

FILM & TELEVISION (FILM)

FILM A100 3 Units (54 lecture hours)

History and Appreciation of the Cinema

Grading Mode: Standard Letter

Transfer Credit: CSU; UC

Introduces the analysis of film form and content, aesthetics and meaning, and history and culture. Explores the diverse possibilities presented by the cinematic art form through an examination of a wide variety of productions, national cinemas, and film movements. Topics include modes of production, narrative and non-narrative forms, visual design, editing, sound, genre, ideology and critical analysis.

FILM A100H 3 Units (54 lecture hours)

History and Appreciation of the Cinema Honors

Grading Mode: Standard Letter

Transfer Credit: CSU.

Introduces the analysis of film form and content, aesthetics and meaning, and history and culture. Explores the diverse possibilities presented by the cinematic art form through an examination of a wide variety of productions, national cinemas, and film movements. Topics include modes of production, narrative and non-narrative forms, visual design, editing, sound, genre, ideology and critical analysis.

FILM A102 3 Units (54 lecture hours)

The Business of Film & Television

Advisory: FILM A110 and FILM A155.

Grading Mode: Standard Letter

Transfer Credit: CSU.

An introduction course to the business of film and television. Students will get a comprehensive and practical look at each aspect of the industry, including careers in development, current programming, broadcast standards and practices, networks, studios, casting, and production for film and television. This class will also address career strategies for advancement within the film, television and new media industries. Lecture.

FILM A104 3 Units (54 lecture hours)

The Great Directors of the Cinema

Grading Mode: Standard Letter, Pass/No Pass

Transfer Credit: CSU; UC.

Topics delving into aspects of film history, criticism and aesthetics which can be described as extensions of the film directors' point of view. The course is intended for film/video majors and other students with an interest in film/video. May be taken for grades or on a pass-no pass basis.

FILM A106 3 Units (54 lecture hours)

Introduction to Media Writing

Grading Mode: Standard Letter

Transfer Credit: CSU.

Basic introductory course in writing for the film and electronic media. Emphasis on preparing scripts in proper formats, including fundamental technical, conceptual and stylistic issues related to writing fiction and non-fiction scripts for informational and entertainment purposes in film and electronic media. Includes a writing evaluation component as a significant part of the course requirement.

FILM A107 3 Units (54 lecture hours)

History of Video Games

Grading Mode: Standard Letter

Transfer Credit: CSU; UC.

Introduces the analysis of game art form and content, aesthetics and meaning, as well as history and culture. Explores the genesis of the gaming industry the business behind games as well as the diverse history of games and consoles. Topics include early computer game conception, arcade gaming, first generation consoles, gaming boom and bust of the 1980's, as well as the vast advance of the 1990's and 2000's.

FILM A107H 3 Units (54 lecture hours)

History of Video Games Honors

Grading Mode: Standard Letter

Transfer Credit: CSU.

This is an honors course that will delve deeper from the traditional section. It has been modeled after a transferable survey history class in media. This will cover the genesis and history of gaming from World War II to 2020. This course will explore games as a form of entertainment, an art and how game design fits into the multimedia landscape.

FILM A108 3 Units (54 lecture hours)

Television Sitcom Genre

Advisory: FILM A110, FILM A102, and FILM A155.

Grading Mode: Standard Letter

Transfer Credit: CSU.

This is an introductory course to the sitcom genre. Students will get a comprehensive and practical look at each aspect of the multi-camera sitcom and single camera sitcom genre. This class will explore the different job functions within the writer's room. It will provide an explanation of job titles that exist for writers and the roles network television executives play in the final output of a television program. This class will develop and identify the basic story structure elements present within the sitcom genre. This class will also address career strategies for advancement within the television and new media industries. This course may also be offered online.

- FILM A109** **3 Units (54 lecture hours)**
Science Fiction Film
Grading Mode: Standard Letter
Transfer Credit: CSU.
- Participants will explore the long history of Science Fiction film starting in early the 1900s to the modern era, to gain a deeper understanding of the genre, its social significance and underlying meaning for symbols and characters. Successful structure of a Science Fiction film, as well as key figures in the development of the genre will be explored.
- FILM A109H** **3 Units (54 lecture hours)**
Science Fiction Film Honors
Grading Mode: Standard Letter
Transfer Credit: CSU.
- Participants will explore the long history of Science Fiction film starting in early 1900s to the modern era, to gain a deeper understanding of the genre, its social significance and underlying meaning for symbols and characters. Successful structure of a Science Fiction film, as well as key figures in the development of the genera, will be explored.
- FILM A110** **3 Units (45 lecture hours; 27 lab hours)**
Film Production 1
Grading Mode: Standard Letter
Transfer Credit: CSU; UC.
- The course provides an introduction to theory, terminology, operation of single camera video production, including composition and editing techniques, lighting, recording techniques, audio mixing and basic editing. This course focuses on the aesthetics and fundamentals of script writing, producing, on location, directing, postproduction, and final deliverables.
- FILM A112** **3 Units (54 lecture hours)**
Project Development and the Pitch
Grading Mode: Standard Letter
Transfer Credit: CSU.
- Students will learn how to plan a video, documentary, or television project and develop a business presentation for submission to commercial buyers. Topics will include development, marketing, packaging, release strategies, financing, publicity and advertising.
- FILM A113** **3 Units (36 lecture hours; 54 lab hours)**
Audio Workshop
Grading Mode: Standard Letter
Transfer Credit: CSU.
- This course provides an introduction to the theory, terminology, and operation of audio recording. Which includes microphone selection as well as usage, location recording equipment and audio post-production editing techniques. This course focuses on the aesthetics and fundamentals of planning, producing, directing, postproduction audio fundamentals.
- FILM A120** **3 Units (45 lecture hours; 27 lab hours)**
Event Productions
Advisory: FILM A110 and FILM A194.
Grading Mode: Standard Letter
Transfer Credit: CSU.
- Students gain hands-on experience in live event production and editing techniques while being introduced to the aesthetic concepts and basic skills used to produce live event productions such as theatrical, dance, corporate and weddings. Additionally, the course will cover basic business and marketing skills needed to start a live event/videography business in order to prepare students to enter the world of event productions.
- FILM A150** **3 Units (54 lecture hours)**
History of Radio & Television
Grading Mode: Standard Letter
 Overview and analysis of the radio, TV, and film industries in the U.S. with emphasis on the historical, cultural, and technical functions of each medium. Additionally, broadcast advertising, research, media law, and regulations are explored with the additional impact of global broadcasting, cable TV, Internet, and satellite technologies. This course may also be offered online.
- FILM A151** **3 Units (45 lecture hours; 27 lab hours)**
Broadcast Journalism
Grading Mode: Standard Letter
Transfer Credit: CSU.
- An overview of television news, broadcast production and writing. Practical in studio experience with on-air news reporting and on-camera interview techniques. This course may also be offered online.
- FILM A155** **3 Units (36 lecture hours; 72 lab hours)**
Television Production 1
Grading Mode: Standard Letter
Transfer Credit: CSU.
- Introduction, orientation, and use of digital television studio equipment and other basic tools in television production. The course will focus on theory, terminology, and operation of all television equipment and the responsibilities of television personnel. Students will be assigned projects to produce and will experience all major functions of the production team.
- FILM A193** **3 Units (36 lecture hours; 54 lab hours)**
Sound Design for Film & TV
Grading Mode: Standard Letter
Transfer Credit: CSU.
- This course serves as an introduction to the theory and practice of audio production for radio, television, film and digital recording applications. Students will learn the fundamentals of sound design and aesthetics, microphone use, and digital recording equipment. Students gain hands-on experience recording, editing, mixing and audio. Upon completion, students will have basic knowledge of applied audio concepts, production workflow, equipment functions, and audio editing software.

FILM A194 3 Units (36 lecture hours; 54 lab hours)
Editing 1
Advisory: FILM A110.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Explore the principles, theory, and mechanics of digital film and video editing. Emphasis will be on digital editing techniques, effects, audio, graphics, and titling. The class is designed for those interested in entering the field of digital editing, graphic artists interested in expanding their knowledge base of the industry, and independent producers in the Broadcast, Educational, Corporate, and Consumer markets.

FILM A196 3 Units (36 lecture hours; 54 lab hours)
Introduction to Visual Effects
Prerequisite(s): FILM A194.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Explore the principles, theory, and mechanics of visual effects editing using computers. Emphasis will be on visual effects editing techniques, sound effects, graphics, and titling. The class is designed for those interested in expanding their knowledge of areas including advanced editing, visual effects, graphics, post-production industries, studio and independent productions, broadcast, educational, corporate, web, virtual reality and other consumer markets.

FILM A197 2 Units (27 lecture hours; 27 lab hours)
Pro Tools Certification
Grading Mode: Standard Letter
Transfer Credit: CSU.

Explore the principles, theory, and mechanics of a digital audio workstation (DAW) Pro Tools. Emphasis will be on proficiency in Pro Tools culminating in the Avid Certified User: Pro Tools certification exam. Successful completion of this exam will give the student an Avid Certified User Pro Tools credential.

FILM A198 2 Units (27 lecture hours; 27 lab hours)
Avid Media Composer
Prerequisite(s): FILM A194.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Explore the principles, theory, and mechanics of digital film and video editing using Avid Media Composer. Emphasis will be on proficiency in Avid Media Composer culminating in an Avid Certified User Exam. Successful completion of this exam will give the student an Avid Certified User credential.

FILM A205 3 Units (36 lecture hours; 54 lab hours)
Remote Broadcasting
Prerequisite(s): FILM A155.

Advisory: BRCT A105 and FILM A194.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This advanced course provides students with real-world broadcast production experience through the use of remote live television production equipment. Students will gain a hands-on approach to producing both live and recorded productions. Studio and location shooting of multi-camera productions and video editing activities are performed in this course.

FILM A210 3 Units (54 lecture hours)
Production Management
Prerequisite(s): FILM A110.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This course will provide a comprehensive step-by-step overview of production management from pre-production through post-production in film, television and new media projects. This course will also cover production planning, budgeting, scheduling, as well as other essential skills and logistics of filmmaking.

FILM A215 3 Units (54 lecture hours; 18 lab hours)
Social Media Marketing
Advisory: FILM A110 or FILM A155.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Introduction to the role of social media marketing in entertainment and the practical applications of social media types. Students will learn to optimize career goals through social media; build and leverage a community of followers; create compelling content; and design and implement a multi-platform marketing campaign for an outside client.

FILM A219 3 Units (36 lecture hours; 54 lab hours)
Editing 2
Grading Mode: Standard Letter
Transfer Credit: CSU.

Students will dive deeper into the advanced technical features of editing while exploring the conceptual art of film editing such as tempo/pace of the edit, the importance of sound design and the feel of colorization. We will explore advanced digital editing techniques along with theory and concepts that make a successful edit. PREREQUISITES: FILM A194.

FILM A220 3 Units (45 lecture hours; 27 lab hours)
Introduction to Virtual Reality (VR)
Advisory: FILM A110, FILM A120, and FILM A194.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An introduction to virtual reality media production, from simple 360-degree video capture, stitching, and editing, to the basic use of open-source, game engines to add 3-D graphic elements, spacial audio, and user-interactivity to create immersive videos and experiences. Students will learn key terminology, techniques, and current VR and related Immersive Media trends. Students will work together to produce 360-degree videos and basic immersive experiences, viewable on a variety of headset platforms.

FILM A221 3 Units (45 lecture hours; 27 lab hours)
Introduction to Augmented Reality (AR)
Advisory: CS A273 and FILM A220.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An introduction to Augmented Reality development, from simple interactive graphics activated by a smart-phone, to the basic use of open-source, game engines to add 3D graphic elements, spatial audio, and user-interactivity to create immersive experiences integrated into AR-enabled publications, games, and AR goggle applications. Students will learn key AR terminology, techniques, and related immersive media technology trends. Students will work together to produce basic immersive experiences, viewable on a variety of handheld and headset platforms.

FILM A222 3 Units (45 lecture hours; 27 lab hours)
Introduction to Performance Capture
Advisory: FILM A220 and DMAD A281.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An introduction to Performance Capture techniques used in animation for multiple industries, including Film & Television, Virtual & Augmented Reality, Animation, Acting, and Game Design, from both the technician and performer side of the production workflow. Students will learn key terminology, techniques, and current best practices related to the Performance Capture profession. Students interested in the tech side will operate the capture systems and work with performance data to animate computer-generated characters. Students interested in the performer side will wear the performance capture suits and equipment while learning how to effectively act and perform as virtual characters. Students will be able to complete the class choosing to specialize either in tech or performance techniques, or both. The class will work together to produce character animations for both flat and 360-degree VR animations.

FILM A223 3 Units (36 lecture hours; 54 lab hours)
Immersive Video Game Development 1
Advisory: DMAD A281 and FILM A220.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An introduction to Video Game Design and Development as it applies to Immersive Media Technologies, such as Virtual and Augmented Reality (VR/AR), as well as traditional computer games and animated films. Students will learn basic 3D modeling and Game Engine techniques using very powerful design software which is widely used by professionals in the industry. Because most of this software is FREE to non-professionals, students can download and practice with it at home as well, optimizing their ability to learn these time-intensive technologies in 16-weeks.

FILM A225 2 Units (27 lecture hours; 27 lab hours)
360 Spatial Audio for Immersive Media
Advisory: FILM A193 and MUS A261.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Fundamentals and techniques of recording and post-production processing of 360-degree spatial audio specific to creating Immersive Media, such as VR/AR, Video Game Design, Sound Design for 360 Film & Television, and immersive music composing. Students will learn to use a variety of spatial microphones and recording techniques, including mono point-source, binaural and ambisonic, as well as industry-specific post-production software and plug-ins to handle 360 spatial audio mixdown in sync with immersive visuals. The techniques for spatial audio differs greatly from traditional stereo recording and mixing, making these skills absolutely necessary for creating 360 content or pursuing careers in Immersive Media.

FILM A226 3 Units (45 lecture hours; 27 lab hours)
Coding Basics for Immersive Media Applications
Advisory: FILM A220 or FILM A221; and FILM A223.

Grading Mode: Standard Letter
Transfer Credit: CSU.

In contrast to traditional coding classes offered in Computer Science departments, this course offers a very basic-level overview and training in multiple coding languages specific to Immersive Media and Game Design, and only to the level needed to address typical programming challenges that may come up in the building of VR/AR and related projects using Game Engines. Coding languages and software taught will reflect only the current industry standards for Immersive Media (which often change), but may likely include elements of C#, C++, Javascript, Swift, XCode, AR Kit, AR Core, and Vuforia. This course is meant to be a 'primer', as a supplement to other Immersive Media courses, and not designed to teach any one coding language extensively.

FILM A227 **3 Units (36 lecture hours; 54 lab hours)**
Drone Imaging for Immersive Media
Advisory: FILM A110 and FILM A220.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An overview of image capture techniques for Immersive and other media using drones and related Unmanned Autonomous Vehicles (UAVs). The concentration of this class will be centered mainly in the planning, collection, and use cases of visual imagery from drones as both a creative artform and a commercially-viable skill. So, it is open to students with or without Drone pilot licenses, although only those with proper certification will be allowed to actively operate aerial drones specifically. Ground rovers and other devices not requiring licenses will also be used, and all students will be able to take part in the collection and use of drone images. Students will work together to produce a range of projects, which may include 360-degree (VR) videos and photographs, basic immersive experiences, traditional (flat) videos and photographs, and sensor-based images, depending on equipment availability.

FILM A228 **3 Units (36 lecture hours; 54 lab hours)**
Photogrammetry and Volumetric Image Capture
Advisory: PHOT A123 and DMAD A281.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An overview of photogrammetry and volumetric image capture techniques used currently in Immersive Media (VR/AR), gaming, animation, and film production, exploring a wide range of potential equipment setups, from a single DSLR camera and free software, to synchronized multi-camera rigs, to drones and other UAVs. Using the techniques discussed, this class will focus on the basics of capturing existing 3D objects in physical space to translate them digitally into 3D computer generated objects that can be used and manipulated in a variety of media. Students will work independently and in groups to produce a range of visual projects, including potential cross-class collaborations, based on current offerings and equipment availability.

FILM A229 **2 Units (36 lecture hours)**
The Business of Immersive Media (VR/AR)
Advisory: FILM A220 and FILM A221.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An introduction course to the business side of Immersive Media, including Virtual and Augmented Reality content creation and games, 360 Immersive Filmmaking, and related fields. Students will get an inside look at each aspect of the industry, including the vast array of ever-changing careers, desired skillsets and competencies, current trends, best practices, entrepreneurship, and the future direction of the industry as a whole. This class will also address soft-skills and developing career strategies for placement in entry-level jobs and internships.

FILM A231 **2 Units (108 lab hours)**
Immersive Media Development Lab 1
Prerequisite(s): FILM A220 and FILM A223.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An auxiliary lab class for Intermediate to Advanced-level students in the Immersive Media (VR/AR) program. This lab-only course is designed to give additional access to VR/AR equipment and the development lab, under the guidance of an instructor, to allow students to work on their own self-guided Immersive Media project of a larger scope and/or higher level of difficulty than class exercises in previous or concurrent courses. Projects will be pitched and agreed on in the first 2 weeks of class, and turned in for a grade based on the pitch. This is NOT an "open lab" for students outside the program. Special training in our Immersive Media courses is necessary prior to signing up for this course.

FILM A234 **3 Units (45 lecture hours; 27 lab hours)**
3D Modeling for Immersive Applications
Advisory: FILM A220 or FILM A221, and FILM A223.

Grading Mode: Standard Letter
Transfer Credit: CSU.

While traditional 3d modeling and animation courses focus on fundamentals, several do not focus on the optimization and texturing aspects of 3d creation of content for platforms related to mobile technologies and AR/VR platforms. This class will not only cover basic fundamentals of 3D Modeling and Development, but the optimization pipelines and processes relevant to creating content that is suitable for integration into game engine software. Core concepts regarding model retopology, engine integration, texture creation, and basic model rigging for integration into a game engine will be covered. Industry pipeline development concepts for this type of optimized asset creation will be extensively covered in addition. This course is meant to be a 'primer', as a supplement to other Immersive Media courses. It will serve to enhance student's specific skillsets in the 3d modeling and texturing department specifically related to content suitable for immersive media applications.

FILM A240 **3 Units (54 lecture hours; 18 lab hours)**
Film Production 2
Prerequisite(s): FILM A110.

Grading Mode: Standard Letter
Transfer Credit: CSU; UC.

This course provides an introduction to the expanded theories, terminology, development of fictional storytelling structure, process of making and pre-producing materials for film and television. Topics include operation, function and creative uses of production and post production equipment, scriptwriting, cinematography, camera operation, shot composition, lighting, sound recording, mixing, editing, producing and directing. Lab.

FILM A253 3 Units (36 lecture hours; 72 lab hours)
Directing Theory
Grading Mode: Standard Letter
Transfer Credit: CSU.

This course exposes students to the functions and responsibilities of a Director and Assistant Director. Students will further understand the process of reading a script, conceiving a vision, and communicating it to the cast and crew. Production hierarchy and responsibilities will also be covered in depth.

FILM A255 3 Units (36 lecture hours; 72 lab hours)
Television Production 2
Prerequisite(s): FILM A155.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An advanced television studio production class emphasizing the role of the writer, producer and director. Students will produce programs designed for live and live to tape television formats in the Film/Video Department's digital television studio, utilizing 16 x 9 widescreen cameras, switchers, lighting, and sound recording equipment. Each student will be assigned projects to produce and will experience all major functions of the production team.

FILM A258 2 Units (18 lecture hours; 54 lab hours)
Post production Finishing
Prerequisite(s): FILM A219.

Grading Mode: Standard Letter
Transfer Credit: CSU.

This course is designed to educate students on the last steps of the post production process to prepare the film for final distribution. Topics include finishing effects workflow, final color grading, working with a sound designer, output and distribution of multiple formats and media management.

FILM A260 2 Units (18 lecture hours; 54 lab hours)
Special Projects
Grading Mode: Standard Letter, Pass/No Pass
Transfer Credit: CSU.

Assists students in developing specialized film/video related projects. Expanded focus in specific study areas enhancing knowledge and technical skills. Designed for advanced film/video majors. May be taken for grades or on a pass-no pass basis.

FILM A261 2 Units (18 lecture hours; 54 lab hours)
Television Studio Operations
Prerequisite(s): FILM A155.

Grading Mode: Standard Letter
Transfer Credit: CSU.

Participation in the production and technical support of special television programs for students interested in gaining further experience with television. Lecture/Lab/Arranged Lab.

FILM A262 3 Units (54 lecture hours)
Cinematography
Prerequisite(s): FILM A110.

Grading Mode: Standard Letter
Transfer Credit: CSU, UC.

This course is an exploration of cinematography through synergetic approach. The intent is to assist students in developing their moviemaking abilities generated by the current practice of the medium through advanced lighting techniques, camera movement, and concept development.

FILM A264 3 Units (36 lecture hours; 54 lab hours)
Editing 3
Prerequisite(s): FILM A194.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An advanced course in digital film and video editing techniques and styles using an industry standard editing interface. Covers the importing of editing material, compositing, effects, graphics, and exporting to a variety of sources. Designed for students interested in a career as a film/video editor.

FILM A265 4 Units (54 lecture hours; 90 lab hours)
Documentary Production
Prerequisite(s): FILM A110.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An advanced production class focused on the creation of field production and documentary storytelling. Topics include on-location video and field production, lighting, camera, sound and editing. Students will function as producers, directors, crew and editors. Projects will include equipment tests, a mini-documentary and a short documentary intended for use in portfolio.

FILM A270 4.5 Units (54 lecture hours; 90 lab hours)
Film Production 3
Prerequisite(s): FILM A240.

Grading Mode: Standard Letter
Transfer Credit: CSU.

A production course in which traditional film based systems are compared against digital technologies. Topics include film vs. video, aspect ratios, formats, high definition cameras, post-production options, distribution and delivery systems. Students will produce a short digital movie after extensive pre-production and story development.

FILM A271 2 Units (18 lecture hours; 54 lab hours)
Portfolio Development
Grading Mode: Standard Letter
Transfer Credit: CSU.

Prepares students to enter the professional workforce. Aids in developing promotional material such as business card, letterhead, resume, website, show reel and other promotional material. Develop proper job search and interview methodology.