Digital Film (FILM)

FILM 1000. History of Film. 3 Hours.
A history of the development of narrative film as an art form and cultural medium from the 1800s to the late 20th-century, with primary focus on Hollywood cinema. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Synthesize and demonstrate mastery of the origins of American film, and its stylistic, thematic, cultural and aesthetic evolution from early silent cinema through the films of the late-20th century. 2. Analyze the ways in which American cinema both reflects and shapes national values and mores. 3. Evaluate the role and importance of the Hollywood studio system and the notion of stardom from their early manifestations to the late-20th century. 4. Articulate the evolution of film technology from silent cinema to mid-century motion picture techniques. FA, SP.

FILM 2100. Audio for Digital Film. 3 Hours.
A mix of theory and practicum, this entry-level course will cover the basics of sound acquisition and mixing. Students will be introduced to the tools of the trade: microphones, mixers, boom-poles, headphones, DAWs, recording booths, foley pits, and their various accessories. Sound design in films will be examined and out-of-class projects will be assigned to develop basic acquisition and mixing skills. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Assess the art, language, and technical aspects of sound design and sound mixing. 2. Design polished audio mixes for narrative, documentary, and commercial media. 3. Develop competency in basic sound mixing and designing techniques. 4. Examine and understand appropriate usage of a variety of microphones and mixing devices through hands on experience. 5. Apply industry-standard sound recording and sound mixing skills on a film set. Course fee required. FA, SP.

FILM 2130. Beginning Screenwriting. 3 Hours.
For Digital Film majors with the objective of introducing and developing screenwriting approaches to narrative film production. Skills developed in this workshop class include competency in industry-standard screenplay format, identification of structural elements inherent in narrative film, distinguishing how character functions within plot, articulating plot points and transitions, and exploring effective avenues of research for development. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Label the structural elements of a modern screenplay; specifically the three-act structure paradigm. 2. Identify the manner in which motion picture characters impose upon and alter the plot of a motion picture story. 3. Outline the basics of good dramaturgy; conflict, tension, theme, character, and character development/change. 4. Describe the reasoning behind screenplay form and identify various technical elements of screenplay form. 5. Describe the process of writing a motion picture screenplay; from original idea to finished blue print of a motion picture. 6. Describe the business of writing in the motion picture industry. 7. Produce the first act of a feature length original screenplay or the complete screenplay for a short narrative film. 8. Identify the "mythic journey" of the hero as it relates to the writing of a modern screenplay. Course fee required. FA.

FILM 2660. Introduction to Digital Film Production. 3 Hours.
Required of Digital Film majors, and open to students interested in applications of digital film production, including commercial, corporate, Internet, documentary and feature production. Covers commercial, corporate, Internet, documentary and feature production; critical analysis of effects and technical and ethical aspects of compositing. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Outline the foundations of the digital film industry and opportunities available through Utah Tech University's Digital Film Degree. 2. Evaluate and critique the history of video and film production as applied to modern technology. 3. Apply techniques discussed in constructing a fully produced class film. Course fee required. FA, SP.

FILM 3000. Business of Film. 3 Hours.
The creation of any cinematic project requires a business structure as well as a creative plan. Students will learn the basics of script analysis, financing, budgeting, distribution and marketing. Insurance, copyright and clearance are also covered. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify the components of intellectual property law that apply to motion pictures and explain methods for using copyrighted material and copyrighting the students own works. 2. Identify sources for motion picture properties and articulate common methods for developing properties into viable motion picture scripts. 3. Demonstrate understanding of common motion picture financing arrangements. 4. Determine the cost of a motion picture by script analysis and demonstrate the ability to calculate the costs of its individual components in a professional budget. 5. Explain the different functions of the agent, manager, an entertainment attorney. 6. Articulate the elements of various motion picture contracts, and demonstrate an understanding of the Basic Agreements of the film union system. 7. Identify and understand the legal obligations of the producer for ensuring safety. Prerequisite: FILM 2660 and FILM 3640 (both Grade C+ or higher). FA, SP.

FILM 3100. Film Theory and Analysis. 3 Hours.
A focused study of the major theories of cinema and the approaches and practice of film criticism. Students will be required to screen, analyze, and critique diverse films from various contexts, cultures, and time periods. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to:1. Distinguish between the major film theories and critical approaches. 2. Utilize key filmic terminology and critical vocabulary. 3. Assess major theoretical and critical practices as they relate to a body of film. 4. Write professional quality film reviews and analyses. FA, SP.

FILM 3220. Art Direction/Set Construction. 3 Hours.
For Digital Film majors and other interested students. Focuses on giving the student working knowledge about the design of sets and modifying existing locations for motion picture work. Teaches skills in budgeting, design, and construction of sets. Includes individual and group projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Analyze how set design and art direction contributes to a working film production and present examples of different strategies. 2. Evaluate set design and assess existing locations through group discussion and by preparing a budget, design and construction of a working set. 3. Create a working set to be used in a film production. SP.

FILM 3240. Lighting/Grip for Digital Film. 3 Hours.
Recommended for Digital Film Majors. Focuses on lighting techniques and operation of equipment, including power balance and distribution. Covers setting up of camera platforms, dolly track, and operation of camera dollies. Teaches techniques of erecting truss systems, green screens, and set blackout. Skills are developed through hands-on experience in individual and group projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Evaluate how truss systems, green screens and set blackouts are used in digital film. 2. Analyze how lighting is used in film to create a certain feeling or effect. Recreate these lighting strategies through group projects. 3. Combine the use of grip equipment and lighting techniques to present a working knowledge of how to achieve a desired look in a digital film production. FA.

FILM 3400. Cinematography. 3 Hours.
Cinematography explores the art, technique, history, and technology of visual cinematic language. Students receive advanced technical training in professional camera operation, lensing, and camera-support systems, and employ these skills to convey information, tone, and style in application-based projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Employ and discriminate amongst various lens, camera, and support system options. 2. Demonstrate complex visual messaging through application of camera, lens, and support system mastery. 3. Construct a standard methodology for approaching lighting design and composition. 4. Formulate and begin to define one's own artistic visual style. 5. Diagnose and defend the efficacy of various approaches (technical and conceptual) to visual storytelling. Prerequisites: FILM 3660 (Grade B- or higher). FA (odd).

FILM 3420. Production Design for Digital Film. 3 Hours.
For Digital Film majors and other interested students. Designed to teach the skills necessary to become a production designer by focusing on script breakdown and setting the color palette and overall look of a film production, including the design of the sets. Covers how to integrate existing locations as sets in the overall design of a film. Includes examination of film selections to compare film design types and special features. Includes individual projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Outline what a production designer's part is in a film production. Formulate a production design including script breakdown, color palette and the overall look of a film production. 2. Create a production design incorporating a locations selected by the instructor as the set. Formulate what needs to be done to achieve the required overall desired look for the film. 3. Compare the production design and special features of a sampling of films and present a conclusion in a group discussion. Course fee required. SP.

FILM 3500. Documentary Production. 3 Hours.
Detailed analysis of the creative, technical, and historical elements of documentary production. Emphasizes "hands-on" application of production techniques for documentary storytelling from concept through to final product. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify and critically discuss issues in contemporary documentary including ethics, objectivity/subjectivity, censorship, representation, reflexivity, responsibility to the audience, and authorial voice. 2. Develop a critical approach for examining contemporary documentary storytelling and production techniques. 3. Develop and produce a collaborative documentary from concept to delivery. 4. Complete a documentary short which demonstrates a sensitivity to the subject matter and authorial voice as well as mastery of industry standards in production techniques and aesthetics. Prerequisites: FILM 2660 (Grade C+ or higher). SP.

FILM 3620. Advanced Screenwriting. 3 Hours.
Designed for Digital Film majors with the objective of practicing and reinforcing screenwriting approaches to narrative film production, this course is taught in a workshop format. Having already achieved competency in industry standard screenplay format, students will develop and reinforce their use of the structural elements, characterization, and research methods required for successful narrative screenwriting. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Analyze traditional screenplay genres and how filmmakers use and break genre conventions to make their stories fresh and original. 2. Demonstrate and understand the process of visualization: how does one tell a story visually using character, location, props, action and activity. 3. Analyze the internal elements of the modern motion picture screenplay form, including: set ups and payoffs, polarity, scene, sequence, act, character arc, scenes of recapitulation, revelation, and recognition. 4. Appraise the work of accomplished screenwriters and directors by analyzing effective films and screenplays from a professional perspective. 5. Analyze the impact of culture and its ongoing relationship to the motion picture business. 6. Create a plan for the completion of an original motion picture screenplay. 7. Critique with professional courtesy peer-created original motion picture screenplays. 8.Describe career possibilities within the motion picture industry. Course fee required. Prerequisite: FILM 1130 (Grade C+ or higher). SP.

FILM 3640. Digital Motion Picture Pre-Production. 3 Hours.
Required of Digital Film majors. Focuses on understanding and executing the pre-production process by developing essential components such as production management, production hierarchy and protocols, personnel organization, scheduling and budgeting, collaborative aspects of production, ethics, and cultural sensitivity in this context. Includes technical writing for production breakdown, and organizing and planning for productions on a variety of levels. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Explain pre-production techniques through practical application and theory. 2. Evaluate guest lecture seminars and assess their value in a written paper. 3. Create a pre-production plan for a personal production to be used as their senior capstone project. Course fee required. Prerequisites: FILM 2660 (Grade C+ or higher). SP.

FILM 3660. Digital Film Production. 4 Hours.
Required of Digital Film majors. Focuses on developing theory-based skills in single-camera production protocols, pre-visualization, the camera, shooting, sound, lighting and exposure. Specific skills include cinematography, location audio acquisition, and location and set lighting. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify and locate camera, light and sound equipment functions. 2. Anaylze the production process and how the individual elements work together inside that process. 3. Differentiate aspects of cameras, crew roles, lighting, and audio mixing. 4. Critique assigned projects to problem solve various production issues. Course fee required. Prerequisites: FILM 2660 (Grade C+ or higher). FA.

FILM 3680. Digital Film Editing. 2 Hours.
Required of Digital Film majors. Focuses on developing theory-based skills in post-production, including editing protocols such as line producing, footage and logging reports, digitizing, editing methodology and approaches, Foley and post audio production, non-linear editing on Final Cut Pro, post management, shot logging, editing aesthetics, and developing transitions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify various post production theories, Adobe Premiere, Audition and DaVinci tool sets. 2. Analyze the post-production process and how individual elements, such as sound and color, help to complete that process. 3. Critique assigned post-production projects to problem solve various post-production issues and learn from each other's choice of edits, sound, and color correction. Course fee required. Prerequisites: FILM 2660 (Grade C+ or higher). Corequisites: FILM 3685. FA, SP.

FILM 3685. Digital Film Editing Lab. 1 Hour.
Lab portion of FILM 3680. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply basic post-production theories, skill, speed, and precision to assemble cohesive edits. 2. Solve various post production issues. 3. Combine media assets, knowledge of Adobe Premiere, video, audio, post production theories and plan ways to implement media assets into a non-linear post-production project. Course fee required. Corequisites: FILM 3680. SP.

FILM 3990R. Seminar in Digital Film. 0.5-3 Hours.
For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course in an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate an understanding of the topic being discussed. 2. Investigate the determined topic through lectures, travel, field trips, guest speakers, laboratory exercises and other nontraditional instruction methods. FA, SP, SU.

FILM 4000. Genres and Production. 3 Hours.
The formal elements of a variety of genres will be studied and reproduced in this mix theory and practicum. Noir, Western, Comedy, Horror, Drama and Science Fiction will all be covered as the class examines and breaks down iconic films from each genre. Techniques unique to each will be discussed and practiced as we recreate the look and feel of the gamut of genres. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand and analyze the technical qualities, formal elements, creative choices and aesthetic effects of various genres of film. 2. Apply knowledge of the elements unique to various film genres by completing a series of short scenes and recreating aesthetics specific to given genres, using that knowledge to justify camera movement, lighting, sound, etc. 3. Refine knowledge and competency with lighting and camera techniques to complete a series of short scenes. Course fee required. Prerequisites: FILM 3660, FILM 3680, FILM 3240 (all Grade C+ or higher) or instructor permission. FA.

FILM 4200. Short Production. 3 Hours.
As a class we will produce two short films from beginning to end. Scripts will be provided but the class will work to modify them to their needs. Each student will work in a variety of departments and both films will be posted by semester's end. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate the production process by shadowing an industry professional. 2. Create two fully formed short film projects. 3. Demonstrate an understanding of storytelling fundamentals. 4, Apply knowledge of camera, movement, lighting, and sound to the production process. 5. Apply the production process from pre-production to post-production through two short film projects that should be "festival worthy" and examples of the students' best work. 6. Apply and analyze the technical qualities, formal elements, creative choices and aesthetic effects of their own and other's work. Course fee required. Prerequisites: FILM 3660 and FILM 3680 and FILM 3240 (Grade C+ or higher) or instructor permission. SP.

FILM 4300. Writer's Room. 3 Hours.
This repeatable workshop course helps students develop the skills, techniques, and work ethic of a professional screenwriter. Students will pitch ideas, create outlines, write and rewrite short screenplays, and critique the work of others. Repeatable up to 6 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Develop and prepare potential story ideas. 2. Outline and prepare story ideas into beat-sheets and treatments according to industry standards. 3. Construct and present story pitches based on developed ideas. 4. Compose a film script that adheres to industry standards. 5. Assess and evaluate submitted scripts for story execution, character presentation, and thematic elements. Prerequisites: FILM 2130 (Grade B- or higher). SP.

FILM 4410. Advanced Cinematography. 3 Hours.
Course Overview: The Advanced Cinematography course is designed to deepen students' understanding and mastery of cinematographic techniques beyond the intermediate level. Building upon foundational knowledge, this course focuses on advanced principles, practical applications, and artistic considerations in cinematography, preparing students for sophisticated storytelling through visual language. Course Content: Advanced Lighting Techniques: Explore intricate lighting setups and advanced techniques to create mood, depth, and visual impact in storytelling. Artistic Composition and Framing: Analyze and apply advanced composition theories, exploring unconventional framing techniques to enhance visual storytelling. Camera Movement and Rigging: Master the art of dynamic camera movement, utilizing advanced rigging setups and specialized equipment for complex shots. Color Theory and Grading: Delve into color theory and advanced grading techniques, understanding color psychology and its impact on narrative aesthetics. Advanced Visual Narrative: Examine the integration of cinematography with storytelling, focusing on creating visual narratives that evoke emotion and convey nuanced themes. **COURSE LEARNING OUTCOMES (CLOs)***Upon completion of this course, students will be able to: 1: Demonstrate proficiency in implementing advanced lighting setups and techniques to enhance visual storytelling. 2: Apply advanced composition theories and unconventional framing techniques to evoke specific emotions and reinforce narrative themes. 3: Execute complex camera movements and utilize specialized rigging for dynamic and impactful shots. 4: Apply advanced color theory knowledge and grading techniques to convey mood, atmosphere, and thematic elements. 5: Integrate cinematography with storytelling, creating nuanced visual narratives that evoke emotion and convey complex themes. SP (odd).

FILM 4450. Camera Practicum. 2 Hours.
This intensive practicum course delves into the intricacies of cinema camera operation, rigging, lens selection, and various camera support systems. Designed for hands-on learners passionate about mastering the art of cinematography, this course emphasizes active learning and practical application in the realm of digital filmmaking. **COURSE LEARNING OUTCOMES (CLOs) ** Upon completion of this course, students will be able to: CLO 1: Develop proficiency in operating professional cinema cameras and associated equipment. CLO 2: Master the art of rigging setups to achieve desired cinematic shots effectively. CLO 3: Analyze and manipulate different lenses to enhance visual storytelling. CLO 4: Apply various camera support systems to execute cinematic sequences with precision. FA (odd).

FILM 4510. Advanced Documentary Production. 3 Hours.
The Advanced Documentary filmmaking course is designed for students seeking to expand their documentary filmmaking skills to an advanced level. This course delves into investigative and essayistic approaches, offering insights into organizing production schedules, collaboration with diverse sectors, and exploring various modes of documentary storytelling. Course Content: Investigatory and Essayistic Approaches: Explore advanced techniques in investigative journalism and essayistic storytelling, applying these approaches to craft compelling and impactful documentaries. Adaptable Production Schedules: Develop skills to navigate evolving themes and narratives, organizing production schedules adeptly amidst dynamic and ever-changing situations inherent in documentary storytelling. Collaboration and Real-World Narratives: Engage in collaborative projects with industries, research fields, and individuals both within and outside the digital film program to shape authentic narratives from real-world contexts. Analysis of Documentary Modes: Test and analyze different documentary modes, evaluating their suitability for diverse storytelling purposes and contexts. Problem-Solving in Production: Hone problem-solving abilities by devising solutions to a spectrum of production challenges encountered in documentary filmmaking. **COURSE LEARNING OUTCOMES (CLOs)** Upon completion of the course, students will be able to: CLO 1. Apply investigatory and essayistic approaches to their filmmaking craft. CLO 2. Organize production schedules around ever progressing and constantly changing situations, themes, and narratives. CLO 3. Collaborate with industries, research fields, and individuals within and outside of the digital film program in order to arrange stories from real world narratives. CLO 4. Test modes of documentary and analyze which modes are best suited for any given documentary. CLO 5. Devise solutions to common and uncommon production challenges. SP (odd).

FILM 4600. Audio for Digital Film II. 3 Hours.
Fundamentals of Sound Acquisition for EFP and Sound in Post. A practicum course with in-depth coverage of the technology and techniques for field recording and post-production sound mixing and mastering. Booming, Wiring and Mixing techniques will be covered in the first half of the semester, with the second half being dedicated to the final mix with vocal, SFX, foley, ambient and music being examined individually and in synergistic combination in Premiere, Audition, and ProTools. Studio ADR will also be covered extensively. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate how to wire talent for audio in a wide variety of contexts. 2. Explain field mixing in single and multiple talent scenarios. 3. Evaluate a variety of EFP microphones and conclude when to use them. 4. Describe basic Foley processes and techniques. 5. Describe mixing and mastering in Audition and ProlTools and studio ADR. 6. Create an entire audio mix for a short film with special attention payed to vocals, SFX, Foley, ambiance and music. 7. Demonstrate industry standard protocols in both acquisition and post-mixing. Course fee required. Prerequisites: FILM 3660 and FILM 3680 (Grade C+ or higher) or instructor permission. FA.

FILM 4700. Advanced Digital Film Production. 4 Hours.
Required of Digital Film majors. Participants produce student projects in documentary, short motion picture, and commercial media and then post their projects for distribution to motion picture festivals and contests and complete their portfolios and production reels. Focuses on developing skills in directing, production protocol, location and unit production management, and script supervision with advanced skills in the production departments of camera, sound, and grip/electric. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply the production process from pre-production to post-production. 2. Critique assigned projects to problem solve various production issues. 3. Examine and compare projects, camera frames, camera movements, lighting, locations, scripted, documentary, commercial, and performance films. Course fee required. Prerequisites: FILM 3660 (Grade C+ or higher). FA.

FILM 4750. Directing. 3 Hours.
Directing examines the roles and responsibilities of professional narrative film directors. This course focuses on the process of translating the written word into image and action, working collaboratively with actors to hone performances. Students also learn industry standards for communicating on a film set, how to lead and utilize various departments on a film set, the basics of camera-actor blocking, how to organize a production, and how to establish their preferred set culture. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Examine the role of the director in film and television production, including the relationships between the director and other department heads. 2. Assemble a production team and perform the role of the director on set. 3. Manage and direct actors in auditions, rehearsals, and on the set. 4. Defend a narrative blueprint and aesthetic vision for one or more films. 5. Evaluate and offer critique of other students' work. SP.

FILM 4800. Advanced Digital Film Post-Production. 2 Hours.
Required of Digital Film majors. Post-production skills are developed hands-on, integrating audio design, sweetening, and composited sequences by using non-linear editing protocols for Final Cut Pro and Adobe Premier. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify text and motion graphics, FX and live action footage, advanced color correction techniques, 3D camera tracking and warp stabilization, chroma keying techniques. 2. Critique assigned projects to problem solve various VFX issues. Course fee required. Prerequisites: FILM 3680 (Grade C+ or higher). Corequisites: FILM 4805. SP.

FILM 4805. Advanced Digital Film Post-Production Lab. 1 Hour.
Lab portion of FILM 4800. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply and modify text and motion graphics, inverse kinematics, FX and live action footage, planar tracking and basic rotoscoping, advanced color correction techniques, 3D camera tracking and warp stabilization, chroma keying techniques and solve VFX issues through various assigned projects. 2. Examine, differentiate and compare text and motion graphics and other advanced post-production technics. Course fee required. Prerequisite: FILM 3685 (Grade C+ or higher). Corequisite: FILM 4800. SP.

FILM 4900R. Digital Film Internship. 3 Hours.
Required of all Digital Film majors. Designed to integrate students into a professional environment to increase competencies and initiate networking. Potential environments include film production and distribution. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Acquire knowledge and gain real world experience by working in a professional environment of the digital film industry. 2. Demonstrate understanding of professional customs and practices. 3. Organize and maintain information during internship. 4. Identify and apply professional standards. 5. Evaluate and improve personal performance. Prerequisite: Instructor permission required. FA, SP, SU.

FILM 4920R. DOCUTAH: Dimensions of Documentary Film. 1 Hour.
Open to all students. Explores the theoretical and conceptual communication foundations of documentary film, as well as the sources, types, technology, and outcomes of this film genre from the learner's perspective. Designed to create participatory, active learning in seminars with documentary filmmakers and discussions after film viewings. Repeatable up to 4 credits subject to graduation requirements. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Analyze film screenings and panel discussion at the DOCUATH Film Festival. FA.

FILM 4980. Senior Capstone in Digital Film. 4 Hours.
Required of all Digital Film majors. Students will work with an instructor to create an approved Capstone project and accompanying Capstone Journal documenting the projects Pre-production, Production, Post-Production and Marketing process. Grade for this class includes Capstone Journal, Final Project and presentation of completed project. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply skills and knowledge learned in digital film courses to an approved senior project. 2. Construct the senior project as a representations of skills learned throughout the completion of the Digital Film Bachelor degree. 3. Present senior project as part of their production journal to be used as a portfolio for future employment. Prerequisites: FILM 3660 and FILM 3680 (Grade C+ or higher). FA, SP, SU.