T H E
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F I L M S C H O O L

Catalog Addendum

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July 1, 2016

ASSOCIATE OF SCIENCE IN COMPUTER ANIMATION

PROGRAM DESCRIPTION & OBJECTIVES
The Computer Animation Associate of Science Degree Program is designed to take students through the production pipeline from modeling to character animation, special effects, and final compositing. The basic principles behind computer-generated models, characters, animation, and visual effects are studied and then those principles are put to use just like animation professionals do when developing films, games or other digital media. The program uses the same hardware and software used in professional animation studios, so students gain the skills needed to hit the ground running when embarking on a career.

Our goal is to provide students with the focused knowledge and understanding of 2D and 3D animation skills needed to qualify for entry-level, industry positions including, scene builders, character designers, technical directors, motion animators, visual effects animators, lighters, and renderers. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS
The A.S. in Computer Animation program is 66 credit hours and 18 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	AVE 100 FUNDAMENTALS OF ART: LIFE DRAWING AND ANATOMY	3
3	AVE 110 OBJECT PERSPECTIVE	3
	ENG 101 CREATIVE WRITING	3
4	AVE 130 STORYBOARDING	3
5	AVE 140 2D ANIMATION	3
6	AVE 150 3D FOUNDATIONS	3
	SBS 113 PSYCHOLOGY OF PLAY	3
7	AVE 160 MODEL CREATION	3
8	AVE 170 ART CREATION FOR GAMES	3
9	AVE 190 DIGITAL SCULPTING	3
10	AVE 210 FUNDAMENTALS OF ANIMATION	3
11	AVE 200 CHARACTER DESIGN AND CREATION	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
12	AVE 230 CHARACTER RIGGING 1	3
13	AVE 240 CHARACTER ANIMATION I	3
14	AVE 280 SHADING AND LIGHTING	3
	SPC 214 CREATIVE PRESENTATION	3
15	AVE 290 VISUAL EFFECTS 1	3
16	AVE 180 COMPOSITING FUNDAMENTALS	3
17	AVE 298 ANIMATION PROJECT 1	3
18	AVE 299 ANIMATION PROJECT 2	3

BACHELOR OF SCIENCE IN ANIMATION & GAME ART

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Animation with a concentration in Game Art is designed to provide students the knowledge and understanding of 3-D modeling, materials and textures, engine integration, and animation needed to qualify for such entry-level positions in the game industry as prop artists, environment artists, character artists, and animators. Besides the degree program's strong 3-D computer-graphics focus, students will build other skills in peripheral media and complete digital courses that will enhance their opportunities in related fields. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Animation with a concentration in Game Art is 120 credit hours and 36 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	AVE 100 FUNDAMENTALS OF ART: LIFE DRAWING AND ANATOMY	3
3	AVE 110 OBJECT PERSPECTIVE	3
	ENG 101 CREATIVE WRITING	3
4	AVE 130 STORYBOARDING	3
5	AVE 140 2D ANIMATION	3
6	AVE 150 3D FOUNDATIONS	3
	SBS 113 PSYCHOLOGY OF PLAY	3
7	AVE 160 MODEL CREATION	3
8	AVE 170 ART CREATION FOR GAMES	3
9	AVE 190 DIGITAL SCULPTING	3
10	AVE 210 FUNDAMENTALS OF ANIMATION	3
11	AVE 200 CHARACTER DESIGN AND CREATION	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
12	AVE 230 CHARACTER RIGGING 1	3
13	AVE 240 CHARACTER ANIMATION I	3
14	AVE 280 SHADING AND LIGHTING	3
	SPC 214 CREATIVE PRESENTATION	3
15	AVE 290 VISUAL EFFECTS 1	3
16	AVE 180 COMPOSITING FUNDAMENTALS	3
17	AVE 298 ANIMATION PROJECT 1	3
18	AVE 299 ANIMATION PROJECT 2	3
19	HUM 222 AESTHETICS AND CULTURE	3
20	HUM 330 TRANSMEDIA STORYTELLING	3
21	AVE 260 CHARACTER ANIMATION 2	3
22	HUM 420 CONTEMPORARY ART	3
23	AVE 310 VISUAL EFFECTS 2	3
24	MTH 310 STATISTICAL APPLICATIONS	3
25	AGA 320 GAME CHARACTERS	3
26	AGA 340 GAME ANIMATION	3
27	ENG 326 PROFESSIONAL WRITING	3
28	AGA 360 ENVIRONMENT ART	3
29	AGA 370 TEXTURING AND SHADING	3
30	AGA 380 ADVANCED GAME CHARACTERS	3
31	AGA 390 LEVEL ASSEMBLY AND LIGHTING	3
32	AVE 360 ANIMATION PRODUCTION	3
33	AVE 470 PREPRODUCTION	3
34	AVE 480 PORTFOLIO CONTENT CREATION 1	3
35	AVE 485 PORTFOLIO CONTENT CREATION 2	3
36	AVE 490 PORTFOLIO CONTENT CREATION 3	3

BACHELOR OF SCIENCE IN ANIMATION & VISUAL EFFECTS

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Animation with a concentration in Visual Effects is designed to provide students the 2D and 3D animation knowledge and skills needed to qualify for entry-level, industry positions including, scene builders, character designers, technical directors, motion animators, visual effects animators, lighters, and renderers. From storyboarding, sketching, and modeling to character animation, special effects, and final compositing, this degree program takes students through the entire production pipeline. The program starts by familiarizing students with the art concepts behind animation; drawing and other traditional forms of expression that are essential parts of getting art onto the computer. Students are then exposed to the basic principles behind computer-generated models, characters, animation, and visual effects. By using the same hardware and software as professional animation studios, the skills needed for immediate success on the job are developed. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Animation with a concentration in Visual Effects is 120 credit hours and 36 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	AVE 100 FUNDAMENTALS OF ART: LIFE DRAWING AND ANATOMY	3
3	AVE 110 OBJECT PERSPECTIVE	3
3	ENG 101 CREATIVE WRITING	3
4	AVE 130 STORYBOARDING	3
5	AVE 140 2D ANIMATION	3
6	AVE 150 3D FOUNDATIONS	3
6	SBS 113 PSYCHOLOGY OF PLAY	3
7	AVE 160 MODEL CREATION	3
8	AVE 170 ART CREATION FOR GAMES	3
9	AVE 190 DIGITAL SCULPTING	3
10	AVE 210 FUNDAMENTALS OF ANIMATION	3
11	AVE 200 CHARACTER DESIGN AND CREATION	3
11	MAT 121 QUANTITATIVE PRINCIPLES	3
12	AVE 230 CHARACTER RIGGING 1	3
13	AVE 240 CHARACTER ANIMATION I	3
14	AVE 280 SHADING AND LIGHTING	3
14	SPC 214 CREATIVE PRESENTATION	3
15	AVE 290 VISUAL EFFECTS 1	3
16	AVE 180 COMPOSITING FUNDAMENTALS	3
17	AVE 298 ANIMATION PROJECT 1	3
18	AVE 299 ANIMATION PROJECT 2	3
19	HUM 222 AESTHETICS AND CULTURE	3
20	HUM 330 TRANSMEDIA STORYTELLING	3
21	AVE 260 CHARACTER ANIMATION 2	3
22	HUM 420 CONTEMPORARY ART	3
23	AVE 310 VISUAL EFFECTS 2	3
24	MTH 310 STATISTICAL APPLICATIONS	3
25	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
26	AVE 345 PREVISUALIZATION	3
27	ENG 326 PROFESSIONAL WRITING	3
28	AVE 346 VISUAL EFFECTS PREPRODUCTION	3
29	FMP 410 VFX AND GREEN SCREEN PRODUCTION	3
30	AVE 355 MATCHMOVING AND INTEGRATION	3
31	AVE 350 COMPOSITING AND SCENE FINISHING 2	3
32	AVE 360 ANIMATION PRODUCTION	3
33	AVE 470 PREPRODUCTION	3
34	AVE 480 PORTFOLIO CONTENT CREATION 1	3
35	AVE 485 PORTFOLIO CONTENT CREATION 2	3
36	AVE 490 PORTFOLIO CONTENT CREATION 3	3

BACHELOR OF SCIENCE IN ENTERTAINMENT BUSINESS

PROGRAM DESCRIPTION & OBJECTIVES

The Entertainment Business Bachelor of Science degree program is designed to provide students with the knowledge and understanding of the fundamentals of business needed to qualify for entry-level, industry positions. The program provides a well-rounded study of business administration and management principles with a focus on how that knowledge can be applied to the entertainment industry. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of business. The program emphasizes business ethics, corporate social responsibility, communication skills and the role personal values play in the professional life of a business leader. Students also explore topics that are specific to the business of entertainment – artist management, distribution, and more – providing insight into the inner workings of the industry. Throughout the degree program, students work in a professional, project-based environment, designed to recreate the challenges and opportunities typical in the world of entertainment business.

HYBRID ONLINE & CAMPUS COURSES

In this degree program, students will take courses on campus and online. This hybrid degree format is designed to give students the benefits of both face-to-face and online learning formats. Having some in-person courses helps create an important social dynamic and sense of connection among students and faculty, while online courses decrease the amount of scheduled class time and commuting time for students. Other benefits of the hybrid learning format include:

- Greater scheduling flexibility for working and commuting students
- More opportunities to interact with course materials and resources, leading to greater engagement and enhanced opportunities for success
- Higher-quality peer interaction
- Skills in communicating effectively in multiple modes

PROGRAM REQUIREMENTS

The Entertainment Business Bachelor Degree is 120 credit hours and 32 months in length. Students must complete all required program coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	EBS 101 INTRODUCTION TO ENTERTAINMENT BUSINESS	3
3	EBS 110 ENTERTAINMENT BUSINESS MANAGEMENT	3
4	ENG 101 CREATIVE WRITING	3
	DFM 120 DIGITAL IMAGEMAKING (Online Course)	3
5	EBS 120 ENTERTAINMENT MARKETING	3
6	MAT 121 QUANTITATIVE PRINCIPLES	3
7	EBS 230 ART OF THE PITCH	3
8	SBS 113 PSYCHOLOGY OF PLAY	3
	EBS 160 ENTERTAINMENT BUSINESS FINANCE (Online Course)	3
9	EBS 141 DATA ANALYSIS AND REPORTING	3
10	EBS 200 NEW MEDIA DISTRIBUTION	3
11	EBS 240 ENTERTAINMENT MARKET RESEARCH (Online Course)	3
	SPC 214 CREATIVE PRESENTATION	3
12	EBS 290 BRAND DEVELOPMENT	3
13	EBS 280 MEDIA COMMUNICATIONS AND PUBLIC RELATIONS	3
	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
14	EBS 220 GLOBAL BUSINESS	3
15	EBS 265 CREATIVE PRODUCING AND DEVELOPMENT	3
16	EBS 270 PROFESSIONAL SELLING	3
17	HUM 330 TRANSMEDIA STORYTELLING	3
18	EBS 303 ENTERTAINMENT BUSINESS ETHICS	3
19	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
	EBS 312 SPORTS AND LEISURE MANAGEMENT (Online Course)	3
20	EBS 410 ENTERTAINMENT BUSINESS LAW	3
21	ENG 326 PROFESSIONAL WRITING	3
22	DFM 330 WEBSITE DESIGN (Online Course)	3
	MTH 310 STATISTICAL APPLICATIONS	3
23	EBS 480 ENTERTAINMENT CONTRACTS AND LICENSING	3
24	EBS 425 CREATIVE ENTREPRENEURSHIP	3
25	EBS 411 INTELLECTUAL PROPERTY	3
26	EBS 440 ARTIST MANAGEMENT	3
27	HUM 420 CONTEMPORARY ART	3
	EBS 416 STRATEGIC PLANNING (Online Course)	3
28	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
29	EBS 420 VENTURE CAPITAL AND FINANCE	3
30	EBS 441 EVENT MANAGEMENT	3
	EBS 302 BUSINESS ACCOUNTING (Online Course)	3
31	EBS 460 ENTERTAINMENT BUSINESS TECHNOLOGY	3
32	EBS 490 ENTERTAINMENT BUSINESS FINAL PROJECT	3

BACHELOR OF SCIENCE IN ENTERTAINMENT BUSINESS - DEGREE COMPLETION PROGRAM

PROGRAM DESCRIPTION & OBJECTIVES
The Entertainment Business Bachelor of Science Degree Completion program is designed to allow individuals who hold an Associate Degree to continue their education and earn a Bachelor's Degree in only 18 months. The Entertainment Business Bachelor of Science degree program is designed to provide students with the knowledge and understanding of the fundamentals of business needed to qualify for entry-level, industry positions. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of business. As the program evolves, students explore topics that are specific to the business of entertainment – artist management, distribution, and more – providing insight into the inner workings of the industry. Throughout the degree program, students work in a professional, project-based environment, designed to recreate the challenges and opportunities typical in the world of entertainment business.

HYBRID ONLINE & CAMPUS COURSES
In this degree program, students will take courses on campus and online. This hybrid degree format is designed to give students the benefits of both face-to-face and online learning formats. Having some in-person courses helps create an important social dynamic and sense of connection among students and faculty, while online courses decrease the amount of scheduled class time and commuting time for students. Other benefits of the hybrid learning format include:

- Greater scheduling flexibility for working and commuting students
- More opportunities to interact with course materials and resources, leading to greater engagement and enhanced opportunities for success
- Higher-quality peer interaction
- Skills in communicating effectively in multiple modes

PROGRAM REQUIREMENTS
The Entertainment Business Bachelor Degree is 60 credit hours and 18 months in length. Students must complete all required program coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	EBS 300 ENTERTAINMENT BUSINESS MANAGEMENT	3
2	HUM 330 TRANSMEDIA STORYTELLING	3
3	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
4	EBS 301 ENTERTAINMENT MARKETING	3
5	ENG 326 PROFESSIONAL WRITING	3
6	EBS 303 ENTERTAINMENT BUSINESS ETHICS	3
7	MTH 310 STATISTICAL APPLICATIONS	3
8	EBS 410 ENTERTAINMENT BUSINESS LAW	3
9	EBS 411 INTELLECTUAL PROPERTY	3
10	HUM 420 CONTEMPORARY ART	3
10	EBS 302-O BUSINESS ACCOUNTING (Online Course)	3
11	EBS 420 VENTURE CAPITAL AND FINANCE	3
12	EBS 480 ENTERTAINMENT CONTRACTS AND LICENSING	3
13	EBS 425 CREATIVE ENTREPRENEURSHIP	3
14	EBS 440 ARTIST MANAGEMENT	3
15	EBS 460 ENTERTAINMENT BUSINESS TECHNOLOGY	3
15	EBS 416-O STRATEGIC PLANNING (Online Course)	3
16	EBS 441 EVENT MANAGEMENT	3
17	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
18	EBS 490 ENTERTAINMENT BUSINESS FINAL PROJECT	3

ASSOCIATE OF SCIENCE IN FILM

PROGRAM DESCRIPTION & OBJECTIVES
The goal of the Associate of Science in Film program is to provide students with the knowledge and understanding of film theory and craft needed to qualify for entry-level, industry positions including, independent filmmakers, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, video editors, lighting technicians, director's assistants, dialogue editors, and a variety of other positions in the film and entertainment industry. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS
The Associate of Science in Film program is 60 credit hours and 18 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
3	FMP 130 DIGITAL EDITING I	3
4	FMP 140 CINEMATOGRAPHY I	3
5	FMP 160 DIRECTING I	3
6	FMP 150 PRODUCTION DESIGN I	3
7	FMP 170 PRODUCTION I	3
8	ENG 101 CREATIVE WRITING	3
9	FMP 230 DIGITAL EDITING II	3
9	FMP 125 SCREENWRITING I	1
10	FMP 240 CINEMATOGRAPHY II	3
10	FMP 136 SCREENWRITING II	1
11	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
12	FMP 246 SOUND PRODUCTION AND DESIGN I	3
13	MAT 121 QUANTITATIVE PRINCIPLES	3
14	FMP 260 DIRECTING II	3
15	FMP 250 PRODUCTION DESIGN II	3
16	FMP 280 PRODUCTION MANAGEMENT	3
16	SPC 214 CREATIVE PRESENTATION	3
17	FMP 270 PRODUCTION II	4
18	FMP 290 POSTPRODUCTION	3

BACHELOR OF SCIENCE IN FILM PRODUCTION

PROGRAM DESCRIPTION & OBJECTIVES
The Bachelor of Science in Film Production program is designed to provide students with the knowledge and understanding of film theory and craft needed to qualify for entry-level, industry positions such as independent filmmakers, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, video editors, lighting technicians, director's assistants, dialogue editors, and a variety of other positions in the film and video industry. This program will also help develop team building skills necessary for the film industry. There are four degree tracks offered in the bachelor's program: Cinematography, Directing/Screenwriting, Production and Production Design. Students will work with a faculty mentor to select the degree track that best fits their skills, talents and professional goals. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS
The Bachelor of Science in Film Production program is 120 credit hours and 36 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
3	FMP 130 DIGITAL EDITING I	3
4	FMP 140 CINEMATOGRAPHY I	3
5	FMP 160 DIRECTING I	3
6	FMP 150 PRODUCTION DESIGN I	3
7	FMP 170 PRODUCTION I	3
8	ENG 101 CREATIVE WRITING	3
9	FMP 230 DIGITAL EDITING II	3
9	FMP 125 SCREENWRITING I	1
10	FMP 240 CINEMATOGRAPHY II	3
10	FMP 136 SCREENWRITING II	1
11	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
12	FMP 246 SOUND PRODUCTION AND DESIGN I	3
13	MAT 121 QUANTITATIVE PRINCIPLES	3
14	FMP 260 DIRECTING II	3
15	FMP 250 PRODUCTION DESIGN II	3
16	FMP 280 PRODUCTION MANAGEMENT	3
16	SPC 214 CREATIVE PRESENTATION	3
17	FMP 270 PRODUCTION II	4
18	FMP 290 POSTPRODUCTION	3
19	EBS 200 NEW MEDIA DISTRIBUTION	3
20	FMP 305 FILM HISTORY	3
21	AVE 345 PREVISUALIZATION	3
21	HUM 222 AESTHETICS AND CULTURE	3
22	AVE 346 VISUAL EFFECTS PREPRODUCTION	3
23	FMP 410 VFX AND GREEN SCREEN PRODUCTION	3
24	HUM 330 TRANSMEDIA STORYTELLING	3
25	FMP 330 DOCUMENTARIES AND REALITY PRODUCTION	3
26	EBS 230 ART OF THE PITCH	3
26	HUM 420 CONTEMPORARY ART	3
27	FMP 380 ACTING FOR FILMMAKERS	3
28	FMP 370 ART OF CREATIVE PRODUCING	3
29	FMP 306 SOUND PRODUCTION AND DESIGN II	3
30	FMP 320 PRODUCTION FOR NEW MEDIA	3
31	MTH 310 STATISTICAL APPLICATIONS	3
32	ENG 326 PROFESSIONAL WRITING	3
33	FMP 450B THESIS FILM PREPRODUCTION II	3
34	FMP 455 THESIS FILM PRODUCTION	3
35	FMP 460 ADVANCED POSTPRODUCTION I	3
36	FMP 465 ADVANCED POSTPRODUCTION II	3

ASSOCIATE OF SCIENCE IN MUSIC PRODUCTION

PROGRAM DESCRIPTION & OBJECTIVES
The Associate of Science Degree Program in Music Production provides an education track for individuals who would like to expand their passion for creating music into the production of music for diverse media applications using today's latest digital music technology. The demand for original music content in all media continues to increase as the entertainment industry expands the use of online delivery of content and multi-media programming. The Music Production Degree Program's curriculum presents the learner with comprehensive courses that focus on music theory, genres, composition, digital music production and music recording, and mixing and mastering for various media. Included with this focus on the creative aspects of music production are courses in entertainment business structure, industry conventions and intellectual property. General education courses round out the program. These courses build a foundation for the student as a working professional in the entertainment industry. The degree's content covers the many different procedures and applications found in the modern music production world.

The goal is to provide the student with the knowledge and understanding of music production technology and the skills and concepts needed to qualify graduates for entry-level industry positions such as music recording engineers, MIDI/digital audio workstation operators and programmers, music editors, music supervisors, music arrangers, and composers for film, video games, multimedia content, and a variety of other positions in the audio and entertainment industries. In addition to gaining technical proficiency, the students' education will help develop critical-thinking, problem-solving, and analytical and creative skills that contribute to lifelong learning. Students leave the program with tools to help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS
The A.S. in Music Production program is 63 credit hours and 18 months in length. Students must earn a grade of "C" or higher in the following courses: Music Listening & Identification, Music Theory I, and Music Theory II. Students must successfully complete all required courses (listed below) with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	MPR 100 MUSICAL LISTENING AND IDENTIFICATION	3
3	MPR 121 MUSIC THEORY I	4
4	MPR 122 MUSIC THEORY II	3
5	MPR 130 MUSIC COMPOSITION AND PROGRAMMING	3
6	ENG 101 CREATIVE WRITING	3
7	MPR 131 SEQUENCING TECHNOLOGIES	4
8	MPR 201 SONGWRITING AND DEVELOPMENT	3
9	SBS 113 PSYCHOLOGY OF PLAY	3
10	MPR 221 MUSICAL ARRANGEMENT	3
11	MPR 230 ADVANCED MUSIC COMPOSITION AND PROGRAMMING	4
12	MAT 121 QUANTITATIVE PRINCIPLES	3
13	MPR 240 DIGITAL RECORDING PRINCIPLES	3
14	RCA 235 MIXING CONCEPTS AND TECHNIQUES	4
15	MPR 250 MUSIC COPYRIGHT AND BUSINESS	3
15	SPC 214 CREATIVE PRESENTATION	3
16	MPR 260 MUSIC PRODUCTION FOR MEDIA	4
17	MPR 255 MUSIC BUSINESS MANAGEMENT	3
18	MPR 270 ADVANCED PRODUCTION AND INDUSTRY SKILLS	4

ASSOCIATE OF SCIENCE IN RECORDING ARTS

PROGRAM DESCRIPTION & OBJECTIVES
Beyond just teaching how to capture an artist's sound in the studio, the Recording Arts program encompasses analog and digital recording, live sound production, and audio postproduction for film, television, and video games. From acoustic principles, amplification technology, and signal flow, to interactive audio, MIDI techniques, and sound effect design, the many different procedures, formats, and applications found in the recording arts world are covered. By working with the same gear found in professional studios, students gain the confidence and skills needed to succeed in the entertainment industry after graduation. The goal is to provide students with the focused knowledge and understanding of audio needed to qualify for entry-level industry positions such as assistant engineers, music recording engineers, postproduction audio engineers, MIDI/digital audio workstation operators and programmers, music/ effects/dialogue editors, live production engineers, assistant maintenance technicians, and a variety of other positions in the audio industry. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS
The A.S. in Recording Arts program is 60 credit hours and 18 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	MPR 100 MUSICAL LISTENING & IDENTIFICATION	3
3	RCA 211 SIGNAL PROCESSING & EFFECTS	3
4	SBS 113 PSYCHOLOGY OF PLAY	3
5	RCA 252 PRO TOOLS ESSENTIALS	3
6	RCA 292 AUDIO PRODUCTION FOR MEDIA	3
7	RCA 272 ADVANCED PRO TOOLS	3
	SPC 214 CREATIVE PRESENTATION	3
8	RCA 295 AUDIO POST PRODUCTION	4
9	ENG 101 CREATIVE WRITING	3
10	RCA 235 MIXING CONCEPTS & TECHNIQUES	4
11	MAT 121 QUANTITATIVE PRINCIPLES	3
12	RCA 241 SYSTEMS SUPPORT	4
13	RCA 211 ANALOG RECORDING SYSTEMS	3
14	RCA 243 RECORDING CONSOLES	3
15	RCA 291 STUDIO RECORDING & PRODUCTION	3
16	RCA 245 LIVE SOUND PRODUCTION	3
17	RCA 281 MASTERING	3
18	MPR 250 MUSIC COPYRIGHT & BUSINESS	3

CORE COURSE DESCRIPTIONS

AGA 320 Game Characters (3 credits)
The Game Characters course focuses on the elements of accurate high-resolution character sculpting. The course material covers proper anatomy, proportion, and fine details. Students will create assets implementing advanced techniques while maintaining realistic surface quality and likeness of reference. Students completing this course will develop a deeper understanding of digital sculpting, topology, texturing, and the use of generated maps.

AGA 340 Game Animation (3 credits)
The Game Animation course provides students with their first opportunity to produce animated sequences and cycles for gameplay. Students will develop an overall understanding of animation as it applies to the game industry with a focus on game-engine constraints and requirements. Students will pay special attention to character anatomy, rigging constraints, and reusability within all aspects of a game.

AGA 360 Environment Art (3 credits)
The Environment Art course trains students in the techniques involved in modern game-environment creation. Students will gain a deeper technical understanding and will develop assets for use in a game engine. The course focuses on the modularity of materials and meshes that adhere to industry standards, both visually and technically.

AGA 370 Texturing and Shading (3 credits)
This course instructs students in techniques for creating textures and materials for video games by utilizing traditional art skills and industry-standard tools. Using digital sculpting, painting, and photo-sourcing techniques, students will create and apply textures and materials for use in current game engines.

AGA 380 Advanced Game Characters (3 credits)
The Advanced Game Characters course expands on sculpting techniques to complete a full game character. Students will create production-ready characters that include cloth, gear, and other elements that make game characters unique. Students will focus on realism while adhering to game-engine constraints by building correct topology and materials.

AGA 390 Level Assembly and Lighting (3 credits)
The Level Assembly and Lighting course builds on students' understanding of game requirements to construct a playable level. Students will design, build, texture, light, and add effects for a level. Students will learn to develop content for game environments.

AVE 100 Fundamentals of Art: Life Drawing and Anatomy (3 Credits)
The Fundamentals of Art I Course prepares students for the virtual world by having them step away from the computer and observe, touch, and create in the real world. These courses suggest that real-world observation and touch is invaluable in the planning of 3D computer graphics.

AVE 110 Object Perspective (3 credits)
The Object Perspective course prepares students for the virtual world by creating digital images and digital sculptures. The course includes the traditional study of light, form, shape, and objects using modern tools to realize them. Students learn to use digital tools to create realistic images in the virtual realm.

AVE 130 Storyboarding (3 credits)
In this class students will learn how to take a story from script to storyboard, paying particular emphasis to story structure and the development of character background and personality. Critical review of storyboarding techniques will be covered for both Animation and Feature Film. Students will be taught the use of camera angels, pans, close-ups, etc. so as to be able to "tell a story" with their boards.

AVE 140 2D Animation (3 credits)
The fundamental principles of traditional animation. Using pencil and paper to explore this art form, students are physically responsible for controlling and manipulating a subject's volume, weight, proportion, acting, and movement, thus gaining a more thorough understanding of the animation process. This foundation of traditional animation broadens students' skills as computer animators and enhances their creative ability.

AVE 150 3D Foundations (3 credits)
The 3D Foundations Course familiarizes students with the fundamentals of creating 2D and 3D computer graphics using Autodesk Maya and Adobe Photoshop. Students learn the interface and controls of both programs as they learn basic animation skills that prepare them for the more advanced courses later in the Computer Animation Bachelor of Science Degree Program.

AVE 160 Model Creation (3 credits)
Model Creation is the introductory computer modeling, rendering, and animation course. Students are introduced to the modeling tools used in each step of creating a computer model. By learning the capabilities of each tool and the interaction between tools, students develop techniques and strategies for efficiently creating virtual models.

AVE 170 Art Creation for Games (3 credits)
The Art Creation for Games course provides students with a strong knowledge of the way real time 3D content is modeled, textured and exported for today's video games. Students develop game resolution models of hard surface environment props while studying various environments in professionally created immersive video game levels.

AVE 180 Compositing Fundamentals (3 credits)
The seamless integration of computer-generated elements with real-world, live-action video footage. Students are introduced to compositing and integration techniques commonly utilized by film and video professionals in current production pipelines. Students learn how to accurately reconstruct and composite computer-generated elements to properly match a high definition film or video source, while presenting them the opportunity of working in a node-based compositing environment.

AVE 190 Digital Sculpting (3 credits)
The fundamentals of software-based virtual sculpture. Tutorials and exercises will help develop the skills required for the creation of high-resolution virtual models, high fidelity meshes for use in film, or high-res maps for video games. The students will also create multiple levels of an animated character model with layers of accessories such as body armor, hair, weapons, and garments.

AVE 200 Character Design and Creation (3 credits)
The Character Modeling course builds on the concepts introduced in the Model Creation course. In this course, students develop their modeling skills while learning to utilize software tools to build organic character models. Students then learn how to deform those models to follow the motion prescribed by storyboards and character actions.

AVE 210 Fundamentals of Animation (3 credits)
The Fundamentals of Animation course provides students with the animation tools & techniques required to create, manipulate, and refine any computer-animated sequence. Building on the traditional animation fundamentals of motion and timing, the course teaches students computer animation techniques and applies them to the process of animating modeled projects.

AVE 230 Character Rigging 1 (3 credits)
The Character Rigging 1 Course introduces students to the foundations of character rigging, which is the process of adding joints and controls to a character that allows an animator to make the it move in a realistic manner. Similar to making a puppet, rigging gives the artist the ability to control a CG character, making it a pivotal step in the animation process. Students will also be introduced to the fundamentals of python programming, which allows artists to modify systems based on a particular job in the animation world. With these programming techniques, students will be able to develop new tools and systems to aid in the development of their character rig.

AVE 240 Character Animation I (3 Credits)
A focus on the basics of creating strong character animation in 3D software. Students will develop methods for planning an animation, which helps them learn to create work effectively and efficiently. Students will also explore what is important in creating movement that appears lifelike and believable for a character. The goal of this course is to teach students to create character animation that implements strong posing, good staging, and advanced mechanics of motion, while using an effective and efficient workflow.

AVE 260 Character Animation 2 (3 credits)
The Character Animation 2 Course continues to strengthen students' animation skills by exploring methods for creating movement that is not only entertaining and appealing, but also depicts actions that are driven by the characters' emotions and personality. Students will also analyze methods for creating solid acting choices that are unique and interesting. By using discussion and analysis, students will be introduced to the importance of evaluating their own work, as well as the work of their peers. This enables them to critique each other's projects with the intent of implementing what they have learned into their own animation, preparing them for situations encountered in the real world.

AVE 280 Shading and Lighting (3 credits)
The Shading and Lighting course investigates the look and feel, shadows and shading, reflections and atmospheres, and the mood and lighting that bring scenes and models to life. The course provides students with an understanding of the methods, resources, and time required to create computer-rendered imagery.

AVE 290 Visual Effects 1 (3 credits)
The Visual Effects 1 Course introduces the student to the process of utilizing dynamics systems. Throughout the class, students will learn about the core dynamic capabilities inside of a 3D system that will allow them to recreate various real-world phenomena. By observing the real-world behavior of natural phenomena such as sparks, smoke, and fire, students will learn how to study and evaluate the multiple aspects of a truly dynamic system, applying that knowledge to create their own computer-generated effects. Students will also be introduced to the fundamentals of dynamic particle, rigid body, and soft body simulations in a 3D system.

AVE 298 Animation Project 1 (3 credits)
This course allows students to begin the production of a professional animated sequence that incorporates skills learned in the first 16 months of the program. This course will develop the students' overall knowledge of computer animation workflow, pipeline, and production, and teach them to use that knowledge in the creation of an animated sequence.

AVE 299 Animation Project 2 (3 credits)
Students will complete the production of an animated sequence as either their final project or portfolio review. This course will continue to develop the students' overall knowledge and application of computer animation workflow, pipeline, and production while meeting deadlines in the creation their final project.

AVE 340 Compositing and Scene Finishing 1 (3 credits)
Compositing and Scene Finishing 1 will broaden the base of students' knowledge by offering insight into the process of combining computer-generated imagery with audio and video elements. By learning what happens when rendered imagery is integrated into the post-production process, students will better understand the guidelines of compositing and scene finishing.

AVE 310 Visual Effects 2 (3 credits)
The Visual Effects 2 Course will take students' knowledge beyond the Visual Effects I course by covering advanced simulation techniques and rendering options inside a 3D system. Newer simulation engines covering fluid and nucleus-based dynamics will be covered in depth and will be utilized to recreate various real-world phenomena in a realistic manner. Fluid simulations will be generated, recreating a real- world counterpart based on live action reference, and the intricacies of the interactivity of particle, hair and cloth in a nucleus-based system will also be covered.

AVE 350 Compositing and Scene Finishing 2 (3 credits)
The Compositing and Scene Finishing 2 course expands the student's skills in the techniques used to meld live action video and audio content with computer-generated images. Students will learn advanced visual effects techniques used in feature films and television.

AVE 355 Matchmoving and Integration (3 credits)
This course provides an overview of the production process and integration of 3D elements into live back plates. Students will learn the techniques of integrating and tracking 3D animation and special effects into live footage. Students will also learn techniques necessary to resolve difficult composites. Actual composites are used to explore techniques in matte generation, tracking, color correction ad image compositing.

AVE 345 Previsualization (3 credits)
An introduction to the concepts of previsualization—a way of visualizing the story in pre-production especially when there are visual and special effects. Students will be introduced to traditional storyboard techniques and computer programs. Students will also work with original techniques such as camera angle projections, perspective, that will allow them to understand the programs and techniques used in the industry today.

AVE 346 Visual Effects Preproduction (3 credits)
Students will incorporate their knowledge from previsualization, to analyze the types of visual effects needed for each plate and to generate the material for the effects in preparation for shooting footage in the Production course the following term. This could include shooting plates, building analogue miniatures or working with animation students to build digital sets.

AVE 360 Animation Production (3 credits)
The Animation Production Course develops students' ability to plan, coordinate, and study assets, using traditional methods to demonstrate their learned strengths as a 3D artist. Working from photograph and video reference, students explore and develop characters, environments, vehicles, rigs, and animation ideas. Successful completion of this course arms students with the knowledge of how to use good reference and artistic studies to create production blueprints.

AVE 470 Preproduction (3 credits)
The Portfolio Preproduction Course develops students' ability to plan, coordinate, and study assets, using traditional methods to demonstrate their learned strengths as a 3D artist. Working from photograph and video reference, students explore and develop characters, environments, vehicles, rigs, and animation ideas. Successful completion of this course arms students with the knowledge of how to use good reference and artistic studies to create production blueprints.

AVE 480 Portfolio Content Creation 1 (3 Credits)
The Computer Animation Project I Course is designed to allow students to review and continue advancing their overall knowledge of computer animation workflow, timeline, professional behavior, and mind set. This course prepares students to experience a four-week production deadline, and introduces working under production constraints. Students use their artistic skills and technical knowledge to create a professional quality asset based on reference compiled during Animation Preproduction. All assets are managed and critiqued by an in-lab art director, to help guide projects towards photorealistic expectations under defined deadlines.

AVE 485 Portfolio Content Creation 2 (3 credits)
Continued development of asset completion to deadline. The students will incorporate knowledge developed from Portfolio Content Creation1 to improve their artistic sensibilities, workflow, skill sets, technical knowledge, and personal time management. Students will continue working with the in-lab art directors and within the critique process as they work to create photorealistic content. In this course, students work at optimal speed and precision, having a strong understanding of artistic appeal, time management, asset creation, and professional behavior – preparing them for the methods, environments, and conditions experienced in the production arena.

AVE 490 Portfolio Content Creation 3 (3 credits)
This course provides students with the time to develop a demo reel commonly expected during interviews. During this time, students take the content developed throughout their degree program and assemble it into a presentable package. Prior to the creation of the demo reel, a student's content is reviewed in an effort to help the student determine the best material for showcasing their talents as a computer animation artist.

DFM 120-O Digital Image Making (3 credits)(Online Course)
The Digital Image Making course introduces students to the use of the computer as an image-making tool used across all art and design disciplines. Students are introduced to Photoshop and Illustrator tools and techniques, basic typography, and graphic design. At the conclusion of this course, students demonstrate their ability to solve visual, compositional and technical problems for print, web and motion media applications.

DFM 330-O Website Design (3 credits)(Online Course)
In the Website Design Course, students learn how to create an interactive website as a medium for communication. While learning the fundamentals of web design, including a basic understanding of page construction and technical skills, students explore how to use the Internet as a medium for creating opportunities. Upon completion of this course, students have a good foundation in web design using HTML and CSS and are prepared to design and create a quality website for desktop and mobile devices.

EBS 101 Introduction to Entertainment Business (3 credits)
This course explores the evolving infrastructures within the industry's various sectors. Students will examine the innovative business methods that reinforce the importance of monetizing the emotional connections fostered within these creative industries, as well as the industry's current business trends. Students will also identify the variety of careers available for business professionals in these industries and their respective skill sets, with an eye toward developing the abilities that relate to their chosen fields.

EBS 110 Entertainment Business Management (3 credits)
This course analyzes the management principles that lead to a successful company, as well as the nature of business decisions. Students learn about creating and maintaining organizational structure within leadership and legal contexts, and further examine human resource principles. The course also contains an introduction to risk management principles and practices, provides different types of risks and the strategies used to minimize them in relation to physical assets, legal liability, employee benefit programs, taxes, and retirement costs.

EBS 120 Entertainment Marketing (3 credits)
This course explores general marketing concepts as they relate to the nuances of the entertainment business field. Students construct strategic plans in the selection and development of media products, and are introduced to entertainment licensing concepts and promotional avenues, such as trade shows, trade publications, and the Internet. In addition, this course strengthens students' understanding of analytical tools and strategic analysis of the entertainment business, knowledge that can facilitate the success of their creative work. Consumer behavior and its effect on the success of entertainment products are also examined.

EBS 160-O Entertainment Business Finance (3 credits)(Online Course)
This course provides students with the skills needed to make financial decisions in a business environment. Students examine the process of financial analysis, financing operations and growth, and the concept of risk versus return. In addition, fundamental financial topics are covered, such as the time value of money, capital budgeting, business valuation, risk management, and personal finance.

EBS 200 New Media Distribution (3 credits)
This course teaches students how to analyze new media distribution channels to determine how to market and deploy their products or services over a multitude of platforms. Students will examine a variety of advanced media components, assess which distribution channels can best help them to accomplish their marketing goals, and then integrate their product/service into those channels, making alterations as needed. The course takes students through the following new media distribution channels: Web 2.0, mobile devices, video games, virtual worlds, web mash-ups, blogs and wikis, email, social media, interactive TV, and podcasting.

EBS 220 Global Business (3 credits)
This course addresses the complexity and the diversity of business practices in the international business marketplace. A variety of related topics are addressed, including: consumer differences across key international markets; international marketing strategies; economic policies; political and cultural environments and their effect on international business; the impact of geography on business transactions and distribution; and laws, treaties and international labor issues that affect international business.

EBS 230 Art of the Pitch (3 credits)
This course teaches students how to encapsulate their ideas into saleable concepts, present those ideas, and communicate with stakeholders who become involved in bringing these ideas to fruition.

EBS 240-O Entertainment Market Research (3 credits)(Online Course)
This course examines how companies in the entertainment industry use key measurements and data sources to make business decisions. Students assess how audience data is used for content development and media buying. Students also learn how companies collect, analyze, summarize, and interpret real-world data related to media.

EBS 241 Data Analysis and Reporting (3 credits)
This course develops the ability to use Microsoft Excel for common business purposes, including analysis and reporting. Course topics include: working with formulas and functions, formatting spreadsheets for effective analysis, creating charts, selecting appropriate chart types, and analyzing entertainment business data. Students identify trends in data and leverage data to convey various business messages.

EBS 265 Creative Producing and Development
This course introduces students to the challenges of producing from the inception of a project through pre-production, production, and post production.

EBS 270 Professional Selling (3 credits)
The Professional Selling Course teaches students the importance of the business development and client relationship management roles in both large and small companies, which are critical to the success of a business. Students learn best practices in a professional sales environment and develop methods to overcome common hurdles in meeting sales objectives. Course topics include building the customer relationship, distinguishing types of sales, the relationship and differences between sales and marketing, and methods of sales forecasting and reporting. Students also learn how to deliver an effective sales presentation and explore the multitude of related career opportunities within the industry.

EBS 280 Media Communications and Public Relations (3 credits)
In the Media Communications and Public Relations Course students will explore the arranging, handling, and evaluating of public relations and media communications programs. The course will convey to students how the effective use of media can strengthen a public relations strategy. Students will work with relevant case histories and deal with contemporary topics using media in public relations.

EBS 290 Brand Development (3 credits)
This course covers the two main aspects to building a strong presence in the business and consumer market: storytelling and brand development. In this course, students learn how to implement brand development strategies that help companies become icons within their industry. Students also learn how to use storytelling principles to strengthen a business and deliver a superior customer experience.

EBS 302-O Business Accounting (3 credits)(Online)
This course examines the accounting cycle, accounting terminology, the collection of accounting data, the recording of data into the accounting system, and the preparation and interpretation of basic financial statements. This course will focus on introductory accounting as it relates to the entertainment business world.

EBS 303 Entertainment Business Ethics (3 credits)
This course affords an examination of the complex, real-world ethical problems associated with the management of a business. Through the study of historical and current case studies, students will debate the responsibilities of managers, broaden their awareness of personal, professional, and business ethics, and address the social responsibility of the entertainment industry.

EBS 312-O Sports and Leisure Management (3 credits)(Online Course)
In this course students examine the business practices and career opportunities related to the sports and leisure sectors of the entertainment industry, including the subsectors of professional and amateur sports leagues, recreational and participatory sports, and leisure subsectors such as theme parks, arts complexes, travel and experience-based entertainment. Students learn about the latest trends and management strategies that affect these growing sectors of the entertainment industry.

EBS 330-O Interactive Media Entertainment (3 credits)(Online Course)
In this course students explore management of the interactive media sector of the entertainment industry including gaming, virtual reality, transmedia, and mobile entertainment. Students examine the development, distribution and consumption of interactive media; trends and key players; and career opportunities in this rapidly growing industry sector.

EBS 410 Entertainment Business Law (3 credits)
This course offers an overview of general business practices, including entity formation, insurance, taxes, accounting, the laws protecting intellectual property in relation to protecting one's own work and legally incorporating the works of others, and the law and practices of contracts and negotiations. All concepts are explored through legal case studies and applied business projects.

EBS 411 Intellectual Property (3 credits)
The Intellectual Property course provides an examination of trade secrets, trademarks, patents, and copyrights in connection with methods of protecting creative works. Students explore acquisition, licensing, sale, and transfer of rights as they relate to music, digital media, animation, interactive entertainment, film, and show production. Rights and issues related to independent contractors and work-for-hire employees are also addressed.

EBS 416-O Strategic Planning (3 credits)(Online)
In this course students examine how entertainment businesses achieve and sustain competitive advantage. The course integrates content from foundational courses such as economics, human resource management, marketing, and finance with the development of analytical and business communication skills. Students demonstrate their capacity to develop and present strategic plans for actual or simulated entertainment business scenarios.

EBS 420 Venture Capital and Finance (3 credits)
The Venture Capital and Financing course provides students with essential knowledge to start and finance an entertainment business. Core business concepts, such as obtaining business licenses and insurance, securing business assets, hiring employees, and signing employee agreements and non-disclosures, are covered. Students examine financing avenues, create capital and operating budgets, and explore principles of investing, returns, and risk.

EBS 441 Event Management (3 credits)
The Event Management course delivers an examination of the business of event management, including researching the product and company brand, identifying the target audience, creating an event concept, and developing a project management plan. The application of project management tools for successful event planning and management.

EBS 425 Creative Entrepreneurship (3 credits)
This course delivers an overview of the principles and practical aspects of entrepreneurship as they relate to the entertainment business industry. Students explore the differences between legal entities, such as sole proprietorships, partnerships, corporations, limited liability corporations, and limited partnerships. At the same time, they begin to develop an entrepreneurial state of mind through the study of starting new ventures, acquiring other businesses, and making existing enterprises profitable.

EBS 440 Artist Management (3 credits)
The Artist Management course explores the career path of the manager. This position plays a significant role in the music business community and in the career of an artist/band. Coursework includes the artist-manager relationship, launching an artist's career, management contracts, and career path management.

EBS 460 Entertainment Business Technology (3 credits)
This course addresses emerging technologies and their impacts on business management within the music entertainment industry. In this course, students explore the proliferation of new technologies and how they are utilized to achieve business goals. Students also learn how to leverage new technologies to reach customers, manage customer relationships, increase revenue and profitability, and optimize their business practices. They learn how to evaluate competing technologies to achieve business goals, and they explore resources that will help them stay current with emerging technologies that can change the industry.

EBS 470 Digital Marketing and Social Media Management (3 credits)
This course examines the role of marketing in the 21st century. Students explore digital and mobile marketing, discussing the most prevalent types of tools, their purposes and their effectiveness in relation to the entertainment industry. Comparison to traditional marketing tactics and examples of current marketing mixes are addressed. In addition, this course builds student understanding of search engine optimization and social media marketing tools.

EBS 480 Entertainment Contracts and Licensing (3 credits)
This course revisits and further expands on entertainment law as it relates to the entertainment industry. Students are introduced to contract to writing strategies as they examine strengths and weaknesses of real world contracts. Students are given the opportunity to learn and practice various negotiating skills and tactics specific to the music business.

EBS 490 Entertainment Business Final Project (3 credits)
This course presents students with complex, real-world business scenarios related to the entertainment industry. Students analyze the scenarios, assess potential action steps, and develop strategic plans to address the scenarios. Through this process, students evaluate the management, marketing, financial, legal, and ethical decisions that affect real-world business decisions. Students also assess external entrepreneurial opportunities that these scenarios could generate.

FMP 120 Introduction to Film Production (3 credits)
This course is designed to provide the student with the opportunity to experiment and explore their aesthetic and professional goals as they begin to shoot quickly and expressively right from the very first day. Students will collaborate on a series of short film projects that will explore everything from basic story structure, lighting techniques, screenplay analysis and director's preparation.

FMP 125 Screenwriting I (1.0 credit)
The foundations of the art and craft of screenwriting, including proper screenplay formatting, story structure, character development, dialogue, descriptive prose, visual exposition, narrative strategies, and thematic exploration. Primary emphasis will be placed on the short format through the examination of skills and concepts applicable to short films, commercial advertising, and various forms of web-based content. Secondary emphasis will be placed upon the art and craft of adaptation from various literary forms.

FMP 130 Digital Editing I (3 credits)
In this course, students learn the language and theory of editing and then put those theories into practice using digital editing software. This hands-on process introduces essential skills and good editing habits along with understanding and appreciation of the role of editing in the storytelling process.

FMP 136 Screenwriting II (1.0 credit)
This course builds upon the foundational premises established in Screenwriting I, with attention to all forms and formats, including feature length screenplays. By exploring the central principles underlying formatting, idea generation, story structure, character development, dialogue, exposition, thematic exploration, and market expectations, this course will help the student become facile with the rigors and complexities of writing effective and engaging dramatic narratives.

FMP 140 Cinematography I (3 credits)
This hands-on course is designed to familiarize students with the various cameras they will be using throughout the degree program. Students will learn how to support the mood of the story with lighting choices and will experiment with expressive lighting styles.

FMP 150 Production Design I (3 credits)
This course introduces the principles of Production Design and how to tell the story in the physical aspects of filmmaking, character and story manifestations in the environment of the film through set design, location modification, color, shape, and costumes.

FMP 160 Directing I (3 credits)
This course utilizes a collaborative learning environment to introduce fundamental directing techniques that will prepare students for future project-oriented classes. Students will learn techniques for directing, acting, casting, and composition, and will work in every area of directing – from preproduction to critical evaluation.

FMP 170 Production I (3 credits)
Students stage and shoot complex dramatic exercises under the guidance of the instructor. They design shots to heighten the emotion of a sequence, and then shoot the sequence on digital video in a supervised environment. The relationship between text and subtext is explored in depth through classroom sessions, screenings and critiques, and in the field production exercises.

FMP 230 Digital Editing II (3 credits)
Students will continue to develop their editing skills utilizing actual dailies from film and TV projects to learn how to understand the dynamics of the scripted scene and how editing must tell the story.

FMP 240 Cinematography II (3 credits)
This course will deepen students understanding of how to master control over image production in digital and film formats. Variables in lighting, exposure, camera positions and blocking the action of a scene with a director are covered. In addition to being trained to operate advanced camera equipment, students study basic color theory and learn to control the color palette of their projects. Special attention is given to the emotional attributes that can be assigned to an image by changing the hue, saturation, and contrast of any given image.

FMP 246 Sound Production and Design I (3 credits)
The Sound Production and Design I course provides a practical introduction to creating, recording and editing sound for film, television and other media. Students will learn the proper protocol and practices of sound recording and experiment with different sound recording techniques and types of equipment, getting hands-on practice both in and out of the classroom. Subjects include dialogue, music, sound-effects, Foley recording and background ambiences.

FMP 250 Production Design II (3 credits)
This course teaches the methods of designing towards the implementation of a script. Student will receive instruction on drafting, including elevations and illustrations from plans and research, scenic painting, set dressing, prop construction, costumes, model building, and designing for set and location.

FMP 260 Directing II (3 credits)
This course engages students in practical directing exercises, and is aimed at building a deeper understanding of the craft from a technical and artistic perspective. Students will learn how to effectively communicate with actors and crew, and shoot and edit several short projects, with the goal of deepening and enhancing their visual storytelling skills.

FMP 270 Production II (3 credits)
Students produce short films by serving in many of the positions involved in a professional film production. Subjects covered include set decorating, prop rentals, directing prep, working with talent, cinematography, lighting choices, lens selections, production organization and hierarchy, with a focus on safety, collaboration and the role of the crafts in storytelling.

FMP 280 Production Management (3 credits)
An exploration of the world of line producing, production management, and the infrastructure of various forms of production. Students will learn how to breakdown a script, the scheduling process, budgeting, casting, crewing, location scouting, and a wide range of concepts pertaining to planning and executing a successful production.

FMP 290 Postproduction (3 credits)
In this course, students examine the standard definition non-linear postproduction process using industry standard digital video editing workstations. Students learn timing and transitions to enhance the story telling process while working with using various forms of content.

FMP 305 Film History (3 credits)
This course explores motion picture as an art form, as a business, and a representation of society. Students examine how film has become a dominant force in American culture through the study of subjects like the birth of film, the golden age of silent film, World War II, non- Hollywood films, the New Cinema of the 1960s era, and the Hollywood Renaissance.

FMP 306 Sound Production and Design II (3 credits)
This course explores the powerful role played by sound in telling a story. Students shoot a short script in a way that will allow sound to make an equal contribution to the emotional aspects of the story, rather than simply narrating the picture. Students will receive advanced training on Pro Tools and how to edit sound and visuals together so that the two work in tandem.

FMP 317 Directing III (3 credits)
Addresses the exploration of choices. "Why" a director selects material and what causes them to make their decisions during pre-production, production and postproduction. The course investigates the philosophy behind choice of content as it relates to possible mediums. This course also focuses on analyzing influential and prolific directors and how their work relates to current trends, themes and styles as well as to their own work.

FMP 320 Production for New Media (3 credits)
Students will create and produce dynamic program content that crosses multiple genres and can be launched on many different platforms. Students will conceive, produce and post concepts and shorts for cellular launch, iTunes, downloadable content, and other media.

FMP 325 Writing for Production I (1 credit)
Students will start to develop and write short scripts in preparation for shooting in other classes. Emphasis is placed on the production elements of the script including realistic locations, budgets and visual elements. This class also stresses character development and advanced story structure.

FMP 326 Writing for Production II (1 credit)
Students will continue to develop and write short scripts in preparation for shooting in other classes. Emphasis is placed on the production elements of the script including realistic locations, budgets and visual elements. This class also stresses character development and advanced story structure.

FMP 327 Writing for Production III (1 credit)
Students will finalize short scripts in preparation for shooting in other classes. Emphasis is placed on the production elements of the script including realistic locations, budgets and visual elements. This class also stresses character development and advanced story structure.

FMP 330 Documentaries and Reality Production (3 credits)
This course examines various techniques necessary to direct and produce documentary films. While course topics include directing, producing, preproduction, history, writing, genres, and interviews for documentary films, students also delve into the philosophy of ethics and research as it pertains to the preproduction and production of non-fiction story telling.

FMP 370 Art of Creative Producing (3 credits)
This course exposes students to the challenges of producing from the inception and sale of a project through pre-production, production, and post production to ultimate distribution. Students learn typical producer functions such as when to use publicity, how to deal with creative egos, how to fix marketing missteps, and more.

FMP 380 Acting for Filmmakers (3 credits)
This course will develop the filmmaker's knowledge and understanding of actors through direct acting experience. Students learn the language and tools of the craft through sensory exercises, improvisation, text analysis, and scene study. Students are prepared to not only communicate and collaborate with their actors, but to actualize the best emotional outcome of a scene.

FMP 410 VFX and Green Screen Production (3 credits)
The production of visual effects to enhance the visual story telling through the collaboration between Director and the Cinematographer's preparation and execution of the imagery that is passed on to visual effects to complete the scene. Students will learn green screen methodology and study the art and craft of compositing, how to execute motion tracking to properly integrate the effects with the live action shot. Students will understand what must be pre-visualized to communicate an idea or concept to all members of the visual team in order to plan shots effectively.

FMP 436 Advanced Production Design (3 credits)
Both location filming and stagework considerations are covered including camera angeles, set spotting, wild walls, backing designs, spfx, lighting and rigging and more. Emphasis is put on how to anticipate and troubleshoot problems that may come up during the construction and shooting of sets — while designing them.

FMP 437 Advanced Cinematography (3 credits)
This course will explore the techniques needed to master the cutting edge of the ever-evolving universe of digital cameras and lighting. Using professional high-end camera systems, students learn lighting techniques of increasing complexity, building on their arsenal of skills through shooting tests and experimentation.

FMP 450A Thesis Film Preproduction I (3 credits)
Designed to put into practice skills learned in the degree program to create pre-visualization concepts related directly to their Thesis Project. This course is also designed to define the philosophical approach to each thesis as well as the further development of content, early casting, budgeting and the interview process for hiring additional "key" crew positions.

FMP 450B Thesis Film Preproduction II (3 credits)
This course is design to simulate a typical pre-production office for content generation. In this course students working in their defined departments will finalize all pre-production elements such as but not limited to production design, casting, locations, shooting schedule, secondary crew, equipment orders, insurance, permits, weekly production meetings, rehearsal and a postproduction schedule. This course will culminate with a final production meeting and final read through of the material.

FMP 455 Thesis Film Production (3 credits)
Students will apply what they have learned throughout the program to produce their thesis film. Students will be shooting and completing prost production on their project or fulfilling a key role – directing, producing, writing, cinematography, editing, or art direction – on the thesis film of another student.

FMP 460 Advanced Postproduction I (3 credits)
This course focuses on advanced non-linear online editing techniques using multiple platforms. Students study advanced aspects of editing theory, editing technique, video effects, compositing, color correction, and edit lists. Throughout the course, students are working to meet milestones on time and deliver a completed final cut for evaluation.

FMP 465 Advanced Postproduction II (3 credits)
This course takes the student into advanced postproduction techniques in a project-based setting. Students work to complete the sound design, soundtrack and score for film projects in surround sound utilizing digital audio workstation and postproduction techniques from previous coursework. Students collaborate to meet project deadlines in delivering a completed film for theatrical presentation.

FMP 490 Creative Portfolio Development (3 credits)
The Creative Portfolio Development course is a final component of students' capstone project and requires students to work independently on completing a creative project. The course helps students address specific creative challenges they will face in all aspects of their career going forward. Students create a portfolio and business plan, with a final promotional presentation of their developing identity.

MPR 100 Musical Listening and Identification (3 credits)
This course surveys the evolution of modern music from its roots through to the present. Students learn characteristics of a wide spectrum of musical genres and explore their transformative effects on music and culture. Using Apple's Logic software this course teaches an overview of essential song structure and digital audio workstation techniques.

MPR 121 Music Theory I (3 credits)
This course develops a solid basis in the language of music. Music theory 1 equips the student with the fundamentals of note identification, major scale construction, rhythmic notation and ear training. Students must earn a grade of "C" or higher in this course in order to advance in their program.

MPR 122 Music Theory II (4 credits)
Students expand on their understanding of music theory. Intervals, key signatures, chord structure, and common chord progressions are explored. Ear training and notation are further developed. Students must earn a grade of "C" or higher in this course in order to advance in their program.

MPR 130 Music Composition and Programming (3 credits)
This course develops compositional techniques through study of melody and accompaniment using music composition software. The course further explores song form analysis and chord movement, along with techniques in subtractive synthesis and sound design.

MPR 131 Sequencing Technologies (4 credits)
Students explore the principles and theory of MIDI (Musical Instrument Digital Interface). Topics include: MIDI, software based sequencing, synthesis techniques, advanced musical and rhythmic programming, digital audio editing, and applications in musical content creation.

MPR 201 Songwriting and Development (3 credits)
Students apply and expand the concepts of music theory into songwriting, developing a strong sense of form, melody, harmony, and rhythm. Topics include: lyrical considerations, meter, rhyme and song analysis.

MPR 221 Musical Arrangement (3 credits)
Through the use of modern production software, this course addresses instrumentation and arranging techniques covering a variety of traditional and modern instrument families and their applications in contemporary music production.

MPR 230 Advanced Music Composition and Programming (4 credits)
This course explores the creative use of digital audio workstation software by composers and producers. Students learn advanced composition techniques using automation, processing, and plug-ins, developing new compositional perspectives through listening, analysis, and creation.

MPR 240 Digital Recording Principles (3 credits)
This course teaches the application of live recording and production techniques used in the modern digital studio environment. Students explore microphone application and placement techniques needed to obtain professional-sounding results from the laptop-based project studio to the modern commercial studio environment. Additional content includes signal flow and techniques of vocal production.

MPR 250 Music Copyright and Business (3 credits)
Students explore the business mechanisms affecting the commercial use of musical compositions. Topics include intellectual property rights, copyright registration, licensing, songwriter agreements, publishing companies, and performance rights organizations.

MPR 260 Music Production for Media (4 credits)
Students focus on the creation and production of music for film, television, advertising and other media. Topics include industry workflow, conventions of spotting and scoring for picture, and music production techniques used in marketing and advertisement for traditional and online environments.

MPR 255 Music Business Management (3 credits)
Students learn music industry structure and business practices. Topics include industry money flow, record label structure, record and production contracts, management configuration, and support companies that assist in the development and distribution of music.

MPR 270 Advanced Production and Industry Skills (4 credits)
This course helps to develop students' understanding of industry standards, workflow, protocol, and etiquette. Students use the creative and technical skills developed throughout the program to build content to showcase their abilities to the industry. Additional topics include resume building, freelancing and personal branding.

RCA 211 Analog Recording Systems (3 credits)
This course is designed to introduce students to the many aspects of the recording arts. This course provides the foundations of terminology, history, and the basic fundamentals of recording. This course explores the fundamental concepts of audio theory and practice. Students will learn recording console signal flow, multi-track recorder operation, microphone technology, and professional audio techniques as the basic building blocks of their audio education.

RCA 221 Signal Processing and Effects (3 credits)
This course covers the fundamental physics of sound and audio signal. In this course, students study the world of outboard signal processors such as noise gates, compressors, reverbs, delays, flangers, spatial effects and more. Discussions on patch bays, wiring techniques and equipment parameters and controls prepare students for connection and operation of studio outboard equipment.

RCA 235 Mixing Concepts and Techniques (4 credits)
Students learn industry-standard mixing and mastering techniques in the digital audio workstation environment. Students gain practical experience assessing musical content, using current plug-in technologies, and developing and implementing mix strategies.

RCA 241 Systems Support (4 credits)
This course provides an understanding of the proper utilization and maintenance of the advanced audio hardware and software found in modern studios. Students also explore the installation, maintenance, and troubleshooting of computer-based digital audio workstation software and components. Students are challenged to solve a variety of real-world technical problems that often arise in the audio industry.

RCA 243 Recording Consoles (3 credits)
This course introduces the theory and operation of large format audio consoles and digital audio control surfaces. Students will master the audio signal flow of the consoles and control surfaces as well as the computer automation and recall systems they employ.

RCA 245 Live Sound Production (3 credits)
The course provides students concepts and theory to prepare for a career in the live event field: concert and touring market, corporate productions, conventions, audio/ visual installations, or other disciplines. Focus is on the construction and interface of show production systems, as well as the stage setups, the business aspects of live sound and various job descriptions in the field.

RCA 252 Pro Tools Essentials (3 credits)
This course explores the digital audio workstation environment through extensive study of digital audio concepts and practices. Students receive detailed instruction and hands-on practical experience with cutting- edge, computer-based recording systems typically found in the modern recording industry.

RCA 272 Advanced Pro Tools (3 credits)
This course provides students with an opportunity to expand their knowledge and skills in digital audio workstation theory and technique. Within this course, students will apply their workstation skills to highly specialized concepts and procedures, such as multi-track drum editing, advanced hardware I/O setup, MIDI routing and hardware/ software integration.

RCA 281 Mastering (3 credits)
This course introduces the technical art of mastering, which involves setup and fine-tuning of the finished product before final duplication. Students focus on ear training, audio cleanup/restoration, level matching/dynamics, multi-band processes and final album assembly. Students learn the process of taking a collection of mixed songs, and compiling them into one finished album with compact disc authoring.

RCA 291 Studio Recording and Production (3 credits)
This course provides extensive experience in the practice of contemporary music production in a world class studio facility. Students utilize industry standard audio recording technology for advanced studies in order to gain expertise in the art and science of music production.

RCA 292 Audio Production for Media (3 credits)
This course provides an in-depth study of the fundamental aspects of creation and recording of soundtracks for feature film, television, and video games. Subjects include field recording, sound-effects design, Foley recording, dialogue recording and editing, automated dialogue replacement (ADR), music editing, surround sound, and mixing to picture.

RCA 295 Audio Post Production (4 credits)
This course includes advanced postproduction related digital audio workstation techniques for dialogue recording and automated dialogue replacement (ADR), Foley recording and editing, sound effects design and editing, and file management. Also discussed is SMPTE time code, functions of synchronizers, video sync, word clock and frame rates.

GENERAL EDUCATION COURSE DESCRIPTIONS

ENG 101 Creative Writing (3 credits)
Creative Writing will introduce students to the fundamental principles governing fiction, poetry, drama, creative non-fiction, and personal memoir, while simultaneously reinforcing the fundamental rules of English grammar, syntax, and organization. Through a variety of selected readings, in-class exercises, and take-home writing assignments, students will develop and hone their writing skills, deepen their familiarity with an array of literary devices, and explore the concept of personal voice.

ENG 326 Professional Writing (3 credits)
The Professional Writing course is designed to introduce students to a variety of factors that contribute to strong and well-organized writing skills. The course provides an opportunity for students to develop and sharpen personal writing skills that will be essential for writing projects throughout the program. Students identify different styles, forms, and purposes of writing that are critical to becoming a successful communicator in a professional setting. Students who successfully complete Professional Writing will be able to organize their thoughts in a logical manner and present their ideas effectively, identify and utilize the appropriate style of writing for a given situation, and efficiently convey concepts.

HUM 110 Introduction to Transmedia Design (3 credits)
Introduction to Transmedia Design will introduce students to the development of stories and characters across multiple mediums, including films, music, books, games, webisodes and social media. This course will present practical strategies to increases audience engagement, create new revenue streams for producers, open up a project to multiple demographics and prime a project for generational success. Students will learn the basic creative strategies and value propositions governing the transmedia space and, most importantly, how to use them to optimize projects and media throughout the entire entertainment spectrum.

HUM 222 Aesthetics and Culture (3 credits)
This course is designed as a chronological survey of the social organizations, systems of government, intellectual/philosophical traditions, aesthetic assumptions, art and architecture, theatre, music, and literature of a wide array of historical periods and geographical regions. While examining important artists, cultural figures, theorists, critics, genres, and experimental forms, Aesthetics and Culture will attempt to illustrate how fluid cultural values have affected the various manners of artistic conception, creation, and reception. Primary emphasis will be placed upon locating and defining the idiomatic, idiosyncratic scheme of cultural assumptions, socio-political structures, and aesthetic values which characterize the various epochs and regions under consideration.

HUM 251 Historical Archetypes & Mythology (3 credits)
The Historical Archetypes & Mythology course explores how myths, fairly tales, folklores, gods, heroes, and monsters link cultures together in today's entertainment marketplace. These cross-cultural themes are frequently represented in a variety of contemporary media such as computer animation, video games, and movies. The class provides a foundation for understanding the connections between culture, history, color symbolism, iconic archetypes mythology often represented in various forms of visual media and entertainment.

HUM 330 Transmedia Storytelling (3 credits)
Transmedia Storytelling will present a practical deep-dive to students in the development of stories and characters across multiple mediums, including films, music, books, games, webisodes and social media. Sound transmedia strategy increases audience engagement, creates new revenue streams for producers, opens a project up to multiple demographics and primes a project for generational success. Students will learn proven principles of story optimization, medium strategy and experience design through a combination of case studies, workshops, white papers and lectures. They will also collaborate on their own transmedia project and get feedback from industry professionals.

HUM 420 Contemporary Art (3 credits)
The Contemporary Art course provides an in-depth study of key modern artwork. A study of contemporary art's succession of contending and often conflicting ideas, styles, and movements such as pop, minimalism, and conceptualism are examined. The course provides an overview of the impulses, interests, and innovations that have driven the art world from the middle of the 20th century to the present. Students who successfully complete the Contemporary Art course will be able to identify themes and stylistic movements in modern art, employ the language commonly used to describe the works, and demonstrate knowledge of the most significant artists of the period through their work.

HUM 430 Survey of Time-Based and Convergent Art (3 credits)
The Survey of Time-Based and Convergent Art course is a survey of the origin and development of art that derives its form through the intersection of emerging technologies and art, and art that has a temporal relationship to its audience. The course explores the relationship of this work and its unique forms of expression within contemporary culture. Students explore the increasing role that technology plays in present and emerging art forms, analyze recent works, and develop a broader understanding of contemporary issues in the photographic, performance, installation, sound, web, interactive, and digital or electronic arts. (Offered Online Only)

MAT 121 Quantitative Principles (3 credits)
Quantitative Principles is designed to introduce students to basic quantitative principles and enhance their skills in problem solving. The course covers basic principles in algebra, geometry, statistics and business math, and the application of these principles in film, music, gaming, animation and entertainment business. Real-world examples and problems related to their field of study will be worked out by students toward an understanding of the advantages of being quantitatively literate in chosen professions. At the end of the course, students are expected to gain an appreciation of quantitative principles and its practical uses, and to be able to use these principles in problem-solving, decision-making, and improving their craft in their respective disciplines.

MTH 310 Statistical Applications (3 credits)
The Statistical Applications course introduces statistics as a tool for decision-making. The first part of this course reviews how to collect, present, and organize data. It explores measures of central tendency and dispersion and how to calculate them. The course concentrates on representing data visually by creating and interpreting charts and graphs, exploring relationships found in data through correlation analysis, and assigning probability and calculating the likelihood of the occurrence of events. This knowledge is applied in solving problems and making decision based on quantifiable data.

SBS 305 Leadership and Organizational Behavior (3 credits)
The Leadership and Organizational Behavior course consists of an inquiry into the characteristics essential for inspiring others to action. Students identify their personal strengths and weakness through self-assessment, expanding their awareness of these qualities to include their effect on other individuals and on group behavior. The course provides strategies for decision-making and building effective teams and encourages students to explore the difficulties, compromises, and rewards of the collaboration process. At the successful conclusion of the Leadership and Organizational Behavior course, students will be able to identify the major leadership strengths and weaknesses, examine personal leadership strengths and weaknesses, and analyze factors that contribute to the success of organizations.

SBS 113 Psychology of Play (3 credits)
Psychology of Play explores how the field of psychology values the concept of play as a mechanism that allows a person to apply game strategies to accomplish life goals. Students will be introduced to how the action of play shapes the brain, develops critical-thinking skills, and strengthens the ability to collaborate with others in social and professional settings. Drawing upon the research of Johan Huizinga and Miguel Sicart, students will explore how play goes beyond games. Play is at the heart of how we engage with all of the entertainment media, and is a mode of being human. Students will apply theory to practice, designing play-based projects and scenarios.

SPC 214 Creative Presentation (3 credits)
This course is designed to provide the strategies and skills necessary for a lifetime of effective career-related communication. Students engage in a variety of activities that develop their mastery of spoken and written communication, active listening, image management, and stress and conflict management.

Internship
INT 299 or 399 Internship (1.0-5.0 credits)
An optional internship course that is specifically tailored to further prepare degree students for the careers of their choice. A Faculty Mentor and Career Development advisor work directly with host facilities to make sure participants gain practical experience and on-the-job training. Besides the many obvious advantages of gaining working experience in a real-world situation, a successful internship gives graduates a professional reference which can be very beneficial when seeking employment.