Courses

FILM 1000. Survey of American Cinema. 3 Hours.
For all Digital Film majors, those aspiring to major in Digital Film, and students who enjoy watching films. Explores film making techniques, aesthetic issues, film history, and functions of film criticism, using a variety of films from the Silent Era to the present. Students examine, discuss, and write about various aspects such as plot, theme, character, and setting in order to become more discerning film viewers. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Develop and articulate theories pertaining to film using basic film terminology and vocabulary in their written and oral analysis of films. Sharpen critical thinking, as it pertains to film. 2. Analyze connections between human thought, action, and experience as they pertain to film. 3. Compare both the aesthetics of a film and the technological achievements, identifying technical methods as a means of furthering plot, theme, and character. 4. Identify and define major film genres, styles, and movements and the historical context from which they’ve arrived. 5. Describe the political and historical context of a film’s inception, as well as cultural phenomena and attitudes that help shape cinema. FA.

FILM 2000. Film Critique and Analysis. 3 Hours.
By watching films and film segments from the early silent days to current films, then duplicating these esthetics in our movie studio, students will gain an understanding of how filmmakers created and utilized the equipment and techniques which grew to a powerful means of storytelling. Special attention will be devoted to examples of cinematography, lighting, sound design, and special effects which will stimulate the thinking of students when they create their own films. Examples: DW Griffith’s “Intolerance”, Carl Theodor Dreyer’s “The Passion of Joan of Arc”, John Ford’s “The Grapes of Wrath”, Fritz Lang’s “M”, Dennis Hopper’s “Easy Rider”, and The Coen Brother’s “No Country For Old Men”. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Analyze a filmmaker’s skill by viewing films as an art form consisting of hundreds of interrelated parts that make up the whole. 2. Create filming technics in the studio setting based of films viewed in the classroom. 3. Write a scholarly and entertaining film review that is appropriate for publication. 4. Create a blog that critiques every film seen during the semester, both in class and for pleasure outside of class. 5. Present an oral argument in class about why a film has succeeded or failed, then defend that argument during a question and answer period with classmates. SP.

FILM 2100. Audio for Digital Film I. 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. Develop familiarity with a variety of microphones and mixing devices. 2. Foster understanding of microphone pickup patterns and the proper application of each. 3. Be able to identify quality sound design and understand what goes into creating a polished sound mix. 4. Create basic sound tracks, sound beds and sound effects. 5. Be able to create basic but polished audio mixes for narratives, documentaries, podcasts and audio-plays. 6. Develop familiarity with basic mixing techniques and plugins and understand how to properly use them. Course fee required. 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 Dixie State 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. FA.
**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 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 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. 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 up 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. 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. Prerequisites: FILM 2660 (Grade C+ or higher). SP.
**FILM 3660. Digital Film Production. 2 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. Analyze 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. Prerequisite: FILM 2660 (Grade C+ or higher). Corequisite: FILM 3665. FA.

**FILM 3665. Digital Film Production Lab. 1 Hour.**
Lab portion of FILM 3660. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate various camera movements, camera frames, lighting and audio setups. 2. Create short, visual, story driven projects and apply understanding of frame, movement, audio, and lighting theory in the service of the narrative. Corequisite: FILM 3660. FA.

**FILM 3680. Digital Film Post-Production. 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. Prerequisites: FILM 2660 (Grade C+ or higher). Corequisite: FILM 3685. SP.

**FILM 3685. Digital Film Post-Production 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, 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. Corequisite: 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. Define 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 4100. Documentary Production. 2 Hours.**
For Digital Film majors. Integrates skills in writing, videography, visual storytelling, and editing by conceptualizing, planning, and executing a documentary to completion. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Create an idea for a documentary and present it to fellow class members for possible production. 2. Discuss the chain of command on a documentary film production crew. 3. Devise a plan to market and distribute the completed documentary to film festivals, commercials sales, and for television distribution. Prerequisite: FILM 2660 (Grade C+ or higher). Corequisite: FILM 4105. SP.

**FILM 4105. Documentary Production Lab. 1 Hour.**
Lab portion of FILM 4100. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Execute an assigned role in the production of a documentary film suitable for broadcast and commercial sale. 2. Collaborate with fellow class members and apply the production skills learned to the satisfactory completion of the documentary. Course fee required. Corequisite: FILM 4100. SP.
FIJM 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. FA.

FIJM 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.Boom mic, stereo recording, intimate sound recording, and multi-track sound recording. **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 ProTools 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 (Grade C+ or higher). Corequisite: FILM 4700. FA.

FIJM 4700. Advanced Digital Film Production. 2 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. Prerequisite: FILM 3660 (Grade C+ or higher). Corequisite: FILM 4705. FA.

FIJM 4705. Advanced Digital Film Production Lab. 1 Hour.
Lab portion of FILM 4700. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Create multiple stories and finished films to demonstrate knowledge of the complete production process. 2. Justify production choices, and learn from each other's choice of camera movement, sound and lighting. Course fee required. Prerequisite: FILM 3665 (Grade C+ or higher). Corequisite: FILM 4700. FA.

FIJM 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. Understand and 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. Prerequisite: FILM 3680 (Grade C+ or higher). Corequisite: FILM 4805. SP.

FIJM 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 techincs. Course fee required. Prerequisite: FILM 3685 (Grade C+ or higher). Corequisite: FILM 4800. SP.

FIJM 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.

FIJM 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 DOCUTAH 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 representation 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.