIMATION
3 semester credit hours/4 quarter credit hours
Prerequisites: Dept Approval
An in-depth exploration into a specific topic related to the field of digital 3D animation. Topics vary from term to term covering both current trends in the 3D animation fields as well classical and historical forms of animation that still have relevance in the industry today.

ANIM413 3D ANIMATION III
3 semester credit hours/4 quarter credit hours
Prerequisite: ANIM313 or ANI313 3D Animation II
Advanced study of 3D animation focused on professional quality character and creature-based animation. Working from storyboards to final rendered piece, each student creates a feature film-quality animated sequence displaying believable performances and dialog. Coursework focuses on the subtlety of acting and emotion when bringing life to both photo realistic and stylized characters. Heavy emphasis is placed on animating creatures with anatomically correct movement, accounting for secondary motions such as fat, muscle, and the illusion of flesh and tissue sliding over bone.

CINEMATOGRAPHY

C-CINE110 CINEMATOGRAPHY I
CINE110 CINEMATOGRAPHY I
4 semester credit hours
Prerequisites: C-FILM101 or FILM101 Production Fundamentals or C-FILM101S Production Fundamentals Seminar + C-FILM 105 or FILM105 Visual Storytelling
Introduces the essentials of cinematography. Students explore the role of the cinematographer, the fundamentals of light and exposure, the principles of optics, and the rules of composition and camera movement. Students also learn how cinematographers use light and camera to contribute to the visual grammar of film and become well-practiced with on-set safety protocols though in class shooting exercises. Film and digital cameras used in subsequent courses are introduced. Coursework includes in-class exercises, exams, hands-on demonstration of proficiency, and homework assignments.

CINE310 STUDIO LIGHTING
3 semester credit hours/4 quarter credit hours
Prerequisites: CINE110 or CIN110 Cinematography I
An intermediate examination of the role of the grip and electric departments in the filmmaking process. Students become well-versed in grip and lighting equipment used in a controlled studio environment. Coursework includes hands-on grip and lighting exercises, creation of lighting diagrams, exams and homework assignments.

C-CINE320 CINEMATOGRAPHY II
CINE320 CINEMATOGRAPHY II
3 semester credit hours
Prerequisites: C-CINE110 or CINE110 Cinematography I
Intermediate-level training is applied in image control for cinematic applications. Students hone skills in lighting, exposure control, camera operation, designing lighting plots and blocking scenes with a director. Advanced applications with grip and lighting equipment are practiced in a controlled studio environment. Coursework includes in-class shooting assignments, screening dailies, scene recreations, and critical evaluations of the work of notable cinematographers.

CINE325 VISUAL FX & GREEN SCREEN CINEMATOGRAPHY
3 semester credit hours/4 quarter credit hours
Prerequisites: CINE320 or CIN320 Cinematography II
An introduction to the challenges and possibilities of shooting with a green screen. Students gain hands-on experience shooting for various visual effects applications as well as an overview of the post-production processes required to complete them. Coursework includes group production projects as well as individual research and writing.

CINE330 CAMERA FOUNDATIONS
3 semester credit hours/4 quarter credit hours
Prerequisites: CINE110 or CIN110 Cinematography I
Essential training in the duties and performance of the professional camera department. Students leave the course knowing how to perform the essential duties of all camera department positions. Coursework includes in-class exercises, exams, hands-on demonstrations of proficiency, and homework assignments.

C-CINE340 CINEMATOGRAPHY ON LOCATION
CINE340 CINEMATOGRAPHY ON LOCATION
3 semester credit hours
Prerequisites: C-CINE320 or CINE320 Cinematography II
Advanced cinematography training in practical, real-life locations emphasizing exteriors. Narrative and documentary-style approaches are addressed as students become familiar with tracking and using the sun to control the quality and design of light in exterior shooting situations. Students become well-versed in grip and lighting equipment used in a location as well as within a studio environment. Coursework includes hands-on grip and lighting exercises, creation of lighting diagrams, exams, and still photo and homework assignments.

C-CINE380 CINEMATOGRAPHY III
CINE380 CINEMATOGRAPHY III
3 semester credit hours
Prerequisites: C-CINE320 or CINE320 Cinematography II
Advanced study of the creative, technical, and managerial skills essential to the professional cinematographer in each stage of production (pre-production, production, and post-production). Students gain proficiency with advanced imaging formats suitable for feature film and/or broadcast television production. They cultivate a unique visual style from conception to on-set execution and post-production finishing. Coursework includes in-class exercises, script breakdown, budgeting, and written film analyses.

C-CINE390 THE MOVING CAMERA
CINE390 THE MOVING CAMERA
3 semester credit hours
Prerequisites: C-CINE320 or CINE320 Cinematography II
Focuses on the aesthetic and practical issues of the moving camera, including the why, when, and how. Students become familiar with various methods and industry-standard tools for moving the camera through in-class exercises and analysis of films. Coursework may include written assignments, in-class exercises, and homework assignments.

COMPOSITING

V-CMPX214 COMPOSITING I
CMPX214 COMPOSITING I
3 semester credit hours
Prerequisites: G-ARTD111 or ARTD111 2D Image Manipulation
An introduction to the concepts, techniques, and vocabulary of compositing for visual effects. Coursework covers techniques such as rotoscoping, match-moving, chroma keying, and layering footage. Using industry-standard compositing software, students work with multiple channels to create photorealistic composites.

CMPX310 ON SET VFX I
3 semester credit hours/4 quarter credit hours
Prerequisite: CMPX214 or COM214 Compositing I
A comprehensive study of the role visual effects play on the film set. Hands-on, practical coursework includes working with green screens, physical lights, cameras, and props. Students learn to set up tracking markers and plan for camera tracking and motion control. Heavy emphasis is placed on planning and making use of previsualization data to execute a successful visual effects shoot.

CMPX314 COMPOSITING II
3 semester credit hours/4 quarter credit hours
Prerequisite: CMPX214 or CMP214 Compositing I
An intermediate study of compositing for film, TV, and animation. Coursework begins with 2D node-based compositing and expands into 3D node-based compositing. Emphasis is placed on digital actor augmentation, set extensions, digital plate cleanup, and advanced tracking and match moving techniques.

V-CMPX333 LIGHTING & RENDERING I
CMPX333 LIGHTING & RENDERING I
3 semester credit hours
Prerequisite: V-MODL213 or MODL213 3D Modeling I
An introduction to lighting and rendering in a 3D environment. Using industry-standard 3D content creation software and rendering engines, students light, shade, and render 3D models. Emphasis is placed on both photorealistic and stylized rendering and shading. Students also learn to output render passes for use in compositing for film and animation.

CMPX401 SPECIAL TOPICS IN COMPOSITING
3 semester credit hours/4 quarter credit hours
Prerequisites: Dept Approval
An in-depth exploration into a specific topic related to the field of digital compositing. Topics vary from term to term covering both current trends in the digital compositing field as well classical and historical forms of matte painting and compositing that still have relevance in the industry today.

CMPX410 ON SET VFX II
3 semester credit hours/4 quarter credit hours
Prerequisite: CMPX310 or CMP310 On Set VFX I
An advanced, hands-on course in which students work on set to plan and execute preparation for advanced visual effect shots. Heavy emphasis is placed on combining previsualization techniques with other on-set visualization techniques, including motion capture and 3D scanning. Includes advanced instruction on lighting, collecting reference information, creating HDRi images, and working with motion control and in-camera special effects.

CMPX433 LIGHTING & RENDERING II
3 semester credit hours/4 quarter credit hours
Prerequisite: CMPX333 or CMP333 Lighting & Rendering I
An advanced exploration of digital lighting, shading, and rendering techniques. Students work with advanced shader setups for both organic and hard surfaces and objects. Practical coursework includes creating advanced multi layered shaders and render passes for complex visual effects shots and animated sequences. Emphasis is placed on working with multiple rendering engines to create effects such as refractions, caustics, global illumination, physically based shading, and ambient occlusion.

DESIGN ARTS

G-ARTD101 COLOR THEORY & PRACTICE
ARTD101 COLOR THEORY & PRACTICE
3 semester credit hours
Prerequisites: None
An introduction to the basic tenets of color perception and reproduction in the visual arts. Coursework includes hands-on projects requiring color mixing, value scales, and manipulating color in both analog and digital media. Readings and exercises provide familiarity with the psychological and physiological aspects of color.

G-ARTD111 2D IMAGE MANIPULATION
ARTD111 2D IMAGE MANIPULATION
3 semester credit hours
Prerequisite: None
Basic training in the manipulation of raster-based images. Students become familiar with the anatomy of a digital image and gain experience in industry-standard software-based image editing while continuing to hone their compositional abilities. Coursework includes projects, exercises, and assignments and covers topics including file management and output formats for various applications.

G-ARTD116 VECTOR GRAPHICS
ARTD116 VECTOR GRAPHICS
3 semester credit hours
Prerequisites: None
An introduction to creating, managing, and manipulating vector-based graphics using industry-standard software. Coursework introduces typography and builds on previous work with color, line, and shape to solve design problems. Projects develop technical proficiency in converting images to vector format, manipulating images and type within a vector format, and creating original vector art.

G-ARTD201 FIGURE DRAWING
ARTD201 FIGURE DRAWING
3 semester credit hours
Prerequisite: L-ARTS110 or ARTS110 Observational & Perspective Drawing
A practical application of principles and techniques of observation and perspective used to draw the human figure. Working with live models, students hone their skills with line, tone, and volume to create dynamic compositions. Coursework emphasizes gestures and considering observations from the live model. Additional readings and exercises are completed outside of class.

ARTD210 CHARACTER DESIGN
3 semester credit hours/4 quarter credit hours
Prerequisites: ARTD201or ARD201 Figure Drawing
Focuses on designing characters for film, animation, and video games. Students design characters based on existing source material as well as their original concepts with an emphasis on matching multiple styles, demographic based aesthetics, shape language, and psychology.

ARTD211 ENVIRONMENT CONCEPTING
3 semester credit hours/4 quarter credit hours
Prerequisite: ARTS110 or ARS110 Observational & Perspective Drawing
Focuses on fleshing out fully realized environment concepts. Using traditional drawing and digital painting software, students create environment concepts and maps, conceptualize buildings and structures, and design environments based on existing source materials as well as original ideas. All work is geared as concept art for creating environments in a 3D space for film, television, and video games.

ARTD212 MOTION GRAPHICS I
3 semester credit hours/4 quarter credit hours
Prerequisites: ARTD111 or ARD111 2D Image Manipulation
Introduction to the processes and techniques of motion design. Project-based coursework involves working from concept, design, and storyboard to animation and final output. Includes reading and writing assignments in addition to in-class and out-of-class exercises and assignments.

DIGITAL MARKETING

G-MRKT101 INTRODUCTION TO DIGITAL MARKETING
MRKT101 INTRODUCTION TO DIGITAL MARKETING
3 semester credit hours
Prerequisites: G-GDIM102 or GDIM102 Design Process
An overview of the integration between traditional and digital marketing. Explores how the various components of the digital marketing ecosystem affect customers at different points in the customer journey. Projects involve collecting and analyzing website and social media data using industry-standard analytics software and social media listening platforms. Coursework includes developing strategies for online data collection and analysis, then creating presentation deliverables summarizing the results.

MRKT241 SEARCH OPTIMIZATION
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED150 or IMD150 Web Development I
Explores basic strategies used to optimize web pages for search engine results and increased traffic. Topics include elements used to rank new and established web pages with targeted keywords including conducting keyword research and planning and optimizing on-page and off-page factors. Coursework includes optimizing new or existing websites for start-ups and large businesses.

MRKT271 MARKET RESEARCH
3 semester credit hours/4 quarter credit hours
Prerequisites: MRKT101 or MKT101 Introduction to Digital Marketing
An exploration of the process and methods employed by the market research industry. Examines how research validates market strategy and guides planning and forecasting within the business. Coursework involves collecting relevant information from target markets, employing research tools, and implementing protocol to identify opportunities in the marketplace. Projects include developing research strategy, determining market position, measuring brand reputation, and employing customer research to develop actionable marketing plans.

MRKT281 MOBILE AND THE CONNECTED CUSTOMER
3 semester credit hours/4 quarter credit hours
Prerequisite: MRKT101 or MKT101 Introduction to Digital Marketing
An introduction to mobile marketing. Topics include channel marketing, fundamentals of user experience design, the rise of mobile as a distributive channel, and harnessing mobile as an evolving digital marketing tool. Assignments include readings, lectures, discussions, case studies, article and report analyses, and online/in-class discussions to review how mobile relates to products and what it takes to reach customers in optimal ways through mobile devices. projects, presentations, and multimedia. Coursework includes hands-on projects and multimedia presentations. A final class project evaluates a real-world mobile application.

MRKT291 SOCIAL MEDIA MARKETING
3 semester credit hours/4 quarter credit hours
Prerequisite: MRKT101 or MKT101 Introduction to Digital Marketing
Intermediate survey of social media applications as predominant marketing channels for companies and organizations of all sizes. Focuses on results-based strategies for profitable marketing on social networks. Topics include measurement and analytics on social networks with a focus on the strategies to improve brand awareness, customer service, and positive word-of-mouth. Students work collaboratively to plan and execute a social marketing project.

MRKT322 CUSTOMER ENGAGEMENT AND DESIGN
3 semester credit hours/4 quarter credit hours
Prerequisites: MRKT281 or MKT281 Mobile and the Connected Customer
Advanced study of the principles of human-centered design and its application to products, product systems, and product environments to enhance the user experience. Examines strategies for researching consumers, creating user stories and customer journeys, providing effective engagement, and implementing products and services that incorporate user journeys and business touchpoints. Coursework may include research, user storytelling, and iterating and testing product prototypes for maximum customer engagement.

MRKT403 SOCIAL COMMUNITY MANAGEMENT
3 semester credit hours/4 quarter credit hours
Prerequisites: MRKT281or MKT281 Mobile and the Connected Customer
Advanced study of the art of monitoring, measuring, engaging, and communicating with enterprise customers through online discussion groups and social networks. Examines how social community managers improve a company's relationship with customers while acting as brand evangelists and community advocates. Coursework includes advanced techniques for using online communities for customer relations and methods used to find potential influencers and brand advocates in the online community. Assignments focus on the roles and responsibilities of a social community manager, practical day to day management of an online community, and maintaining the reputation of an organization in online networks.

DIGITAL MODELING

V-MODL213 3D MODELING I
MODL213 3D MODELING I
3 semester credit hours
Prerequisites: G-ARTD111 or ARTD111 2D Image Manipulation
An introduction to 3D space providing an in-depth focus on 3D modeling tools, techniques, and terminology. Using industry-standard 3D content creation software, students familiarize themselves with the fundamentals of a 3D working environment. Coursework develops skills in various types of polygon modeling, including organic, hard surface, and architectural, and focuses on creating models that lend themselves to a variety of fields including animated films, video games, and visual effects.

MODL237 DIGITAL SCULPTING I
3 semester credit hours/4 quarter credit hours
Prerequisites: MODL213 or MOD213 3D Modeling I
An introduction to the concept of digital sculpture for visual effects and animation. Using industry standard digital sculpting software, students work with additive and subtractive sculpting methods, subdivision methods, layers, and retopology. Students also learn the pipeline for using digital sculpting software with traditional digital content creation software.

V-MODL253 TEXTURING I
MODL253 TEXTURING I
3 semester credit hours
Prerequisites: V-MODL213 or MODL213 3D Modeling I
An introduction to the process of creating and working with multiple types of texture maps for 3D models and using UV mapping techniques for both organic and hard surface models. Students learn to use both 2D and 3D industry-standard texture painting software to create textures.

V-MODL313 3D MODELING II
MODL313 3D MODELING II
3 semester credit hours
Prerequisites: V-MODL213 or MODL213 3D Modeling I
An intermediate exploration of the techniques and tools used in 3D polygonal modeling. Coursework includes creating complex models for characters, vehicles, and architecture using digital sculpting tools and advanced modeling and UV mapping techniques.

MODL337 DIGITAL SCULPTING II
3 semester credit hours/4 quarter credit hours
Prerequisites: MODL237 or MOD237 Digital Sculpting I
Advanced study in the art of digital sculpture using highly advanced techniques and technology with a heavy emphasis on anatomy for a variety of character types. Coursework includes working with numerous styles ranging from photorealistic to simplified cartoon. Includes an introduction to creating hard surface models using digital sculpting software, working with 3D scan data, and employing advanced retopology methods for use in film, TV, and video games.

V-MODL338 REAL TIME ASSETS I
MODL338 REAL TIME ASSETS I
3 semester credit hours
Prerequisites: V-MODL313 or MODL313 3D Modeling II
An introduction to working with industry-standard real-time video game engines. Students work in the real-time game environment with a focus on optimizing, importing, and setting up 3D models. Emphasis is placed on creating textures and shaders, creating modular assets, and working with in-engine effects.

MODL353 TEXTURING II
3 semester credit hours/4 quarter credit hours
Prerequisites: MODL253 or MOD253 Texturing I
An advanced exploration of the process used to create texture maps for use on 3D models for film visual effects, animation, and video games. Students work with advanced texture creation with an emphasis on complex organic multi layered surfaces and gain exposure to advanced UV techniques, advanced 3D painting and shader building, and the process of working with textures for physically based renderers.

MODL375 RAPID PROTOTYPING
3 semester credit hours/4 quarter credit hours
Prerequisites: MODL213 or MOD213 3D Modeling I
An exploration of concepts and practices in rapid prototyping. Students learn to design specifically for physical 3D output and work with a variety of rapid prototyping technologies such as fused filament and stereolithography printing.

MODL401 SPECIAL TOPICS IN DIGITAL MODELING
3 semester credit hours/4 quarter credit hours
Prerequisites: Dept Approval
An in-depth exploration into a specific topic related to the field of digital 3D modeling. Topics vary from term to term covering both current trends in the 3D modeling and digital sculpting fields as well classical and historical forms of sculpture and 3D dimensional design that still have relevance in the industry today.

MODL413 3D MODELING III
3 semester credit hours/4 quarter credit hours
Prerequisites: MODL313 or MOD313 3D Modeling II
An advanced, in-depth exploration of the relationship and pipeline between digital 3D polygonal modeling and digital 3D sculpture. Topics include advanced pipeline techniques, advanced retopology, and work with 3D models that require multiple formats of final output.

MODL438 REAL TIME ASSETS II
3 semester credit hours/4 quarter credit hours
Prerequisites: MODL338 or MOD338 Real Time Assets I
A continued, advanced course focused on working with interactive game engines. Coursework includes setting up gameplay interactions with other characters and NPCs, setting up real-time visual effects, creating advanced lighting and advanced shaders, and packaging a game for use on various devices.

DIRECTING

C-DRTG110 DIRECTING I
DRTG110 DIRECTING I
4 semester credit hours
Prerequisites: C-FILM101 or FILM101 Production Fundamentals or C-FILM101S Production Fundamentals Seminar + C-SCRN110 or SCRN110 Screenwriting I
Examines the director's role throughout the filmmaking process. Students practice the essentials of directorial craft, such as analyzing scripts, communicating with actors, putting up scenes, basic blocking, and staging, and utilizing coverage patterns and shot lists. In-class instruction emphasizes collaboration, not only with actors but with the entire production team.

DRTG310 DIRECTING: INTERPRETIVE PROCESSES
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG110 or DRT110 Directing I
Develops the film director's craft to build the vision for a project and lead the creative team to an effective and successful execution of production plan. Focuses on preparation and the director's work prior to casting and production: analysis of the story, creation of interpretative foundations, and development of tone, style, and director's point of view.

C-DRTG320 DIRECTING II: CASTING THROUGH REHEARSALS
DRTG320 DIRECTING II: CASTING THROUGH REHEARSALS
3 semester credit hours
Prerequisites: C-DRTG110 or DRTG110 Directing I
Instills skills and techniques to guide a film through the casting and rehearsal processes confidently. Students will learn how to use the casting process to find the best actors for their movies, lead actors through the rehearsal process of building relationships, performances, and ready actors for filming.

DRTG330 DIRECTING III: PRE-PRODUCTION & PRODUCTION
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG320 or DRT320 Directing II: Casting through Rehearsals, FILM290 Production I: Short Film
Focuses on the director's role in pre-production and production. Student directors create shot lists, storyboards, floorplans, and creative breakdowns of a short narrative script, then utilize all narrative elements of *mise-en-scene* in production. Advanced on-set techniques and protocols are explored. Coursework includes analysis and breakdowns of great scenes.

C-DRTG335 THE DIRECTOR IN PRE-PRODUCTION
3 semester credit hours
Prerequisites: C-DRTG110 or DRTG110 Directing I
Focuses on a director's preparation before and during casting and pre-production. Script and character development, story analysis, and the crafting of tone, style, and point of view are emphasized. Students practice conceptualizing a project, articulating their vision to the creative team, and constructing and executing a production plan. Students work alone and with the crew to develop solutions to dramatic and practical problems. Each student develops, casts, rehearses, and shoots a short film outside of class in collaboration with a producer, which will be completed in C-DRTG360 by The Director in Post Production.

DRTG335 DIRECTING MUSIC VIDEO
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG330 or DRT330 Directing III: Pre-Production & Production or SNDX320 or SOU320 Aesthetics of the Motion Picture Soundtrack
An intermediate exploration of creative tools and techniques necessary to create music videos. Students learn how to analyze, produce, and direct their own 3- to 5-minute music video. Coursework also includes in-depth study of various videos and their elements.

DRTG336 DIRECTING COMEDY
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG330 or DRT330 Directing III: Pre-Production
An intermediate exploration of creative tools and techniques necessary to create comedy. Students learn the principles of comic timing and apply their knowledge by writing and directing one 5-7 minute short or scene. Coursework also includes in-depth study of various comedies and tropes.

C-DRTG340 DIRECTING ACTORS: ADVANCED TECHNIQUES
DRTG340 DIRECTING ACTORS: ADVANCED TECHNIQUES
3 semester credit hours
Prerequisites: C-DRTG320 or DRTG320 Directing II: Casting through Rehearsals
Imparts skills and techniques for realizing a director's creative vision through collaboration with actors. Students interpret scripted scenes, explore a range of established casting techniques, and engage in intensive scene work with actors. Coursework includes filming short scenes and a more substantive final project.

C-DRTG360 THE DIRECTOR IN PRODUCTION AND POST PRODUCTION
3 semester credits
Prerequisites: C-DRTG335 The Director in Preproduction or DRTG330 Directing III: Pre-Production & Production
Students acquire hands-on production experience utilizing professional protocols with cast and crew to shoot the film they developed in C-DRTG335. After principal photography, students edit their footage through the locked picture. Students further explore the role of the director in post-production by shooting pick-ups and re-shoots, directing actors in ADR, and overseeing sound design, color, visual effects, credits, and final mixes. Each student also develops a distribution plan for their film that includes festival and social media planning. Coursework includes analysis of specific films that illustrate various post-production techniques and director's cuts versus release cuts of great cinema.

DRTG380 DIRECTING IV: POST PRODUCTION
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG330 or DRT330 Directing III: Pre-Production & Production
Focuses on the role of the director after principal photography has wrapped. Students acquire hands-on experience with directing pick-ups and re-shoots, directing actors in ADR, and overseeing sound design, color, visual effects, credits, and final mixes. Students also develop a distribution plan for a film that includes festivals and social media. Coursework includes analysis of director's cuts vs release cuts of great films.

DRTG390 DIRECTING NON-FICTION
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG310 or DRT310 Directing: Interpretive Processes
Focuses on directing a wide range of non-fiction formats and genres, including reality, sports, news segments, and talk shows. Students develop an understanding of the various non-fictional arenas and gain expertise in the workflow required of the director. Coursework includes analyzing various non-fiction formats and developing, shooting, and editing a non-fiction project.

EDITING

C-EDIT110 EDITING FUNDAMENTALS
EDIT110 EDITING I
3 semester credit hours
Prerequisites: None
Provides basic training in the art and craft of editing. Students become familiar with the discipline's history and are introduced to the basics of non-linear editing and various other post-production processes. Students complete the course knowing the process of editing from organization to export, emphasizing the fundamental tools required to deliver a school assignment. Coursework includes in-class screenings, exams, hands-on projects, and writing exercises.

EDIT220 EDITING II
3 semester credit hours/4 quarter credit hours
Prerequisites: EDIT110 or EDT110 Editing I
Provides further training in the use of non-linear editing software and introduces students to the various other processes of post-production. Students complete the course knowing how to finish a short film project through picture lock to final delivery. Coursework emphasizes hands-on projects and technical proficiency.

C-EDIT330 INTERMEDIATE EDITING
3 semester credit hours
Prerequisites: C-EDIT110 Editing Fundamentals or EDIT110 Editing I
Provides hands-on experience with advanced techniques using professional editing software. Students learn narrative editing strategies and approaches, assistant editor responsibilities, various software packages, contemporary trends in the industry, the relationship between the director and editor, the producer and post-production supervisor's role, and professional conduct when editing and screening work.

EDIT330 EDITING III
4 quarter credit hours
Prerequisites: EDIT220 or EDT220 Editing II
Provides hands-on experience with advanced techniques using professional editing software. Students learn narrative editing strategies and approaches, assistant editor responsibilities, various software packages, contemporary trends in the industry, the relationship between the director and editor, the role of the producer and post production supervisor, as well as professional conduct when editing and screening work.

C-EDIT340 SOUND DESIGN FOR EDITORS
EDIT340 SOUND DESIGN FOR EDITORS
3 semester credit hours
Prerequisites: C-EDIT110 Editing Fundamentals or EDIT110 Editing I + C-SNDX110 or SNDX110 Sound Theory & Practice
Intermediate study of sound design and editing. Students produce in-depth and layered soundscapes in order to drive narrative and non-fiction projects. Coursework includes reading assignments, case studies, and projects that increase in depth and complexity as students develop their skills.

C-EDIT350 ADVANCED EDITING
3 semester credit hours
Prerequisites: C-EDIT330 Intermediate Editing or EDIT330 Editing III
Fine-tunes concepts learned in lower-level editing courses. Screenings and projects explore rhythm, pacing, shot selection, dialogue, montage, and continuity editing. Students also research and apply conventions for specific genres, including comedy, horror, drama, westerns, and action films. Documentary editing conventions are addressed in various forms, including interview, b-roll, and *cinema verite*.

EDIT350 EDITING IV
4 quarter credit hours
Prerequisites: EDIT330 or EDT330 Editing III
This advanced course fine-tunes concepts learned in lower-level editing courses. Rhythm, pacing, shot selection, dialogue, montage, and continuity editing are explored through screenings and projects. Students also research and apply conventions for specific genres, including comedy, horror, drama, westerns, and action films. Documentary editing conventions are addressed in their various forms, including interview, b-roll, and *cinema verite*.

EDIT360 MOTION DESIGN FOR EDITORS
3 semester credit hours/4 quarter credit hours
Prerequisites: EDIT220 or EDT220 Editing II
Advanced introduction to the tools and aesthetic craft of motion design. Software tools emphasize working with layers, objects, blend modes, parenting, and introductory animation. Aesthetic craft emphasizes design basics, color theory, and shot composition, as well as designing motion for emotional impact.

EDIT366 EDITING THE HORROR FILM
3 semester credit hours/4 quarter credit hours
Prerequisites: EDIT330 or EDT330Editing III
An introduction to an in-depth look at creating and mastering suspense via editing. Coursework includes viewing films, clips, and early rough cuts of movies in the genre. Students edit a professionally produced independent feature film in the horror genre and gain experience syncing, organizing, editing, and delivering a professional editor's cut of a feature-length project.

EDIT368 EDITING ANIMATION
3 semester credit hours/4 quarter credit hours
Prerequisites: EDIT330 or EDT330 Editing III
An intermediate examination of the creative input editors have in shaping an animated project. Students work on a sample animation project from initial script to final color animation. The course also includes a survey of classic animation from the silent era into the digital landscape.

C-EDIT370 COLOR GRADING & WORKFLOW
EDIT370 COLOR GRADING & WORKFLOW
3 semester credit hours
Prerequisites: C-CINE110 or CINE110 Cinematography I + C-EDIT110 Editing Fundamentals or EDIT110 Editing I
Intermediate study of the tools, techniques, and workflow used in post production color grading for digital content. Students learn the art of color correction to protect and enhance the integrity of a visual plan. Coursework includes the history and theory of color and color correction and color grading projects utilizing industry-standard software packages.

EDIT380 EDITING DOCUMENTARY & NON-FICTION
3 semester credit hours/4 quarter credit hours
Prerequisites: EDIT330 or EDT330 Editing III
Advanced examination of the unique challenges presented by non-fiction and documentary projects. Workflows and creative considerations are emphasized through numerous projects that enable students to differentiate important issues separating narrative from non-fiction media.

FILM & CINEMA

C-FILM101 PRODUCTION FUNDAMENTALS
FILM101 PRODUCTION FUNDAMENTALS
4 semester credit hours
Prerequisites: None
Provides foundational theoretical instruction for the filmmaking process. Students learn about all phases of cinematic production and explore the interaction between departments. Professional camera, lighting, and audio terminology and concepts are emphasized, along with critical electrical procedures for cinematography. The instruction and class assignments encourage intelligent, thoughtful approaches to narrative storytelling practices while introducing essential safety rules and regulations.

C-FILM101S PRODUCTION FUNDAMENTALS SEMINAR
4 semester credit hours
Prerequisites: None
Designed to be delivered remotely, the Seminar version of Production Fundamentals provides foundational theoretical instruction for the filmmaking process. Students learn about all phases of cinematic production and explore the interaction between departments. Professional camera, lighting, and audio terminology and concepts are emphasized, along with necessary electrical procedures for cinematography. The instruction and class assignments encourage intelligent, thoughtful approaches to narrative storytelling practices while introducing essential safety rules and regulations.

C-FILM105 VISUAL STORYTELLING
FILM105 VISUAL STORYTELLING
3 semester credit hours
Prerequisites: None
Explores the expressive visual components of motion pictures, including space, line, shape, tone, color, movement, and rhythm. In-class instruction and assignments investigate the exploitation of these elements and how they are organized into a narrative structure. As a final project, each student produces a short film of still images accompanied by music to demonstrate an ability to tell a simple story without words. Coursework also includes quizzes and an extensive Picture book photography project.

FILM130 BUSINESS OF ENTERTAINMENT
3 semester credit hours/4 quarter credit hours
Prerequisites: FILM101 Production Fundamentals
Explores business and legal practices within the entertainment industry. Topics include introductions to the roles of representation, trade publications, publicity, the development process in both studio and independent productions, the roles of unions and guilds, and the legalities of licensing and contract negotiation. Coursework involves research, regular readings, quizzes, and exams.

C-FILM135 BUSINESS ENTERTAINMENT INDUSTRY
3 semester credit hours
Prerequisites: C-FILM101 Production Fundamentals or C-FILM101S Production Fundamentals Seminar
Examines essential business practices within the studio and independent models of the entertainment industry. Key representation personnel is introduced, and topics relating to contracts, distribution, and marketing are explored. Investigates the role of unions and guilds and film financing is emphasized. Coursework involves research, projects, regular readings, quizzes, and exams.

FILM232 ART DIRECTION
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG110 or DRT232 Directing I
A practical introduction to the profession of production design, with an emphasis on communicating ideas. This course introduces the fundamentals of art direction. Class discussions lay out the duties and responsibilities of the art director, producer, and construction personnel. By the end of the class, students will be able to break down scripts, present set design concepts, and draw up a set that can be built by the construction coordinator.

FILM266 ART OF THE PITCH
3 semester credit hours/4 quarter credit hours
Prerequisites: PROD210 or PRO210 Producing I
Students learn how to encapsulate their ideas into clear concepts, then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

FILM280 DOCUMENTARY THEORY & PRODUCTION
3 semester credit hours/4 quarter credit hours
Prerequisites: DRTG110 or DRT110 Directing I
Examines non-fiction film techniques, ethical issues, and production processes. Students produce their own short documentary films after exploring primary historical and stylistic movements. Coursework includes readings, screenings, class discussion, as well as the development and production of a short documentary film.

C-FILM290 PRODUCTION I: SHORT FILM
FILM290 PRODUCTION I: SHORT FILM
3 semester credit hours
Prerequisites: C-PROD210 or PROD210 Producing I + Dept Approval
Accrued knowledge of cinema production is synthesized to create individual short films which students write and direct. Materials related to student projects and professional productions are critically evaluated, and protocols for location shooting are emphasized and implemented. Final films are posted by the end of the term, complete with end credits, a sound mix, and color correction.

FILM365 MULTI-CAMERA NARRATIVES
3 semester credit hours/4 quarter credit hours
Prerequisites: FILM290 or FIM290 Production I: Short Film
A studio practicum on multi-camera narrative productions, including the sit-com and other genres. Students work as a team to write, block, and direct new pieces each week, generating a short anthology series to be released during the term. Coursework also includes rigorous assessment of material, peer evaluations, and research.

FILM375 CLOSEUP ON CRAFT: CINEMATOGRAPHY, SPECIAL EFFECTS, STEREOGRAPHY
3 semester credit hours/4 quarter credit hours
Prerequisites: FILM290 or FIM290 or VFX300 or VXX300 or Tier 2
A thorough examination of cinema production centered around the interrelated disciplines of cinematography, visual effects, and 3-D stereography. Students explore these three facets of production through close visual analysis, technical analysis, and historical study. Coursework includes screenings, demonstrations of technique, and research and writing about technical issues, historical developments, and aesthetic dimensions.

FILM377 CLOSEUP ON CRAFT: THE TV SERIES
3 semester credit hours/4 quarter credit hours
Prerequisites: FILM290 or FIM290 or VFX300 or VXX300 or Tier 2
A thorough examination of television production centered around a case study of one or more specific TV series. Students analyze the series and investigate its production history to uncover the essential elements involved in creating, sustaining, and evolving a large-scale narrative across multiple episodes (and typically, across multiple seasons). Coursework includes screenings and close analysis of television episodes, reading and research into various elements of television production as well as critical reception of a series, written assignments and oral presentation(s).

C-FILM450 THESIS WORKSHOP I
FILM450 THESIS WORKSHOP I
4 semester credit hours
Prerequisites: Emphasis course requirements completed
A two-semester senior thesis course. In the first course, each student chooses one of three thesis tracks: 1) film, 2) screenplay, or 3) portfolio. Students then collaborate closely with each other and under the individualized guidance of faculty mentors to design a project. Students choosing the film track will produce a film, students in the screenplay track will write a feature film, and students in the portfolio track will create a minimum of three pieces suitable for use in a professional portfolio. In addition, students participate in cross-disciplinary labs and professional workshops.

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

PROF450 SCRIPT COVERAGE
3 semester credit hours/4 quarter credit hours
Prerequisites: PROD210 Producing I + CMST305 Script Analysis
Professional Practices electives are designed to prepare students for real-world work in media and entertainment. This course practices students in the specific rigors and industry expectations of writing script coverage—the industry term for the process of summarizing, analyzing, and assessing the quality of a screenplay or story. The course entails extensive reading, engaged discussion, and intensive writing assignments in keeping with the demands and expectations of this professional practice within the industry.

C-FILM451 CREATIVE PROFESSIONAL DEVELOPMENT I
FILM451 CREATIVE PROFESSIONAL DEVELOPMENT I
3 semester credit hours
Prerequisites: Emphasis course requirements completed
A two-semester Creative Professional Development sequence of courses in which students refine their artistic and professional identities through reflection, development, research, and presentation. Students are challenged to reflect on their art and/or craft and how it relates to self and the world, while also participating in professional workshops and guest speaker events. The course sequence culminates in a polished artist's statement and formal presentation.

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

C-FILM470 THESIS WORKSHOP II
FILM470 THESIS WORKSHOP II
4 semester credit hours
Prerequisites: C-FILM450 or FILM450 Thesis Workshop I
A two-semester senior thesis course. In the first course, each student chooses one of three thesis tracks: 1) film, 2) screenplay, or 3) portfolio. Students then collaborate closely with each other and under the individualized guidance of faculty mentors to design a project. Students choosing the film track will produce a film, students in the screenplay track will write a feature film, and students in the portfolio track will create a minimum of three pieces suitable for use in a professional portfolio. In addition, students participate in cross-disciplinary labs and professional workshops.

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

C-FILM471 CREATIVE PROFESSIONAL DEVELOPMENT II
FILM471 CREATIVE PROFESSIONAL DEVELOPMENT II
3 semester credit hours
Prerequisites: C-FILM451 or FILM451 Creative Professional Development I
A two-semester course in which students refine their artistic and professional identities through reflection, development, research, and presentation. Students are challenged to reflect on their art or craft and how it relates to themselves and the world while participating in professional workshops and guest speaker events. The course sequence culminates in a polished artist's statement and formal presentation.

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

FILM490 THESIS WORKSHOP III
4 quarter credit hours
Part of a multi-term sequence of Creative Professional Development courses. In the first course, each student chooses one of three thesis tracks: 1) film, 2) screenplay, or 3) portfolio. Students then work in close collaboration with each other and under the individualized guidance of faculty mentors to design a project. Students choosing the film track will produce a film, students in the screenplay track will write a feature film, students in the portfolio track will create a minimum of three pieces suitable for use in a professional portfolio. In addition, students participate in cross-disciplinary labs and professional workshops. Thesis Workshop III is the culmination of the quarter-system Senior Thesis course sequence. Students utilize their relationships with faculty mentors to complete their thesis projects and prepare strategies for future exhibition and distribution of completed projects. Final theses and future plans are presented in class.

FILM491 CREATIVE PROFESSIONAL DEVELOPMENT III
4 quarter credit hours
Part of a multi-term sequence of Creative Professional Development courses in which students refine their artistic and professional identities through reflection, development, research, and presentation. Students are challenged to reflect on their art and/or craft and how it relates to self and the world, while also participating in professional workshops and guest speaker events. The course sequence culminates in a polished artist's statement and formal presentation. In Creative Professional Development III, students further polish their websites, reels, and artist's statements and prepare for presentation, receiving critique from their peers and making revisions. The course culminates with a formal presentation and thesis defense.

GRAPHIC DESIGN

GRPH103 RAPID VISUALIZATION
3 semester credit hours/4 quarter credit hours
Prerequisites: None
An introduction to the art of picturing ideas mentally, then quickly converting those thoughts into visual language on a piece of paper. Students learn to translate an idea, concept, or narrative into an equivalent sketch, then use the visualization to communicate through quick concepts. Assignments may include rapid sketching of a concept, product, or story and adjusting a sketch to communicate ideas to designers, users, and stakeholders.

G-GRPH204 TYPOGRAPHY I
GRPH204 TYPOGRAPHY 1
3 semester credit hours
Prerequisites: G-ARTD116 or ARTD116 Vector Graphics
An introduction to the history and language of the visual letterform. Examines the role of typographic elements in developing design concepts and conveying information. Builds technical skills while providing an understanding of type. Project-based coursework applies typographic principles including visual organization, composition, grid systems, hierarchy, emotion, and expression to develop effective visual language.

G-GRPH206 GRAPHIC DESIGN I
GRPH206 GRAPHIC DESIGN I
3 semester credit hours
Prerequisites: G-GDIM102 or GDIM102 Design Process
A hands-on exploration of how graphic design is used to solve commercial design problems. Projects develop the technical skills needed to solve advanced design problems using physical media and layout software by requiring students to develop solutions that communicate messages and values to a specific commercial audience. Coursework may include readings, research, and exercises to improve technical proficiency.

G-GRPH208 GRAPHIC DESIGN II
GRPH208 GRAPHIC DESIGN II
3 semester credit hours
Prerequisites: G-GRPH206 or GRPH206 Graphic Design I
An intermediate exploration of how conceptual thinking and advanced technique are used to solve graphic design problems in a media campaign. Students develop a visual identification system by which a corporation, product, or institution may become recognized and branded. Coursework includes creative briefs, user research, visualization, hand-drawn exemplars, prototypes, rendered products, and presentations.

G-GRPH302 GRAPHIC DESIGN III
GRPH302 GRAPHIC DESIGN III
3 semester credit hours
Prerequisites: G-GRPH208 or GRPH208 Graphic Design II
An advanced studio exploration of the creative process required to produce original and unique design concepts within a complex narrative framework. Coursework requires students to take risks to develop a personal voice and style, employ critical thinking and creative problem-solving to address design issues, then present and defend their design work. Assignments may include written assignments and readings.

GRPH304 TYPOGRAPHY II
3 semester credit hours/4 quarter credit hours
Prerequisites: GRPH204 or GRP204 Typography I
Intermediate study of the effective use of type in visual communications. Explores the process of information display design, including aspects of language, structure, legibility, readability, scale, sequencing, motion, and context. Coursework emphasizes research, analysis, problem definition, and the development and production of appropriate design solutions in the creation of logotypes within a design system.

GRPH312 BRAND MANAGEMENT FOR BUSINESS
3 semester credit hours/4 quarter credit hours
Prerequisites: MRKT271 or MKT271 Market Research
Examines the process of developing a unified corporate brand identity system that works across a range of consumer touchpoints while reinforcing the brand of an organization. Topics include research, strategy formulation, brand identity, and brand personas. Coursework requires applying knowledge of foundational principles, design techniques, type, image, page-layout, and imaging applications to create or redesign a brand identity system including multiple touch points that reinforce the brand personality.

GRPH315 PRINT PROCESS
3 semester credit hours/4 quarter credit hours
Prerequisites: GRPH206 or GRP206 Graphic Design I
Examines current, real-world print production procedures and policies. Emphasizes the importance of personal communication skills to better advance ideas. Topics include print media specifications, digital prepress, Pre-flight, page imposition, proofing, preparation of color files, strategic use of internet search engines and websites, and how to leverage tools of technology.

GRPH316 TYPOGRAPHY III
3 semester credit hours/4 quarter credit hours
Prerequisites: GRPH304 or GRP304 Typography II
An advanced investigation of typography for creative visual communication and expression. Emphasis is placed on how visual language conveys meaning through, materials, technique, and technology. Students develop projects combining original narrative, visual language and aesthetics. Projects are experimental and challenge students to expand their creative understanding of the role of typography in art and culture.

GRPH325 INFOGRAPHIC DESIGN
3 semester credit hours/4 quarter credit hours
Prerequisites: GRPH208 or GRP208 Graphic Design II
Focuses on representing data via the tools of graphic design. Students gain familiarity with the power of visualizing data in marketing and other visual communications contexts. Coursework emphasizes transforming raw data into compelling visuals utilizing design principles and storytelling.

GRPH326 ILLUSTRATIVE DESIGN
3 semester credit hours/4 quarter credit hours
Prerequisites: GRPH208 or GRP208 Graphic Design II
Explores the creation of expressive imagery for the graphic designer. Expanding upon the student's drawing and digital illustration skills, students generate imagery that incorporates emotion and narrative with visual communications. Coursework considers illustration in interactive, motion, and static design contexts.

GRPH329 MOTION GRAPHICS II
3 semester credit hours/4 quarter credit hours
Prerequisites: ARTD212 or ARD212 Motion Graphics I
Advanced study of motion graphic design. Students become well-versed in the communicative and expressive potential of color, shape, and typography in motion. Coursework emphasizes research, teamwork, and technical proficiency.

GRPH400 PACKAGE DESIGN
3 semester credit hours/4 quarter credit hours
Prerequisites: GRPH208or GRP208 Graphic Design II
Intermediate exploration of packaging systems as branding mechanisms. Focuses on developing a visual language for solving problems in three-dimensional form and space. Examines materials and production methods from multiple perspectives - aesthetic, ethical, utility, and regulatory. Coursework involves research, critique, and producing physical prototypes.

G-GRPH402 GRAPHIC DESIGN IV
GRPH402 GRAPHIC DESIGN IV
3 semester credit hours
Prerequisites: G-GRPH302 or GRPH302 Graphic Design III
Advanced study of creatively solving complicated and nuanced real-world design problems. Coursework explores tone and voice while creating visual communication systems that integrate type, imagery, and symbols for current commercial applications. Topics of study include professional art direction and editorial design.

G-GRPH420 EMERGING AND EXPERIMENTAL DESIGN TRENDS
GRPH420 EMERGING AND EXPERIMENTAL DESIGN TRENDS
3 semester credit hours
Prerequisites: Dept Approval
A comprehensive exploration of emerging and experimental trends in graphic design. Coursework involves examining advanced design concepts, improving conceptual and practical skill using emerging media, and developing projects using new media formats to broaden the designer's technical and expressive skill and potential. Topics include conceptual, production, and communication problems encountered while developing experimental design for clients.

GRAPHIC DESIGN, INTERACTIVE MEDIA, AND DIGITAL MARKETING

G-GDIM102 DESIGN PROCESS
GDIM102 DESIGN PROCESS
3 semester credit hours
Prerequisites: G-ARTD116 or ARTD116 Vector Graphics
Introduces the vocabulary and techniques of visual communication. Coursework provides hands-on experience with the elements and principles of design and the creative process and may include readings, lecture, creative projects, and critiques.

G-GDIM190 PROFESSIONAL PRACTICES IN MARKETING & DESIGN
GDIM190 PROFESSIONAL PRACTICES IN MARKETING & DESIGN
3 semester credit hours
Prerequisites: G-ARTD116 or ARTD116 Vector Graphics
Introduces career possibilities within the creative landscape of contemporary design, digital marketing, and interactive media. Explores the business of design, professional design practice, and design industry ethics. Provides practical knowledge of the commercial industry and the process of creating a professional portfolio and resume in preparation for employment.

G-GDIM230 DESIGN TEAM I
GDIM230 DESIGN TEAM I
4 semester credit hours
Prerequisites: Dept Approval
The first of two studio courses providing a complete overview of the production pipeline for commercial design. Students work collaboratively, conducting research to develop original design projects that combine client and business goals with audience needs, then assume various roles in the creative process to design solutions which demonstrate a high degree of critical thinking. Final projects illustrate each team's unique perspective and voice while addressing the demands of a target audience.

G-GDIM330 DESIGN TEAM II
GDIM330 DESIGN TEAM II
4 semester credit hours
Prerequisites: G-GDIM230 or GDIM230 Design Team II
The second of two studio courses requiring teamwork and collaboration to execute complex, large-scale, commercial graphic design projects for real-world audiences. Projects focus on the technical aspects of project management, prepress, and commercial production. Each individual on a design team is expected to demonstrate the high degree of technical skill, creative problem-solving, and critical thinking required to meet industry standards.

G-GDIM350 GDIM PORTFOLIO DEVELOPMENT I
GDIM350 GDIM PORTFOLIO DEVELOPMENT I
4 semester credit hours
Prerequisites: Dept Approval
The first in a series of two courses focused on collecting and refining previously created work to build a final portfolio book and website with a narrative that best highlights an individual's skills and personality for possible employers. Emphasizes portfolio development, review, critique, and augmentation.

G-GDIM450 GDIM PORTFOLIO DEVELOPMENT II
GDIM450 GDIM PORTFOLIO DEVELOPMENT II
4 semester credit hours
Prerequisites: G-GDIM350 or GDIM350 Portfolio Development I
The culminating course in a series of two courses focused on developing, producing, and completing an industry-ready portfolio and website. Requires finalizing a body of design work and publishing a portfolio in both print and web formats. In preparation for job interviews and/or graduate school, each student refines a resumé and a visual identity, writes cover letters, and designs business cards. Additional focus is placed on researching potential employers to strategically tailor the application process to each company, agency, and/or studio.

GDIM470 PORTFOLIO DEVELOPMENT III
4 quarter credit hours
Prerequisites: GDIM450 Portfolio Development II
The culminating course in a series of three courses focused on developing, producing, and completing an industry-ready portfolio and website. Requires finalizing a body of design work and publishing a portfolio in both print and web formats. In preparation for job interviews and/or graduate school, each student refines a resume and a visual identity, writes cover letters, and designs business cards. Additional focus is placed on researching potential employers to strategically tailor the application process to each company, agency, and/or studio.

G-GDIM475 GDIM CAPSTONE
3 semester credit hours
Prerequisites: Dept Approval
Students in this course will be challenged to discover and define a project that showcases all of their skills as a graphic designer and interactive media professional. This project will be the centerpiece of their portfolio and will have a breadth and depth that requires a full term of work to realize the final project. By the end of the course, the students will put their programmatic learning into practice through three components: a student-generated design proposal, discussions and presentations, and the production of the student's proposal. Students will present and defend their project before peers and faculty as well as possible outside reviewers.

INTERACTIVE MEDIA

G-IMED150 WEB DEVELOPMENT I
IMED150 WEB DEVELOPMENT I
3 semester credit hours
Prerequisites: G-IMED305 or IMED305 UX Foundations
An introduction to website and web application development. Coursework includes designing interactive pages by implementing a separation of structure, presentation, and behavior. Projects require incorporating semantic HyperText Markup Language (HTML), coding, creating visual layouts via Cascading Style Sheets (CSS), and adding interactivity through JavaScript.

G-IMED251 WEB DEVELOPMENT II
IMED251 WEB DEVELOPMENT II
3 semester credit hours
Prerequisites: G-IMED150 or IMED150 Web Development I
Develops advanced skills in HTML5, CSS3, and JavaScript to solve problems in User Interface (UI), layout, and interactivity. Examines techniques required to implement complex layouts for a variety of devices and users. Coursework involves designing websites that incorporate responsive design, UI design patterns, and web typography, and use JavaScript libraries to add complex interactivity and motion graphics.

IMED255 WEB DESIGN FOR COMMERCIAL PROJECTS
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED150 or IMD150 Web Development I
An advanced exploration of web design for large commercial projects. Students work collaboratively, following UX standards to develop client deliverables, site prototypes, and professional-level designs which integrate both business goals and client needs. Coursework includes using Project Management Systems (PMS) and versioning software and developing websites that employ sophisticated client and server-side interactivity.

IMED260 INTRODUCTION TO DATABASES
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED251 or IMD251 Web Development II
An introduction to the underlying concepts behind data modeling and database systems using relational database management systems (RDBMS) and the structured query language (SQL). Students design databases implementing a particular Information Architecture and link them to websites and applications via web-based programming. Coursework includes translating information architecture into database design and developing dynamic web pages linked to databases via server-side programming.

IMED265 CONTENT MANAGEMENT SYSTEMS
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED251 or IMD251 Web Development II
Intermediate study of server-side databases, web programming languages, and Content Management Systems (CMS) used to create dynamic websites. Explores converting static layout into dynamic web pages and working within professional development environments to create CMS-based solutions. Coursework emphasizes the use of standard frameworks, plugins, and libraries to build websites for social media, e-commerce, digital marketing, and analytics.

IMED304 WEB DEVELOPMENT III
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED251 or IMD251 Web Development II
An advanced exploration of the technologies used to develop large-scale projects incorporating JavaScript frameworks, server links, and Application Programming Interfaces (APIs). Students expand on skills acquired in Web Development I and II to build proficiency in coding, data models, server communication, and interactive features. Coursework includes using modern development tools for project workflow and software versioning, coding in object-oriented ECMAScript, server data design patterns, and creating advanced web applications integrating multiple data sources.

G-IMED305 UX FOUNDATIONS
IMED305 UX FOUNDATIONS
3 semester credit hours
Prerequisites: G-ARTD116 or ARTD116 Vector Graphics
Introduces the fundamental principles of User Experience (UX) design. Project-based coursework requires students to place the needs of the user at the center of design with the goal of providing interactive experiences that are meaningful, relevant, functional, and accessible. Topics include prototyping, testing, and employing documentation tools and methodologies used to develop customer-centric interactive systems and incorporate user insights into the types of UX deliverables found in commercial design work.

IMED306 DESIGN FOR MOBILE APPLICATIONS
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED251 or IMD251 Web Development II
The fundamentals of designing for mobile applications following a user-centric design pattern. Students learn and apply user experience (UX) and user interface (UI) design theory to create responsive and inclusive mobile applications targeted for a specific commercial audience. Projects require incorporating research with conversational and visual design and telling user stories leading to customer journeys, wireframes, and mockups. Practical coursework includes an iterative series of mobile prototypes for testing and validating with real users.

IMED310 ADVANCED UX
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED305 or IMD305 UX Foundations
An advanced study of the UX design process for interactive media. Focuses on the development of prototypes, early-stage versions of a project suitable for analysis, critique, and user testing. Students work in teams to translate user stories into interactive systems using industry standard UX software tools and employ layout, sequencing, micro-interactions, and conversational UI to develop advanced and testable prototypes. Coursework includes project definition, prototype development, and user testing to justify the arrived-at design prototype.

IMED402 WEB DEVELOPMENT IV
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED304 or IMD304 Web Development III
Explores the use of advanced JavaScript and server-side APIs to build next-generation web applications in virtual and augmented reality. Students learn UX in VR techniques, design patterns for web-based VR, and code to support 3D, sensors, cameras, and haptics for clients who need virtual reality (VR), augmented reality (AR), or mixed reality (MR) solutions.

IMED404 WEB DEVELOPMENT V
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED402 or IMD402 Web Development IV
An investigation of the role of cloud services, artificial intelligences, and big data in developing web applications. Students develop projects incorporating conversational design, NoSQL databases, and machine intelligence to create advanced interfaces for the Internet of Things (IoT), mixed reality, and social media spaces.

IMED420 UX RESEARCH
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED310 or IMD310 Advanced UX
An advanced course investigating the wide range of methods and best practices used by professionals to develop effective customer models. Students conduct research on individual users via interviews and other methods designed to define and typify a user population, then organize user data and generate statistical models to define the intended audience. Coursework may include interviews, focus groups, online research, and user testing with a product or prototype.

IMED430 UX PROTOTYPING
3 semester credit hours/4 quarter credit hours
Prerequisites: IMED420 or IMD420 UX Research
An advanced exploration of the process of translating UX customer insights into practical websites, applications, and other services. Students learn to develop a series of prototypes at both the paper and electronic level then conduct user tests to drive the next phase of prototype iteration. Coursework may include paper prototyping, developing electronic prototypes using industry UX tools, and running multiple prototype iteration loops for designs.

INTERNSHIPS

X-INTNXXX INTERNSHIP
3 semester credit hours
Prerequisites: Dept Approval
An internship bridges college and the professional arena, allowing students to earn college credit while gaining work experience relevant to their field of study. For each one (1) semester internship, a student earns three (3) credit hours for fulfilling a minimum of 132 hours during the semester of enrollment, combining internship hours and related academic tasks, including the submission of regular journal entries. The instructor provides weekly assignments and feedback, and the internship provider performs evaluations. To receive course credit for an internship, the student must complete the required paperwork and register for the course before the semester begins. Course credit will not be applied retroactively. Students may choose a Professional Practices elective course instead of completing an internship. Rotating topics are designed to prepare students for essential aspects of the profession.

PRODUCING

C-PROD210 PRODUCING I
PROD210 PRODUCING I
3 semester credit hours
Prerequisites: C-FILM101 or FILM101 Production Fundamentals or C-FILM101S Production Fundamentals Seminar + C-SCRN110 or SCRN110 Screenwriting I
Explores the role of the producer from the start of a film project to the finish. Topics outline types of producers, address the development process, and introduce students to the legal and business concerns of the film industry. Coursework includes rigorous script breakdowns, shooting schedules, budgets, and critical documentation involved in production.

FILM266 ART OF THE PITCH
3 semester credit hours/4 quarter credit hours
Prerequisites: PROD210 PRO210 Producing I
Students learn how to encapsulate their ideas into clear concepts, then present them to an audience. The course features guest speakers from the entertainment industry as well as other fields. Coursework includes multiple pitches encompassing existing film and television properties and original ideas.

PROD310 THE PRODUCER IN DEVELOPMENT
3 semester credit hours/4 quarter credit hours
Prerequisites: PROD210 or PRO210 Producing I
Covers the first steps of the producer's journey. Students learn how to originate material, adapt a script, and package a project in order to earn a greenlight for production or prepare it for independent production. Students also become familiar with the legacies of successful producers, past and present. Coursework includes originating, legally securing, and pitching a project idea, collaborating with a writer, and supervising the writer's script.

PROD320 THE PRODUCER IN PRE-PRODUCTION AND PRODUCTION
3 semester credit hours/4 quarter credit hours
Prerequisites: FILM290 or FIM290 Production I: Short Film + PROD310 or PRO310 The Producer in Development
Imparts practical, hands-on knowledge of the producer's role in pre-production and production phases. Students gain experience in selection of a director, cast, and crew and finalizing the funding of the project. Coursework includes strategy meetings with directors, designers, cinematographers, editors and composers, as well as formulating production paperwork, including budgeting and scheduling using industry-standard software.

C-PROD325 ENTERTAINMENT LAW
PROD325 ENTERTAINMENT LAW
3 semester credit hours
Prerequisites: None
Introduces the fundamental concepts of entertainment law. Topics include, but are not limited to, copyright and intellectual property rights, idea theft and how to protect original ideas, legal aspects of setting up a production company, agreements on development, pre-production, production, post-production, distribution, and exhibition, literary option and purchase agreements, employment agreements, location permits, and rights involving publicity, privacy, and defamation. Negotiating strategies are also examined.

PROD330 THE PRODUCER IN POST PRODUCTION
3 semester credit hours/4 quarter credit hours
Prerequisites: PROD320 or PRO320 The Producer in Pre-Production and Production
Encompasses the final phases of production and post production. Students complete the filming of their project, including wrapping the set, completing production paperwork, making final payment to vendors, restoring locations, and overseeing any reshoots, inserts and pick ups. In the post production phase, students manage the process and work collaboratively with the director, editor, and sound designer to complete the project. Coursework also includes packaging the project with credits, title, and music.

C-PROD335 THE PRODUCER IN DEVELOPMENT & PRE-PRODUCTION
3 semester credit hours
Prerequisites: C-PROD210 or PROD210 Producing I
Student Producers learn how to find and originate material, adapt source material, and package a project to earn a green light for production in collaboration with a director to create a short film. Experience is gained in selecting a director, cast, and crew and finalizing the project's funding. Coursework includes originating, legally securing, and pitching a short project, as well as developing and pre-producing it, with the intention of shooting it in The Producer in Production and Post Production.

PROD335 PRODUCING NON-FICTION
3 semester credit hours/4 quarter credit hours
Prerequisites: FILM280 or FIM280 Documentary Theory & Production
Provides an in-depth look at producing non-fiction formats in film, TV and online media. Students explore a broad range of non-fiction genres, from reality dramas and competitions to hidden camera, sports, food, travel and talk shows to news segments and documentaries. Students become familiar with the various non-narrative arenas and gain expertise in the workflow required to bring them to an audience. Coursework includes screening and analysis of various media formats.

PROD340 THE PRODUCER IN MARKETING & DISTRIBUTION
3 semester credit hours/4 quarter credit hours
Prerequisites: PROD320 or PRO320 The Producer in Pre-Production and Production
Focuses on the final steps of a producer's journey. Students engage in the marketing and distribution of the projects they have produced in the previous courses. Coursework includes creating promotional materials, conducting test screenings and focus groups, and planning distribution through social media and film festivals.

C-PROD350 PRODUCING THE FEATURE FILM
3 semester credit hours
Prerequisites: C-PROD210 or PROD210 Producing I + C-FILM135 or FILM135 Business Entertainment Industry
Provides hands-on training in producing a feature film. Students take a film script from pre-production through distribution and marketing while learning how producing a feature differs from producing a short. Coursework teaches students how to run the nuts & bolts of pre-production, production, and post production and delves into marketing and distribution.

PROD355 LAUNCHING YOUR COMPANY: FROM BUSINESS PLAN TO DISTRIBUTION
3 semester credit hours/4 quarter credit hours
Prerequisites: PROD325or PRO320 Entertainment Law
This advanced course provides an in-depth look at the entrepreneurial producer. Students learn to become well-versed in how to create their own business and their own brand, as well as becoming familiar with how the business world operates in film, television and new media. Coursework includes creating a business plan to launch the student's own production company – including business name and logo, researching various distribution and demographic strategies, a final paper.

C-PROD360 THE PRODUCER IN PRODUCTION & POST PRODUCTION
3 semester credit hours
Prerequisites: C-PROD335 The Producer in Development and Pre-Production or PROD320 The Producer in Pre-Production & Production
Student Producers take the project they began in The Producer in Development and Pre-Production through production and post production and emerge with a completed film. Coursework includes strategy meetings with directors, designers, cinematographers, editors, and composers and formulating production paperwork. Students will also work with a post production team to complete the film while developing a film festival and distribution plan.

PROFESSIONAL PRACTICES

PROFESSIONAL PRACTICES ELECTIVE
3 semester credit hours
Prerequisites: Dept Approval
Professional Practices courses offer opportunities for advanced, focused training and experience with the tools, technologies, workflows, and protocols related to a student's field of study. Coursework may include technical training, practical projects, writing and reading assignments, class presentations, and field trips.

C-PROF250 PROFESSIONAL PRACTICES
PROF250 PROFESSIONAL PRACTICES
3 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition I: College English + C-FILM290 or FILM290 Production I: Short Film
Professional Practices provides students with the necessary preparation for employment in their fields. Each student conceptualizes and creates a professional portfolio, reel, and online presence, and gains practical knowledge of the business aspect of the film industry. Professional writing and presentation skills are emphasized to prepare students for employment interviews and writing resumes, cover letters, thank you letters, and professional emails. Students also participate in a charitable event to broaden their knowledge of society and to begin to develop a charitable practice as they enter the professional world.

C-PROF300 PROFESSIONAL PRACTICES: BREAKING IN TO THE BUSINESS
PROF300 PROFESSIONAL PRACTICES: BREAKING IN TO THE BUSINESS
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking + Dept Approval
Professional Practices courses offer opportunities for advanced, focused training and experience with the tools, technologies, workflows, and protocols related to a student's field of study. *Breaking in to the Business* prepares students for entry into the dynamic world of modern professional media. Coursework explores entry routes and career paths, provides an overview of skills and requirements of the various industry job roles, and develops an understanding of the demands and expectations of a professional work ethic. Exercises and interviews with industry professionals underscore the importance of connecting and building a business network. Assignments include attending a networking event and discussing career opportunities with various industry professionals. By the conclusion of the course, students will be positioned to research and execute a successful industry job search.

C-PROF405 SCRIPT COVERAGE
PROF405 SCRIPT COVERAGE
3 semester credit hours
Prerequisites: L-CMST305 or CMST305 Script Analysis
This course focuses on professional synopses of screenplays and books. Students read material and provide brief, clear and concise documents which define the plot and characters. Students also include critical analyses of the material, like those prepared in the industry for studio executives and producers. Coursework emphasizes rigorous reading, writing, research, and film analysis.

C-PROF450 SCRIPT COVERAGE
PROF450 SCRIPT COVERAGE
3 semester credit hours
Prerequisites: C-PROD210 or PROD210 Producing I + L-CMST305 or CMST305 Script Analysis
Professional Practices electives are designed to prepare students for real-world work in media and entertainment. This course practices students in the specific rigors and industry expectations of writing script coverage—the industry term for the process of summarizing, analyzing, and assessing the quality of a screenplay or story. The course entails extensive reading, engaged discussion, and intensive writing assignments in keeping with the demands and expectations of this professional practice within the industry.

SCREENWRITING

C-SCRN110 SCREENWRITING I
SCRN110 SCREENWRITING I
3 semester credit hours
Prerequisites: None
Introduces introductory screenwriting skills for shaping story, characters, dialogue, tone, and action description, while modeling efficiency and perseverance in the writing process. Students learn basic script formatting and write two short film screenplays: the first focusing on story and three-act structure, and the second focusing on characters and their wants/needs.

SCRN250 WRITING THE SHORT FILM FOR PRODUCTION
3 semester credit hours/4 quarter credit hours
Prerequisites: SCRN110 or SCN110 Screenwriting I
Students develop and write a short film script in preparation for shooting. During the process of writing, emphasis is placed on the production elements of the script, keeping in mind realistic locations, budgets, and visual elements.

SCRN252 ORIGINAL SCREEN STORY
3 semester credit hours/4 quarter credit hours
Prerequisites: SCRN110 or SCN110 Screenwriting I
Explores students' creativity and versatility by helping writers, directors, and producers immerse themselves in story. Through class exercises and assignments, students will generate narratives from a variety of sources such as news sites, interviews, personal observation, museum trips, etc. Students then expand those ideas into film and television projects. Coursework includes 1-page treatments (including loglines) for six ideas, from which two will be expanded into 5-page treatments which can serve as source material for future films/projects.

C-SCRN310 SCREENWRITING II: STRUCTURE & STORY BUILDING
SCRN310 SCREENWRITING II: STRUCTURE & STORY BUILDING
3 semester credit hours
Prerequisites: C-SCRN110 or SCRN110 Screenwriting I
Introduces essential components of story structure used in feature films, one-hour television dramas, and 30-minute television sitcoms to drive the narrative and strengthen the writer's original voice. Students apply advanced principles of story structure and story arc to original work. Coursework includes writing and rewriting projects that prompt the student to develop a process for forming ideas into structured stories for film and television.

SCRN314 WRITING FOR NEW MEDIA
3 semester credit hours/4 quarter credit hours
Prerequisites: SCRN310 or SCN310 Screenwriting II: Structure & Story Building
Students develop and write content specifically for the web, creating an original, five-episode, scripted web series along with a handful of stand-alone pieces that take advantage of the creative possibilities and limitations of new media platforms. Special attention is placed on how the aesthetics of new media influence show formats, character development, and story structure.

C-SCRN320 ADAPTATION
SCRN320 ADAPTATION
3 semester credit hours
Prerequisites: C-SCRN110 or SCRN110 Screenwriting I
Explores the challenges and industry expectations involved in creating film or television scripts based on intellectual properties and source material originated in other formats, such as novels, comic books, short stories, true-life events, and magazine articles. Students develop a specific skillset geared toward pitching, outlining, and adapting scripts from pre-existing material.

SCRN330 SCREENWRITING III: CHARACTERS
3 semester credit hours/4 quarter credit hours
Prerequisites: SCRN310 or SCN310 Screenwriting II: Structure & Story Building
An advanced writing workshop focused on the importance of writing character-driven screenplays. Students write and re-write scripts in which story and plot emanate from the characters' personalities, fears, flaws, strengths, weaknesses, and personal histories. Coursework includes in-class writing as well as classroom feedback and discussion.

C-SCRN371 TELEVISION WRITING SYMPOSIUM I
SCRN371 TELEVISION WRITING SYMPOSIUM I
3 semester credit hours
Prerequisites: C-SCRN310 or SCRN310 Screenwriting II: Structure & Story Building
The first course in the two-semester Television Writing Symposium, an intensive and comprehensive workshop on the art and craft of writing for television. Students read and analyze each other's work, learn advanced tools and techniques for professional television, and generate a substantive body of work. In the first semester, students develop, write and rewrite an original 30-minute comedy pilot and series bible.

C-SCRN372 TELEVISION WRITING SYMPOSIUM II
SCRN372 TELEVISION WRITING SYMPOSIUM II
3 semester credit hours
Prerequisites: C-SCRN371 or SCRN371 Television Writing Symposium I
The second course in the two-semester Television Writing Symposium is an intensive and comprehensive workshop on the art and craft of writing for television. Students read and analyze each other's work, learn advanced tools and techniques for professional television, and generate a substantive body of work. In the second semester, students develop, write and rewrite an original 60-minute drama pilot and series bible.

C-SCRN381 FEATURE FILM WRITING SYMPOSIUM I
SCRN381 FEATURE FILM WRITING SYMPOSIUM I
3 semester credit hours
Prerequisites: C-SCRN310 or SCRN310 Screenwriting II: Structure & Story Building
First course in the two semester Feature Film Writing Symposium, an intensive and comprehensive workshop in the art and craft of screenwriting. Students read and analyze each other's work, learn the advanced tools of the professional feature film writer, and generate a feature screenplay. In the first semester, students develop an original idea for a feature film, compose a complete outline, and draft the first act of the screenplay.

C-SCRN382 FEATURE FILM WRITING SYMPOSIUM II
SCRN382 FEATURE FILM WRITING SYMPOSIUM II
3 semester credit hours
Prerequisites: C-SCRN381 or SCRN381 Feature Film Writing Symposium I
The second course in the two-semester Feature Film Writing Symposium, an intensive and comprehensive workshop on the art and craft of screenwriting. Students read and analyze each other's work, learn the advanced tools of the professional feature film writer, and generate a feature screenplay. In the second semester, students incorporate rigorous notes and complete the first draft of their feature screenplay.

SCRN390 REWRITING
3 semester credit hours/4 quarter credit hours
Prerequisites: SCRN330 or SCN330 Screenwriting III: Characters
An intensive and comprehensive practicum in the art and craft of rewriting. Students learn to receive feedback on their work as well as participate in sharing story expertise with others. Coursework and assignments develop the ability of student writers to recognize and communicate what works and doesn't work in their own scripts and others. Students then perform rewrites and script polishes to apply revision notes.

SOUND

C-SNDX110 SOUND THEORY & PRACTICE
SNDX110 SOUND THEORY & PRACTICE
3 semester credit hours
Prerequisites: None
Introduces sound as a storytelling tool through a series of practical listening exercises and lessons in on-set production sound recording and post production mixing techniques. Students learn to distinguish between different microphones and recording devices and explore the contemporary sound theory, practical acoustic problems, and the aesthetics of motion picture sound and score. Coursework includes hands-on training, quizzes, written responses to class topics, and short film clips demonstrating original sound and mixing.

SNDX282 CINEMATIC SOUNDSCAPING
3 semester credit hours/4 quarter credit hours
Prerequisites: SNDX110 or SOU110 Sound Theory & Practice
An intermediate exploration of sound in relation to color and texture in cinema. Students dive into theory and practice of sound patterns via soundtracks, musical compositions, color, and texture. Students acquire new technical skills in audio production, recording techniques, and post production and expand their critical abilities to analyze, speak, and write about cinema sound. Focuses on discovering and creating profound ways to convey cinematic ideas, sensations, and information through sound.

C-SNDX310 DIGITAL AUDIO WORKSTATION FOR FILMMAKERS
SNDX310 DIGITAL AUDIO WORKSTATION FOR FILMMAKERS
3 semester credit hours
Prerequisites: C-SNDX110 or SNDX110 Sound Theory & Practice
Explores the software and hardware tools in a digital audio workstation environment using personal computer systems. Topics include digital audio theory, sample rate, bit depth, recording, editing, mixing, equalization, and dynamic processing. Skills are developed through hands-on lab projects including music editing, sound design, and voice production.

C-SNDX320 AESTHETICS OF THE MOTION PICTURE SOUNDTRACK
SNDX320 AESTHETICS OF THE MOTION PICTURE SOUNDTRACK
3 semester credit hours
Prerequisites: C-SNDX110 or SNDX110 Sound Theory & Practice
A critical listening aesthetics course that studies the historical progression of the motion picture soundtrack, from classical sound theory to modern sound theory. Students analyze the composition of four distinctive components - dialogue, sound effects, music, and lull - or the decreased use of any or all three. This course focuses on critical analysis and articulation of a point of view instead of exploring the craft-based techniques of post production practices.

SNDX321 SCORE COMPOSITION
3 semester credit hours/4 quarter credit hours
Prerequisites: SNDX320 or SOU320 Aesthetics of the Motion Picture Soundtrack
The basics of spotting a scene and scoring to picture. Students learn the fundamentals of communication between a composer and a director. In a series of guided lectures and class exercises based around short films, students sketch character motifs, create a motor, and explore various musical tropes. Some musical skill and theory knowledge is strongly recommended for this class.

SNDX330 SOUND DESIGN FOR VISUAL MEDIA
3 semester credit hours/4 quarter credit hours
Prerequisites: SNDX310 Digital Audio Workstation
Introduction to audio production for visual media, including video games, film, television, online, and streaming. This course explores tools and techniques used to create sound effects and record and edit dialog. Topics include signal processing, file management, and other audio production methods used in conjunction with linear and interactive media.

C-SNDX340 LOCATION AUDIO
SNDX340 LOCATION AUDIO
3 semester credit hours
Prerequisites: C-SNDX110 or SNDX110 Sound Theory & Practice
Exposes students to the techniques and procedures of capturing production audio on-location. Recording devices, microphones and communication systems are examined and utilized. Emphasis is placed on professional conduct and work ethic when recording audio on-set.

SNDX350 ADVANCED TOPICS: SOUND DESIGN
3 semester credit hours/4 quarter credit hours
Prerequisites: SNDX330 or RCR119 Sound Design for Visual Media
An advanced course intended to fully develop students for careers in the field of audio production. Students study and discuss the aesthetics of audio and continue to expand their technical skills through individual and collaborative projects. Students are expected to critique their own works in progress and articulate a cogent point of view for fellow classmates regarding their work.

C-SNDX360 SIGNAL PROCESSING
3 semester credit hours
Prerequisite: C-SNDX310 or SNDX310 Digital Audio Workstation for Filmmakers
Addresses sound design in support of music and audio mixing, audio in film, interactive games, and other electronic media. Digital signal processing, sound manipulation, sound perception, and spatial relationships are emphasized, while methods of asset creation through processing devices or software plug-ins are explored. Continues developing skills in ear training and critical listening. Coursework includes hands-on advanced signal processing lab work and preparation of sound assets.

VISUAL EFFECTS

VFXX221 MOTION PICTURE PHOTOGRAPHY FOR VFX
3 semester credit hours/4 quarter credit hours
Prerequisites: ARTD111 or ARD111 2D Image Manipulation
Intermediate study of the aesthetic and technical principles of motion picture photography relevant to VFX. Explores real-world applications and workflow considerations of cameras, lenses, and lighting instruments and various image formats, including RAW. Coursework emphasizes experimentation in hands-on assignments and exercises.

V-VFXX230 PRODUCTION STUDIO I
VFXX230 PRODUCTION STUDIO I
4 semester credit hours
Prerequisites: Dept Approval
The first of two practical, hands-on courses that recreate the studio environment. Students work in teams to produce either an animated short film or a complex visual effects sequence, taking on multiple roles on production teams in areas both related to and tangential to their areas of emphasis. Coursework includes producing assets, environments, and previsualization to develop the look of the short film or visual effects sequence.

V-VFXX300 INDUSTRY PRACTICES IN VISUAL EFFECTS
VFXX300 INDUSTRY PRACTICES IN VISUAL EFFECTS
3 semester credit hours
Prerequisites: G-ARTD116 or ARTD116 Vector Graphics
Introduces career possibilities within the creative landscape of contemporary VFX, Animation and modeling. Explores the business of design, professional design practice, and design industry ethics. Provides practical knowledge of the commercial industry and the process of creating a professional portfolio and resume in preparation for employment.

VFXX315 SIMULATIONS I
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM213 or ANI213 3D Animation I
An introduction to the concept of dynamic simulations within a 3D environment. Explores character-based effects such as clothing, hair, fur, and other dynamic secondary animation. Introduces basic physical simulations such as rigid bodies and particles.

V-VFXX330 PRODUCTION STUDIO II
VFXX330 PRODUCTION STUDIO II
4 semester credit hours
Prerequisites: V-VFXX230 or VFXX230 Production Studio I
The second of two practical courses that recreate the studio environment. Students work in teams to complete production on the animated short film or high-end visual effects sequence in conjunction with Production Studio I, taking on multiple production roles to gain experience in areas both related to and tangential to their areas of emphasis.

V-VFXX350 VFX PORTFOLIO DEVELOPMENT I
VFXX350 VFX PORTFOLIO DEVELOPMENT I
4 semester credit hours
Prerequisites: Dept Approval
The first of two courses focused on the development of an industry-ready demo reel, portfolio, and website. Students identify their skills and weaknesses in both their own emphasis and in others, collect work produced during previous courses, then evaluate the work with the instructor to determine what will become a part of their demo reels and portfolios. In addition, students plan and begin working on additional new pieces focusing on their emphasis and/or chosen career path. Coursework includes planning a personal brand and style and assembling a website to showcase a portfolio and demo reel.

VFXX390 PYTHON FOR VFX I
3 semester credit hours/4 quarter credit hours
Prerequisites: ANIM213 or ANI213 3D Animation I
An introduction to the basic syntax and uses of the python scripting language. Emphasizes using writing tools and scripts for speeding up workflows in industry standard 3D content creation software.

VFXX410 VIRTUAL & AUGMENTED REALITY I
3 semester credit hours/4 quarter credit hours
Prerequisites: Dept Approval
An introduction to the basic concepts of both virtual reality and augmented reality. Students learn to construct assets for use in an interactive gaming environment then script basic interactions into their assets for use with a virtual reality headset and controllers.

VFXX411 VIRTUAL & AUGMENTED REALITY II
3 semester credit hours/4 quarter credit hours
Prerequisites: VFXX410 or VXX410 Virtual & Augmented Reality I
An advanced study of virtual and augmented reality. Students build in more advanced interactions and construct more immersive environments. Emphasizes developing for augmented reality and designing for mobile augmented reality experiences.

VFXX415 SIMULATIONS II
3 semester credit hours/4 quarter credit hours
Prerequisites: VFXX315 or VXX315 Simulations I
An advanced workshop using different types of dynamic simulations within a 3D environment. Students work with advanced particles effects, fluid effects, pyrotechnics, liquid simulations, and learn to build their own custom effects through a node-based system. Students also learn to output their effects for use in a variety of mediums including visual effects shots, 3D animation, and real time video game engines.

VFXX440 EMERGING AND EXPERIMENTAL TRENDS IN VFX I
3 semester credit hours/4 quarter credit hours
Prerequisites: Dept Approval
This first of two advanced courses provides an in-depth look at emerging technologies and trends related to visual effects. Course content will change based on emerging trends and new technologies as students learn to identify aesthetic trends and assess new technologies. Coursework may include readings from trade publications, research, and hands-on projects and exercises.

V-VFXX450 VFX PORTFOLIO DEVELOPMENT II
VFXX450 VFX PORTFOLIO DEVELOPMENT II
4 semester credit hours
Prerequisites: V-VFXX350 or VFXX350 Portfolio Development I
The second of two courses focused on developing, producing, and completing an industry-ready demo reel, portfolio, and website. Students undergo final mock interviews to develop ways of successfully presenting themselves to potential employers. This course is taken in the final term of the degree program and culminates in a portfolio show to showcase each student's work for potential employers in the animation, visual effects, and video game industries.

VFXX460 EMERGING AND EXPERIMENTAL TRENDS IN VFX II
3 semester credit hours/4 quarter credit hours
Prerequisites: VFXX440 or VXX440 Emerging and Experimental Trends in VFX I
The second of two advanced courses providing an in-depth look at emerging technologies and trends related to visual effects. Course content will change based on emerging trends and new technologies as students learn to identify aesthetic trends and assess new technologies. Coursework may include readings from trade publications, research, and hands-on projects and exercises.

VFXX470 VFX PORTFOLIO DEVELOPMENT III
3 semester credit hours/4 quarter credit hours
Prerequisites: VFXX450 Portfolio Development II
The final course in a series of three courses focused on developing, producing, and completing an industry-ready demo reel, portfolio, and website. Students undergo final mock interviews to develop ways of successfully presenting themselves to potential employers. This course is taken in the final term of the degree program and culminates in a portfolio show to showcase each student's work for potential employers in the animation, visual effects, and video game industries.

V-VXX475 VFX CAPSTONE
VXX475 VFX CAPSTONE
3 semester credit hours
Prerequisites: Dept Approval
Students in this course will be challenged to discover and define a project that showcases all of their skills as a visual effects artist. By the end of the course, students will have developed a comprehensive project which establishes their professional focus and forms a centerpiece of their reel or portfolio. Students will present and defend their projects before peers and faculty as well as possible outside reviewers.

VFXX490 PYTHON FOR VFX II
3 semester credit hours/4 quarter credit hours
Prerequisites: VFXX390 or VXX390 Python for VFX I
An advanced study of python scripting language. Students use the language for more complex tasks and apply skills learned in the previous course to a wider area of software. Students write guided user interfaces for existing scripts and build their own interactive tools from the ground up.

GENERAL EDUCATION COURSES

ART, GENERAL

L-ARTS110 OBSERVATIONAL AND PERSPECTIVE DRAWING
ARTS110 OBSERVATIONAL AND PERSPECTIVE DRAWING
4 quarter credit hours/3 semester credit hours
Prerequisites: None
An introduction to translating three-dimensional form into two-dimensional drawings. Students use observational techniques and perspective rendering to become familiar with the basic tenets of composition. Coursework includes in-class lecture and demonstration as well as reading assignments and exercises.

ART HISTORY AND CRITICISM

L-ARTH1XX ART HISTORY ELECTIVE (100 LEVEL)
3 semester credit hours
Prerequisites: None
An introductory overview of a specific period, style, or regional category of art. Coursework may include research, writing, and reading assignments in addition to creative projects, class presentations, and field trips.

L-ARTH101 VISUAL CULTURE
ARTH101 VISUAL CULTURE
3 semester credit hours
Prerequisites: None
Introduces the study of visual culture through a combination of media studies, art history and criticism, and cultural studies. Students explore the visual (and audiovisual) logic of contemporary media and culture, including art, film, advertising, television, news media, the internet, social media, and interactive media. Coursework aims to broaden knowledge and cultural awareness while also sharpening skills in writing, research, and visual literacy.

L-ARTH110 ART HISTORY: CLASSICAL
3 semester credit hours
Prerequisites: None
Covers the history and development of the art of the Western world from the ancient epoch through the Medieval period leading up to the Renaissance. Students learn the basic methodologies of Art History while also becoming familiar with the origins and development of Western art. Coursework includes research and reading in addition to creative projects, class presentations, one or more field trips, and writing assignments.

L-ARTH111 ART HISTORY: RENAISSANCE
3 semester credit hours
Prerequisites: None
A survey of the art and culture of Europe from the fourteenth to the seventeenth centuries. Students learn the basic methodologies of art history while also becoming familiar with the stylistic and philosophical innovations that defined this key period. Topics include styles and developments bridging the Renaissance to the modern period, such as Rococo, Neoclassicism, and Romanticism. Coursework combines readings, research projects, extensive analysis and discussion of reproductions, and at least one museum field trip.

L-ARTH112 ART HISTORY: MODERN
3 semester credit hours
Prerequisites: None
A survey of modern art from the emergence of Impressionism through the late-twentieth century. Explores the major artists and movements that defined modernism(s) through lectures, readings, analysis of reproductions, documentary screenings, discussion, research projects, and field trips. Topics include an international range of artists working in media such as painting, sculpture, photography, and architecture.

L-ARTH113 ART HISTORY: CONTEMPORARY
3 semester credit hours
Prerequisites: None
Explores movements in contemporary art encompassing numerous forms: painting, photography, sculpting and a host of other art forms. Students become familiar with important developments bridging twentieth century modernisms with the art, culture, and society of the present. Coursework includes research, reading, exhibit visits, class presentations, and written assignments.

L-ARTH320 GLOBAL ART
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (100 level) course
A survey of art from cultures around the world, focusing on Asia, Africa, Latin America, and the Middle East. Students explore how visual language has developed through the ages in a wide range of fine art media, including painting, sculpture, printmaking crafts and architecture. Coursework combines readings, writing assignments, analysis of reproductions, documentary screenings, and oral presentations, and may also include a field trip.

L-ARTH321 ART HISTORY: REGIONAL ART
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (100 level) course
This rotating topic course provides a detailed exploration of the art of a specific nation or region of the globe. While building skills in general art historical and critical-theoretical methods, students also gain expertise in the nation's or region's local cultural production. Coursework combines readings and research, class presentations, group projects, and written assignments.

L-ARTH331 ART HISTORY: DESIGN
ARTH331 ART HISTORY: DESIGN
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (100 level) course
Examines modern theories and trends in art to illuminate the relationships between various disciplines of design, including film, stage, architecture, interior, fashion, and graphic design. Students build a working design vocabulary while exploring various design philosophies, movements, and designers. Coursework includes research and reading in addition to creative projects, class presentations, and writing assignments.

L-ARTH332 HISTORY OF PHOTOGRAPHY
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (100 level) course
Provides an in-depth look at the development of photography as an art form that is intrinsic to modern communication and the dissemination of information, as well as being essential to modern media arts. Students explore photography from its origins to the present day with the overarching goal of understanding the medium's aesthetic criteria. Coursework includes research and reading in addition to creative projects, class presentations, and writing assignments.

L-ARTH341 WOMEN IN ART
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (100 level) course
Explores the significant and complex contributions by women in shaping the landscape of art and culture. Students engage with questions of gender and representation while also building upon their knowledge of key artworks, figures, and developments in the global history of art. Coursework focuses on research and critical analysis, and includes quizzes, written essays, and class presentations.

L-ARTH381 TOPICS IN ART HISTORY & CRITICISM
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (100 level) course
This advanced course focuses on rotating topics important to the study of art. Students sharpen their skills in the use of historical and/or critical-theoretical methods to engage with art and visual culture. Coursework combines readings and research, class presentations, group projects, and written assignments.

L-ARTH383 ART HISTORY: DESIGN FOR STAGE & SCREEN
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one ARTH (100 level) course
A critical and historical survey of production design and art direction for theater, film, and television. Students explore the topic through lectures, readings, and screenings, with the goal of developing critical criteria that informs their response to art and design. Coursework emphasizes research, writing, and critical response, and includes visual art and design projects to better understand key styles and concepts.

BEHAVIORAL SCIENCES

L-BHVS1XX BEHAVIORAL SCIENCES ELECTIVE (100 LEVEL)
3 semester credit hours
Prerequisites: None
An introductory overview of one area of the behavioral sciences, such as psychology or cognitive sciences. Coursework may include research, writing, and reading assignments in addition to creative projects, class presentations, and field trips.

L-BHVS111 INTRODUCTION TO PSYCHOLOGY
3 semester credit hours
Prerequisites: None
Surveys the field of psychology in its historical and contemporary forms. Students explore the major movements, perspectives, and domains of the field, with a dual focus on psychological research methods and applications of principles in context, using case studies and real-world examples. Coursework may include regular reading assignments, research projects, quizzes, exams, and papers.

L-BHVSXXX BEHAVIORAL SCIENCES ELECTIVE (200+ LEVEL)
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
Further exploration of one area of the behavioral sciences, such as psychology or cognitive sciences. Coursework may include research, writing, and reading assignments in addition to creative projects, class presentations, and field trips.

L-BHVS311 TOPICS IN PSYCHOLOGY
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
This rotating topic course gives students a chance to delve into a specific question, issue, or theme relevant to psychological research, or alternatively, into a particular sub-field. Students work to increase understanding of human psychology in general by applying established methods for research and analysis to a topic. Coursework may include readings of case studies and theory, extensive research, group work, and written assignments.

L-BHVS319 ABNORMAL PSYCHOLOGY
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
An in-depth look at the basic concepts of abnormal psychology. Emphasis is on the DSM-IV disorders including origin, symptoms, and treatment of mental illness. Coursework involves regular reading assignments, an in-class midterm presentation, and a written essay.

L-BHVS321 TOPICS IN SOCIAL PSYCHOLOGY
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
This rotating topic course examines human behavior in its social context, and likewise, social issues as they relate to the psychological life of individuals. Students apply rigorous methods to the specific topic in order to deepen their understanding of issues such as social influence, the concept of the self, social issues like discrimination, and the social construction of feelings and beliefs. Coursework focuses on research and data analysis, discussion and debate, and practicing the standards and conventions of behavioral science writing.

L-BHVS325 SOCIAL PSYCHOLOGY OF SEX & GENDER
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
Examines multiple aspects of sex and gender: distinctions, social and cultural repercussions of those distinctions, historical changes, current issues, and the depiction of sex and gender in cinema and media. Students become conversant with historical patterns of sex and gender to gain perspective on current controversies and changes, and to enhance critical awareness and sensitivity. Class sessions incorporate discussion, readings, films, and exercises. Coursework may include class presentations and written essays.

L-BHVS490 SEMINAR IN BEHAVIORAL SCIENCES
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking + one BHVS (200+ level) course
Explores rotating topics in the fields of psychology and the cognitive sciences. Students engage in advanced research and writing to gain expertise in the topic and mastery in the field's methodologies. Coursework may include rigorous readings, research, student-led presentations and lectures, and a written final project.

CINEMA AND MEDIA STUDIES

CMST110 HISTORY OF MOTION PICTURES I: ORIGINS THROUGH 1959
4 quarter credit hours
Prerequisites: HUMA101 Composition I: College English
Survey of cinema history from the invention and early years of moving pictures up to 1959, the end of film's Classical Period. Focuses on the rise of film industries in the U.S. and abroad, the transition from silent film to films with sound, and the links between motion pictures and world history in general. Coursework may include readings, quizzes, exams, a research project, written work, and an oral presentation.

L-CMST205 HISTORY OF MOTION PICTURES
4 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition I: College English
Survey of cinema history from its invention and early years up to the present. Covers the rise of film industries in the U.S. and internationally; silent film and the transition to sound; the classical era; new waves and modern global cinemas; and the relations between film and newer media since the arrival of television. Students develop historical awareness, practice research skills, and consider the interactions between motion pictures and world history in general. Coursework includes readings, research, written work; and may include oral presentations, quizzes, and exams. This course includes one lab hour for supplemental screening time.

CMST210 HISTORY OF MOTION PICTURES II: 1960 TO THE PRESENT
4 quarter credit hours
Prerequisites: HUMA101 or HUA101 Composition I: College English
Survey of cinema history from 1960 to the present. Focuses on New Wave cinemas, the emergence of the New Hollywood, and the effects of globalization on traditional film and emerging media industries. Coursework may include readings, quizzes, exams, a research project, written work, and an oral presentation.

L-CMST217 MOTION PICTURE HISTORY: VISUAL EFFECTS
3 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition I: College English
Explores the progression of visual effects in cinema from the late 1800s to modern day digital effects. Topics include the history of various camera effects, including digital effects, classic optical effects, miniatures, matte paintings, stop motion, and rotoscoping. Emphasis is placed on the films and effects of Georges Méliès, Willis O'Brien, Ray Harryhausen, Rick Baker, and Stan Winston as well as the history of major visual effects studios such as Industrial Light & Magic and Weta Digital. Coursework includes regular readings, screenings, research, and written assignments, and may include quizzes and exams.

L-CMST305 SCRIPT ANALYSIS
CMST305 SCRIPT ANALYSIS
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking
Explores the essential elements of drama within the text of a script. Students analyze how those elements affect an audience by creating a specific narrative experience and develop tools to identify intellectual and/or emotional themes within scripts.

L-CMST310 TOPICS IN MOTION PICTURE HISTORY
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
A close look at a specific topic in the history of film and/or television. Students engage with select media histories, and historiography itself, with a combination of lectures, readings, and screenings. Coursework also may include short written assignments, class presentations, and research papers.

L-CMST318 TOPICS IN ANIMATION HISTORY
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
Rotating topics drawn from the history of animated motion pictures. Students become well versed in the topic, whether an individual animator, studio, style, or historical moment, while also developing facility with the technical and critical language of animation in general. Coursework combines readings, research, and screenings with written assignments and oral presentations.

L-CMST321 TOPICS IN FILM GENRE
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
A close look at a specific film or television genre. While developing their understanding of the functions of genre in general, students also gain expertise in the specific genre under consideration by a combination of lectures, readings, and screenings. Coursework also may include short written assignments, class presentations, and research papers.

L-CMST324 HORROR CINEMA
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
Delves into the cinematic genre known as horror, with a combined focus on its history and the stylistic conventions that define it. While enhancing their expertise in the genre and its sub-genres, students also practice critical approaches to cinema in general. Coursework includes readings, screenings, research, and writing assignments, and may include class presentations and creative projects.

L-CMST326SC THE SCREWBALL COMEDY
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
A close look at the Screwball Comedy film genre. While developing their understanding of the evolving functions of the comedy genre in wider culture, students home in on this sub-genre's motifs and tropes and gain expertise via a combination of lectures, readings, and screenings. Coursework also may include short written assignments, class presentations, and research papers.

L-CMST331 ANATOMY OF A GENRE
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
This rotating topic course focuses on historical understanding and practical skills in formal/stylistic analysis for cinema students. Combining sustained examination of a given film or TV category (genre) with a survey of the genre's historical evolution, students break down and reconstruct the elements of craft (e.g., lighting, editing, narrative structure, etc.) that have defined the genre over time. Coursework includes reading, research, close film analysis, and written assignments, and may include creative exercises designed to promote understanding through practice.

L-CMST341 TOPICS IN FILM STYLE
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
Examines one cinematic style in detail, based either on a coherent formal approach, film movement, or body of work (e.g., the work of one director). While sharpening their skills in both formal analysis and cultural analysis, students gain expertise in the specific style, movement, filmmaker, or filmmakers under consideration. Coursework combines readings and screenings with short written assignments, class presentations, and research papers.

L-CMST342 FILM DIRECTORS
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
This rotating topic course provides an opportunity to focus on one or more noteworthy directors. Students become well acquainted with the filmmaker or filmmakers through analysis of their work; investigation of their influences, themes, and formal techniques; exploration of their critical reception; and consideration of their cultural impact. Coursework combines readings, research, and screenings with written assignments and oral presentations.

L-CMST343 STUDIES IN STYLE: MASTERS OF LIGHT
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
A survey of important cinematographers and their landmark works ranging from the foundational period in motion picture history to the modern cinema. Through lectures, readings, viewing of works, discussion, and research projects, students engage with cinematography's masters of light and explore their craft-defining visual styles, the virtuosity of their artistry, and their indelible influence on the visual grammar of cinema.

L-CMST347 STUDIES IN STYLE: THE SHORT FILM
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
Examines the art of the short film within the larger history of cinema and media arts. Students gain expertise in the integral elements of the short film by focusing on major concepts, movements, individuals, and social forces that have shaped cinema through short filmmaking. Coursework combines readings and screenings with class presentations, research, and written assignments.

L-CMST351 NATIONAL CINEMAS
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
A detailed look at the cinema of a specific nation with a focus on both local and transnational dimensions. While gaining facility with historical and critical-theoretical methods, students also gain expertise in the specific styles, movements, and filmmakers that have defined the nation's industry. Coursework combines readings and screenings with short writing assignments, class presentations, and research papers.

L-CMST352 TOPICS IN REGIONAL MEDIA
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
A detailed focus on the cinema and media of a specific nation/region of the globe with a focus on both local and transnational issues. While gaining facility with historical and critical-theoretical methods, students also gain expertise in the specific styles, movements, and media-makers that have defined the region's local media industries and culture. Coursework combines readings and screenings with short writing assignments, class presentations, and research papers.

L-CMST355 TOPICS IN AMERICAN CINEMA
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
This rotating topic course provides a detailed focus on a specific sub-category of American cinema. While gaining facility with historical and critical methods, students also gain expertise in the films, filmmakers, and historical developments relevant to the topic, and explore the topic's significance for film history as a whole. Coursework combines readings and screenings with short writing assignments and longer research papers and may include class presentations and creative projects as well.

L-CMST361 GENDER IN CINEMA
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
An investigation of gender's role in the history and language of cinema, and cinema's role in the history and social/cultural understanding of gender. Coursework may include regular reading, writing, and research assignments, along with screenings, discussion, and oral presentations.

L-CMST370 STUDIES IN MEDIA TECHNOLOGY
3 semester credit hours
Prerequisites: L-CMST205 History of Motion Pictures or CMST110 History of Motion Pictures: Origins through 1959 or CMST210 History of Motion Pictures: 1960 to the Present
A focused study of one area of cinematic technology and its place in the larger history of cinema and media. Students investigate the specific topic to illuminate key connections between technology, art, culture, and storytelling. Coursework emphasizes historical research and writing and may include exams, screenings, presentations, and field trips.

COMMUNICATION: WRITTEN & ORAL

L-HUMA101 COMPOSITION I: COLLEGE ENGLISH
HUMA101 COMPOSITION I: COLLEGE ENGLISH
3 semester credit hours
Prerequisites: None
Instills fundamental written communication skills through ongoing writing exercises and essays. Topics include English vocabulary and grammar, the mechanics of writing, organization, the fundamentals of information literacy, and the standards and conventions of composition for college-level written work. Coursework includes vocabulary-building assignments and quizzes, regular reading and writing assignments, and a research paper.

L-HUMA105 FUNDAMENTALS OF ORAL COMMUNICATION
HUMA105 FUNDAMENTALS OF ORAL COMMUNICATION
3 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition 1: College English
An introduction to the fundamentals of oral communication and public speaking in both college and professional contexts. Students research, compose, design, and perform verbal and audiovisual presentations to persuasively pitch original ideas. Coursework includes regular exercises in speaking and presenting as well as quizzes, research projects, and a final oral presentation.

L-HUMA201 COMPOSITION II: READING, WRITING, THINKING
HUMA201 COMPOSITION II: READING, WRITING, THINKING
3 semester credit hours
Prerequisites: L-HUMA105 or HUMA105 Fundamentals of Oral Communication
An intermediate exploration of writing with a focus on careful reading and critical thinking. Students learn to employ research and annotation in the practice of reading, incorporate research into the practice of writing, take a clear position on a topic, organize a persuasive argument, view writing as a process of revision, and execute formal writing for academic and professional contexts. Coursework includes in-depth reading, research, and writing multiple draft revisions.

HUMANITIES

L-HUMA112 HUMANITIES FOR MEDIA ARTISTS
3 semester credit hours
Prerequisite: None
An introduction to humanistic methods of reading, interpretation, and knowledge production, focused on a theme or topic relevant to media artists and storytellers. Course material includes "texts" produced in a broad range of media, such as word, image, and sound. Students develop critical skills and core competencies in preparation for further coursework in both critical studies and their creative discipline. Coursework engages students in reading, writing, and the use of research to bring ideas and information to bear on one's own argument. Assignments may also include oral presentations, collaborative work, and creative projects.

L-HUMA302 CREATIVE WRITING
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking
Develops a capacity, interest, and love for creative writing. In addition to weekly assignments, students will read a variety of texts, including novels, essays, short fiction, and poetry in preparation for writing and workshopping a substantive creative piece. Topics include the technical aspects of storytelling, such as structure, plot, dialogue, and characterization, but will also expand well beyond that purview to examine the heart of these narrative forms.

L-HUMA340 FUNDAMENTALS OF JOURNALISM
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking
Instills essential skills, practices, and philosophies of professional journalism. By conducting interviews, investigating stories, reporting, and editing, students learn how to execute and adjudicate journalistic practice. Coursework also involves participation in engaged and informed discussions of current events, extensive research, and production of several pieces of journalism.

L-HUMA490 SEMINAR IN HUMANITIES
HUMA490 SEMINAR IN HUMANITIES
3 semester credit hours
Prerequisites: L-HUMA310 or HUMA310 Critical Studies: Art, Media, Culture
Explores rotating topics in the history, theory, and criticism of cinema, media, art, and culture. Through a combination of humanist methods, students engage in incisive analysis and refine their mastery of research, writing, and critical thinking. Coursework may include rigorous readings, research, a class session co-facilitated by student and instructor, and a final critical-analytical essay.

LIFE SCIENCES

L-LSCI1XX LIFE SCIENCES ELECTIVE (100 LEVEL)
3 semester credit hours
Prerequisites: L-MATH101 or MATH101 General Math
An introductory overview of one area of the life sciences, such as Anatomy, Ecological Science, or Anthropological Science. Coursework may include research, writing, and reading assignments in addition to creative projects, class presentations, and field trips.

L-LSCI121 INTRODUCTION TO ANATOMY
LSCI121 INTRODUCTION TO ANATOMY
3 semester credit hours
Prerequisites: L-MATH101 or MATH101 General Math
Introductory study of anatomical structure and physiology of the body, emphasizing the concepts of form and function and their relationships to lifestyle, age, and health. Students develop familiarity with the basic systems of the human body and, secondarily, with those of non-human animals. Coursework revolves around readings, research, quizzes, and exams, and may include class presentations.

L-LSCI131 INTRODUCTION TO ECOLOGY
3 semester credit hours
Prerequisites: L-MATH101 or MATH101 General Math
Introductory study of how organisms interact with each other and their environment. Students learn and apply scientific methods to investigate how ecological processes affect individuals, populations, communications, ecosystems, and the planet as a whole. Coursework revolves around readings, research, quizzes, and exams, and may include class presentations.

L-LSCI311 EVOLUTIONARY BIOLOGY
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
An exploration of the scientific study of biological life from the perspective of evolutionary theories. Consideration is given to the biological aspects of adaptation, including factors such as genetics, molecular biology, physiology, phylogeny, population dynamics, behavior, and ecology.

L-LSCI312 ANTHROPOLOGICAL SCIENCE
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
Explores the science of human life and its key elements, such as human genetics, evolutionary theory, human variation, the relationship of humans to the animal world, and ongoing human evolution. Coursework focuses on research and data analysis, and may include written reports, annotated bibliographies, and oral presentations.

L-LSCI313 THE HISTORY OF LIFE
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
An introduction to science by way of the scientific study of life on Earth, with a focus on physical processes and theories. Provides an overview of scientific approaches to the study of paleontology. Aspects of mineralogy, geology, seismology, and ecology are considered, as are human interactions as part of life on the Earth. Lecture and class participation are integrated with relevant documentary film clips and outdoor activities.

L-LSCI318 APPLIED ECOLOGY
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
Examines the complex interactions between organisms and their environment. Covers core principles of ecological science, such as sustainability, evolution, populations, terrestrial biodiversity, and aquatic biodiversity. Focuses on major ecological challenges with emphasis on conservation. Students use the scientific method to obtain ecological knowledge through independent research. This laboratory course involves hands-on activities, a formal research report and presentation, as well as field trip opportunities.

LITERATURE STUDIES

L-LITR105 THE HERO'S JOURNEY
3 semester credit hours
Prerequisite: None
Examines the storytelling paradigm known as the monomyth, first popularized by Joseph Campbell in his work *The Hero with a Thousand Faces* and commonly referred to in Hollywood as the hero's journey. Students learn the components of the hero's journey and analyze some major examples in American literature, film, and television. Coursework includes regular reading assignments, quizzes, a mid-term, class presentations, and essays.

L-LITR311 MYTHOLOGY & SYMBOLISM
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one L-LITR or LITR (100 level)
Examines foundational narratives by studying influential myths and legends across global civilizations and cultures. Students will read and discuss mythic stories of ancient, preindustrial, and contemporary societies, gaining perspective on how stories organize human experience. Coursework may include quizzes, an exam, class presentations, and a research paper.

L-LITR381 LITERATURE FOCUS
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one L-LITR or LITR (100 level)
This rotating topic course takes a close look at a specific literary genre, style, theme, or writer. Students do extensive readings of both the literature and critical-theoretical works to gain expertise in the specific topic under consideration. Coursework also may include various written assignments, discussion groups, class presentations, and research papers.

L-LITR383 ART OF THE SHORT STORY
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one L-LITR or LITR (100 level)
Examines the form, function, and history of the literary category of short fiction. Through a rigorous program of reading and analysis, students explore the short story's relation to the novel and other forms, such as cinema. Coursework includes regular writing exercises, a written essay, and a final presentation.

L-LITR384 POETRY AND CINEMA
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one L-LITR or LITR (100 level)
Examines the form, function, and history of the literary A close examination of the relationship between cinema and poetry, designed to illuminate how these two art forms—one ancient and one modern—have been quietly influencing one another since the early twentieth century. Through examples and exercises, students cultivate their understanding and appreciation of both poetry and cinema, while sharpening their skills in critical analysis. Coursework includes reading, research, and regular writing exercises, such as response papers and a final essay.

L-LITR385 BEYOND THE HERO'S JOURNEY
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one L-LITR or LITR (100 level)
Examines the form, function, and history of the literary A critical exploration of storytelling and formula, taking as the starting point the paradigm known as the monomyth, or hero's journey. Students deconstruct the hero's journey and examine key variations and alternative narrative forms in literature, film, television, and other media. Coursework includes research, reading, class presentations, and essays.

MATHEMATICS

L-MATH101 GENERAL MATH
MATH101 GENERAL MATH
3 semester credit hours
Prerequisites: None
Fundamentals of college-level mathematics. Topics include non-Euclidean and projective geometry, as well as areas of mathematics relevant to cinema, media, and the arts. Coursework involves regular quizzes and exams.

MUSIC HISTORY AND CRITICISM

L-MCST110 HISTORY OF MUSIC
3 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition I: College English
Examines the historical development of the art of music, tracing music's increasing complexity and changing functions through history. Coursework requires research and analysis of the relationship of music to the political, economic, and cultural conditions of a historical moment.

L-MCST381 TOPICS IN MUSIC HISTORY & CRITICISM
3 semester credit hours/4 quarter credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking or one L-MCST or MCST (100 level)
This rotating topic course focuses on a specific moment, movement, or issue important to understanding music. Students sharpen their skills in the use of historical methods, close analysis, and critical-theoretical language to engage with the topic and its implications. Coursework may include readings, research, music analysis, class presentations, group projects, and written assignments.

PHYSICAL SCIENCES

L-PSCI1XX PHYSICAL SCIENCES ELECTIVE (100 LEVEL)
3 semester credit hours
Prerequisites: L-MATH101 or MATH101 General Math
An introductory overview of one area of the physical sciences, such as Astronomy or Earth Sciences. Coursework may include research, writing, and reading assignments in addition to creative projects, class presentations, and field trips.

L-PSCI111 INTRODUCTION TO ASTRONOMY
3 semester credit hours
Prerequisites: L-MATH101 or MATH101 General Math
An introduction to the basic concepts of astronomy and astrophysics. Emphasis is on astronomical science, the solar system, the structure and evolution of stars, galaxies and the universe, including the endpoints of stellar evolution: white dwarfs, neutron stars, and black holes. Coursework includes readings, quizzes, exams, and projects that challenge students to apply scientific methods of research, observation, and analysis.

L-PSCI121 INTRODUCTION TO EARTH SCIENCE
3 semester credit hours
Prerequisites: L-MATH101 or MATH101 General Math
An introduction to the scientific approach to the study of the Earth, with a focus on physical processes and theories. Provides an overview of scientific approaches to the study of geology. Aspects of mineralogy, paleontology, seismology, and ecology are considered, as are human interactions with the Earth. Coursework includes readings, quizzes, exams, and projects that challenge students to apply scientific methods of research, observation, and analysis; field trips may also be included.

L-PSCI311 EXPLORATIONS IN ASTRONOMY
3 semester credit hours
Prerequisites: L-MATH101 or MATH101 General Math
An advanced investigation into special topics in astronomy and astrophysics. Students pursue an expanded awareness of the physical workings of the cosmos and the importance of this field of study, by sharpening their skills in the use of scientific methods, calculations, and empirical observation. Coursework includes research projects and reports, quizzes, and exams.

L-PSCI321 EXPLORATIONS IN EARTH SCIENCE
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
An advanced investigation into special topics in earth science. Students expand their knowledge and theoretical understanding of the subject while also engaging in practical scientific methods through field work and empirical observation. Coursework includes research projects and reports, quizzes, exams, and field trips.

L-PSCI371 SCIENCE FRONTIERS: THE PARANORMAL
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
Illuminates common and cutting-edge research techniques and technologies used to apply the scientific method to claims of the paranormal. Students survey past case studies, investigate claims, and learn what can be done to construct new hypotheses and seek quantifiable evidence for the unexplained and the unexplainable. Coursework includes research projects and reports, quizzes, and exams.

L-PSCI375 IN SEARCH OF EXTRATERRESTRIAL LIFE
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
This interdisciplinary course explores the subject of *astrobiology*, the speculative study of and search for extraterrestrial life. Motivated by the defining question, "Are we alone in the Universe?", students use a range of methods of inquiry from fields such as astronomy, physics, biology, geology, anthropology, and sociology. Coursework is designed to cultivate scientific literacy, quantitative reasoning, and critical thinking skills through project-based research, in-class activities, and presentations.

L-PSCI387 THE SCIENCE OF MOVEMENT
3 semester credit hours
Prerequisites: one L-PSCI or PSCI or L-LSCI or LSCI (100 level) course
Introduces the study of movement from an interdisciplinary perspective, drawing from the fields of physics, anatomy, and physiology. Through mathematical operations, qualitative analysis, and simulation of physical systems, students apply principles of physics (mechanics) to better understand movement in general as well as the bodily movements of humans and animals (biomechanics).

SOCIAL SCIENCES

L-SOCS1XX SOCIAL SCIENCES ELECTIVE (100 LEVEL)
3 semester credit hours
Prerequisites: None
An introductory overview of one area of the social sciences, such as sociology or social anthropology. Coursework may include research, writing, and reading assignments in addition to creative projects, class presentations, and field trips.

L-SOCS111 INTRODUCTION TO SOCIOLOGY
3 semester credit hours
Prerequisites: None
Examines the foundational concepts and theories used by sociologists to understand social life. Students are introduced to the power of social forces to affect human behavior: culture, socialization, social structure, inequality, social institutions such as family, religion, education, and the effects of social change. Coursework may include regular reading assignments, quizzes/exams, research, and writing.

L-SOCS121 INTRODUCTION TO SOCIAL ANTHROPOLOGY
3 semester credit hours
Prerequisites: None
Explores the fundamental principles of social and cultural anthropology. Students investigate the ways in which individual human experience is shaped and affected by particular social systems and by culture in general. Coursework may include regular reading assignments, ethnographic research, quizzes, and a final paper.

L-SOCS123 HUMAN GEOGRAPHY
3 semester credit hours
Prerequisites: None
Introduces the field of human geography, the broad study of society, space, and place. While gaining geographical knowledge and skills, students enrich their understanding of how people interact with their environments and of the social, economic, political, and cultural dynamics of the world in which we live. Coursework combines lectures, reading, research, and project-based work. May include field trips.

L-SOCS127 RACE AND SOCIETY
3 semester credit hours
Prerequisite: None
Examines the history of race as a concept created and used to legitimize centuries of oppression and exploitation. Students consider how race and racism are embedded in the histories of social and political institutions in the U.S.—including our storytelling and entertainment industries—and employ an interdisciplinary approach by researching the evolution of race as a pseudo-science, learning about race from modern genetics, and analyzing the ideological quagmires that racism continues to create in American society. Coursework includes regular reading, research, written work, in-class discussion, and may also include creative projects.

L-SOCS141 INTRODUCTION TO MASS COMMUNICATION
3 semester credit hours
Prerequisites: None
Introduces students to mass communication and media theory. Surveys the history of media research/theory and explores the major mass media in relation to both the individual and society as a whole. Students gain understanding of communication from social, technological, business, and creative standpoints, with the added goal of becoming more effective communicators.

L-SOCSXXX SOCIAL SCIENCES ELECTIVE (200+ LEVEL)
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
Further exploration of one area of the social sciences, such as sociology or social anthropology. Coursework may include research, writing, and reading assignments in addition to creative projects, class presentations, and field trips.

L-SOCS311 TOPICS IN SOCIOLOGY
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
This rotating topic course provides an opportunity to focus on one pressing set of questions or issues from a sociological perspective. Students make use of social scientific methods to expand their understanding of the broad spheres of society, social institutions, and politics by working through the particular topic from various angles. Coursework focuses on research-based writing, discussion, and debate.

L-SOCS321 TOPICS IN SOCIAL & CULTURAL ANTHROPOLOGY
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
This rotating topic course examines subjects from the fields of social and cultural anthropology. Students apply rigorous methods to the specific topic to deepen their understanding of human societies and cultures. Coursework focuses on research skills, the use of information/data, and rigorous writing in keeping with the standards of the social sciences.

L-SOCS341 TOPICS IN COMMUNICATION STUDIES: HUMAN RELATIONS
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
Explores fundamental issues in the field of communications, focused on the nature and importance of human relations. In addition to studying communication theories, students work on practical skills such as identifying one's own communication style, flexing to the communication style of others, working in diverse environments, teambuilding skills, making ethical choices, and managing conflict. Coursework includes regular reading, writing, and research assignments, participatory exercises, and oral presentations.

L-SOCS349 MEDIA ETHICS
3 semester credit hours
Prerequisites: one L-SOCS or SOCS or L-BHVS or BHVS (100 level) course
This course hones critical reasoning skills and teaches students to ask insightful questions as both media consumers and professionals. Coursework examines whether media practitioners have special obligations toward ethical behavior and asks if this obligation conflicts with the concept of a free marketplace of ideas. From ancient Greek principles to modern theories, students discuss key philosophies in ethics and how they apply to the creation of entertainment content.

L-SOCS490 SEMINAR IN SOCIAL SCIENCES
SOCS490 SEMINAR IN SOCIAL SCIENCES
3 semester credit hours
Prerequisites: L-HUMA201 or HUMA201 Composition II: Reading, Writing, Thinking + one L-SOCS or SOCS (200+ level) course
Explores rotating topics in the fields of sociology and anthropology. Students engage in advanced research and writing to gain expertise in the topic and mastery in the field's methodologies. Coursework may include rigorous readings, research, student-led presentations and lectures, and a written final project.

THEATER HISTORY AND CRITICISM

L-THST101 SURVEY OF THEATER HISTORY
3 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition 1: College English
Introductory overview of the art of stage drama from its ancient beginnings through the present day. Students learn basic concepts, terms, and classifications that inform the study of theater, build a foundation of knowledge on the subject, and practice critical discussion and writing. Coursework combines readings, research, oral and written projects, quizzes, exams, and at least one theater field trip.

L-THST381 TOPICS IN THEATER HISTORY & CRITICISM
3 semester credit hours
Prerequisites: one L-THST or THST (100 level) course
This rotating topic course focuses on a specific historical moment, dramatic genre, or debate related to the study of theater. Students sharpen their skills in the use of historical methods, textual analysis, and critical-theoretical language to engage with the topic. Coursework may include readings, research, essays, class presentations, creative projects, and theater field trips.

L-THST384 YOUNG, GIFTED, AND BLACK: AFRICAN AMERICAN PLAYWRIGHTS
3 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition 1: College English
Examines the work of African American playwrights from 1847 to the 2000s, tracing lines of influence and connecting the playwrights and their works to historical moments and movements within Black Communities across America. Students consider works by former enslaved people and learn about facets such as the Black Nationalism Movement, the Harlem Renaissance, the Civil Rights Movement, and before turning attention to contemporary playwrights and artists who are continuing the story of African American dramatic arts today. Coursework includes extensive reading, analysis, written work, and research, and may also include dramatic exercises.

L-THST386 UNCOMMON WOMEN, TOP GIRLS, AND UNDERDOGS: FEMALE PLAYWRIGHTS
3 semester credit hours
Prerequisites: L-HUMA101 or HUMA101 Composition 1: College English
Explores the work of Women playwrights from multiple historical periods, styles, and genres. Students analyze numerous plays, while also considering historical context, aesthetic value, and social significance. Coursework includes extensive reading and analysis, dramatic exercises, research, oral presentations, and writing.