

# DEPARTMENT OF FILM, TELEVISION AND MEDIA ARTS

The Department of Film, Television and Media Arts offers programs that educate students in contemporary media practice and production, and prepare students for successful careers in the entertainment industry. These programs are dedicated to training filmmakers to create narrative and documentary projects as well as other informative, persuasive, and entertaining programming for delivery on film, television, streaming services, and all emerging media platforms.

To achieve these goals, students in the Department of Film, Television and Media Arts are immersed in techniques of visual storytelling that demand expertise in all phases of production, from pre-production through post-production. Students graduate with technical and narrative skills and with the ability to write, direct, and produce for the screen. Because successful content creation requires a foundational understanding of film history, theory and criticism, the curriculum balances production courses with courses that explore the history and impact of mass media in society. Formal coursework is not only taught on campus, but in recent years has taken place in Los Angeles, Germany, Poland, the Czech Republic, Italy, and France.

- Bachelor of Arts in Film, Television and Media Arts (<http://catalog.qu.edu/communications/film-television-media-arts/film-television-media-arts-ba/>)
- Bachelor of Fine Arts in Film, Television and Media Arts (<http://catalog.qu.edu/communications/film-television-media-arts/film-television-media-arts-bfa/>)
- Master of Arts in Producing for Film and Television
- Minor in Film and Television (<http://catalog.qu.edu/communications/film-television-media-arts/film-television-minor/>)

## Film, Television and Media Arts (FTM)

### FTM 100. Special topics in Film, Television, and Media Arts. 3 Credits.

This course is only open to high school students in the QU Academy program. The content of this course is specialized and varies by semester and by section. A variety of topics in film, television, and media arts may be covered. Students should consult the course description in the schedule for details on specific offerings.

**Prerequisites:** None

**Offered:** As needed

### FTM 102. Understanding Film. 3 Credits.

This survey of the art, industry and techniques of global cinema introduces students to the significance of film as an international medium. By exposing students to the work of outstanding filmmakers and to the major elements of film language, the course helps students develop their critical faculties and visual literacy. The course includes some weekly 2 1/2-hour screenings of full-length theatrical feature films and other short clip screenings and lecture/discussion sessions.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

### FTM 110. Single Camera Production. 3 Credits.

This course gives students a thorough grounding in the basic techniques of audio and video storytelling. Students learn basic audio production, visual composition, field camera practice, lighting fundamentals and digital video editing. This is a hands-on course that requires students to produce a number of media projects throughout the semester.

**Prerequisites:** None

**Offered:** Every year, All

### FTM 110e. Single Camera Production. 3 Credits.

**Prerequisites:** None

### FTM 112. Multicamera Production. 3 Credits.

This second course introduces students to the techniques of designing and producing creative and effective audiovisual communications primarily in a studio setting. Students learn to develop creative concepts and to take them from script to screen. Lighting, and principles of good composition, structure and program design are emphasized.

**Prerequisites:** Take FTM 110.

**Offered:** Every year, All

### FTM 230. Animation and Mobile Media. 3 Credits.

This course introduces the concepts and production techniques that prepare students for creative work in mobile media. Students completing this course learn how to produce animated and interactive content for the web and mobile devices or kiosks. Projects may include simple animations, interactive stories, photo and video viewers, web interfaces, green screen, animations for video, and video projects optimized for the web.

**Prerequisites:** None

**Offered:** As needed

### FTM 240. Analysis of the Moving Image. 3 Credits.

How do we read images? This course explores the techniques used to create moving-image media from a formal, aesthetic, and theoretical perspective. Students learn to think and write critically about how the techniques of production work to communicate ideas and convey meaning and emotion to viewers. Students also learn critical and classical film theories to deepen their thinking and develop their own individual styles and purpose as filmmakers, media artists, and moving image analysts.

**Prerequisites:** Take FTM 102.

**Offered:** Every year, All

### FTM 245. Intermediate Production. 3 Credits.

Media messages are created to meet a variety of goals, which are tailored to appeal to defined audiences. Media can be designed to entertain, to inform, to educate, to persuade or to sell. In this course, students are challenged to discern what makes a good story or project idea for each of several different content objectives. Students work through all phases of preproduction and production including scriptwriting, scheduling and budgeting as they complete a series of projects during the semester, with special emphasis on creative conceptualization, message and writing.

**Prerequisites:** Take FTM 110, FTM 112 and Sophomore status required.

**Offered:** Every year, All

### FTM 280. Visual Effects (VFX) Techniques. 3 Credits.

This is a foundational course in the field of visual effects, involving intensive hands-on production and post-production training. Topics include compositing, keying, rotoscoping, tracking, retouching, color manipulation, matching, mattes and cinematography and lighting for VFX. Preproduction concepts and techniques specific to VFX creation also are covered.

**Prerequisites:** Take FTM 110 and FTM 112.

**Offered:** As needed, All

**FTM 300. Special Topics.****3 Credits.**

New or experimental courses on a variety of topics in film, television and media arts that in the past have ranged from the impact of social media to visual effects.

**Prerequisites:** None

**Offered:** As needed

**FTM 320. History of Film I (to 1975).****3 Credits.**

This course, the first in a two-semester sequence, provides a foundation in the history and aesthetics of moving image arts. Through individual films, clips, lectures and discussion, students analyze the major international film movements, their genres, directors and themes that have contributed to the development of narrative cinema. Organized thematically, films are chosen to showcase aesthetic, historical, technological and ideological concepts and their impact on the evolution of film from its inception to 1975. Sophomore status required.

**Prerequisites:** None

**Offered:** Every year, Fall

**UC:** Fine Arts

**FTM 322. History of Film (and Television) II.****3 Credits.**

This course explores the history and aesthetics of moving image arts in film and also television from 1975 to the present. Through individual films, excerpts from films and television clips, lectures and discussion, students analyze the evolution of global television and major international film movements, their genres, directors and themes to understand how they have contributed to the development of television entertainment and narrative cinema. Organized thematically, works of film and television are chosen to showcase aesthetic, historical, technological and ideological concepts and their impact on the evolution of film and television. Sophomore status required.

**Prerequisites:** None

**Offered:** Every year, Spring

**UC:** Fine Arts

**FTM 330. Emerging Cinematography Techniques.****3 Credits.**

In this hands-on, workshop-driven course, students will learn digital, cutting-edge cinematography and lighting techniques within a virtual production environment. Utilizing the Unreal engine, students will create digital scenes and short film projects, generating digital sets, props, environments, and actors, which will come to life using Rokoko motion capture suits and hardware. From conceptualization to production, students will become familiar with camera and face-tracking technology, basic 3D design principles, and compositing techniques, allowing for the creation of exciting narrative projects.

**Prerequisites:** Take FTM 245.

**Offered:** As needed, All

**FTM 342. Directing Techniques.****3 Credits.**

This intensive, hands-on course explores the core elements of directing for the screen. Emphasis is placed on developing and understanding the role of the director, stressing techniques of pre-visualization, mise-en-scene, cinematography, and conceptualization of actors' performances, movements, and actions. Students will participate in various exercises, from exploration of acting methods, camera and lighting techniques, rehearsal techniques, and thorough script analysis and breakdown and professional production techniques. Over the course of the semester, students will direct various scenes and exercises, building a portfolio that showcases their creative voice and vision.

**Prerequisites:** Take FTM 245.

**Offered:** Every year, Fall and Spring

**FTM 355. Documentary Production.****3 Credits.**

This course challenges students to master the art of non-fiction visual storytelling. Through a combination of hands-on practical exercises and assignments, in-depth discussions, screenings, and critical analysis of documentary works, students will explore the creative and technical aspects of non-fiction and the emerging trend of documentary hybridity. From concept development and pre-production planning to directing, cinematography, sound, and post-production editing, this course will provide a comprehensive foundation for students to embark on their own creative non-fiction filmmaking journeys. Students will leave the course with a portfolio of a completed documentary short film or series pilot.

**Prerequisites:** Take FTM 245.

**Offered:** Every year, Spring

**FTM 372. Screenwriting.****3 Credits.**

Students learn to professionally develop, format, and write stories for the screen. Students are guided to gain fluency with the industry standard screenwriting software, write coverage on professional screenplays, acquire a deep knowledge of dramatic structure, learn character development strategies, and fully engage in the revision process. Writers are encouraged to connect to their material and begin to find their voices on the page. Final projects give students the opportunity to develop and write an original short screenplay, which may be produced as a Senior Capstone Project.

**Prerequisites:** Take FTM 245 or permission of the department chair.

**Offered:** Every year, All

**FTM 375. Cinematography and Lighting Techniques.****3 Credits.**

This in-depth, hands-on course offers a comprehensive dive into the work of a "director of photography." Students learn camera operation, lenses, visual composition, and lighting in great detail through multiple in-class projects and workshops. Using a range of lighting tools, equipment, instruments, and accessories, students explore the interconnectivity of light quality, camera controls, production design, color, image sensors, lens filters, and other devices to create beautiful and meaningful imagery. Other topics include electrical and set safety, gripping, and gaffing on set and on location, with all acquired knowledge culminating in a final project.

**Prerequisites:** Take FTM 110.

**Offered:** Every year, Fall

**FTM 380. Projects in Audio Production.****3 Credits.**

In this course, students learn the theory and technique behind audio capture, editing and mixing. With audio production, students learn how to record for voice, ambience and other film/radio/TV applications. In mixing, students learn how to combine disparate audio ideas in order to make meaningful expressions that can complicate and amplify visual media. Participants learn that audio storytelling goes beyond language and can be employed for emotional effect in surprising ways. Students learn the basics of working in a DAW (Digital Audio Workspace) and also learn how to "round trip" audio through the Adobe Creative Suite. Participants learn how to improve audio in their own projects while also learning about careers such as sound mixer and podcast producer. No previous musical or technical training is required to take this course.

**Prerequisites:** Take FTM 110.

**Offered:** As needed, All

**FTM 390. Projects in Multicamera Production. 3 Credits.**

Attracting and keeping the audience's attention is the first responsibility of the director. This course gives students the opportunity to explore the art and craft of directing in a multicamera, high-definition studio environment. Participants examine the roles and responsibilities of the director, including shot composition, crew motivation, calling a live production and ethics. Students are asked to visually design a television program from concept to completion in a number of genres, including news, sports, sitcoms, dramas and commercials.

**Prerequisites:** Take FTM 110, FTM 112.

**Offered:** Every year, Fall

**FTM 392. Post-Production Techniques. 3 Credits.**

In this course, students explore such topics as the expressive capability of the editing process; how editing functions to "create" time, tempo, and visual rhythm; the "building" of scenes in editing to achieve various dramatic goals; and telling the story through careful control of sound and image over time. Students gain experience in using the tools and techniques of modern digital post-production technology. Topics include post-production workflow, the art of the cut, the Rule of Six, audio mixing, sound design, foley, primary color grading, and secondary color grading. Software utilized includes the Adobe Creative Suite and DaVinci Resolve.

**Prerequisites:** Take FTM 110, FTM 112.

**Offered:** As needed

**FTM 393. Animation Techniques. 3 Credits.**

Students learn to create sophisticated 2D and 3D still and animated electronic graphics for video that are aesthetically pleasing, expressive and meaningful. Principles of good design, composition and color are stressed, as well as the ability to produce visual interest in support of communication goals.

**Prerequisites:** Take FTM 110, FTM 112.

**Offered:** Every year, All

**FTM 397. Summer Production Project. 3 Credits.**

This advanced production course is for upperclass students majoring in film, television and media arts. It either takes place on campus or on-location and involves the writing, shooting, and editing of a polished narrative, or documentary project that is then presented to a professional jury, or submitted to film festivals.

**Prerequisites:** Take FTM 245.

**Offered:** As needed, Summer

**FTM 399. Independent Study. 1-6 Credits.**

**Prerequisites:** Take FTM 110, FTM 112.

**Offered:** As needed

**FTM 450. Senior Seminar in Film and Television. 3 Credits.**

This seminar entails an in-depth examination of issues and research perspectives in film and television. Seminar titles vary each term and may cover subject areas such as film history, reality television, political documentaries, docudrama and contemporary trends in the media industry. Students should consult the School of Communications course bulletin for information about each semester's offerings. Senior status is usually required.

**Prerequisites:** None

**Offered:** Every year, All

**FTM 493. Senior Project Colloquy: Development and Pre-Production. 3 Credits.**

This required development and preproduction course must be taken in the semester prior to the student's undertaking of the Senior Project. Seniors that have decided to work in a production group and produce a short film for their Senior Project will prepare all preproduction materials as a crew over the course of the semester in preparation for principal photography. Seniors that have decided to individually write a feature-length film, or television/streaming pilot, for their Senior Project will professionally develop their film or show in preparation to write it during the spring semester.

**Prerequisites:** Take FTM 372.

**Offered:** Every year, Fall

**FTM 495. Senior Project Colloquy: Production. 3 Credits.**

In this capstone course, students are asked to create an individual thesis project that reflects the highest level of their abilities. From pitching their individual project ideas through writing, production and post-production, students are pushed to work at the peak of their skills. The creativity, quality and professionalism of the finished projects are judged by outside professionals and faculty and staff from the School of Communications FTM program, and give graduating seniors important portfolio material. Senior status in FTM is required.

**Prerequisites:** Take FTM 493.

**Offered:** Every year, Spring

**FTM 499. Independent Study. 3 Credits.**

**Prerequisites:** None

**FTM 500. Production Fundamentals. 3 Credits.**

This course provides a comprehensive introduction to the core principles and practices involved in the production process across various media industries, including film, television, and digital content. Topics include essential aspects such as pre-production planning, budgeting, scheduling, technical aspects of shooting, crew roles, and basic post-production techniques, with a focus on applying these fundamentals to real-world production scenarios and project development.

**Prerequisites:** None

**Offered:** Every year, Fall and Spring

**FTM 501. Production Reconstruction. 3 Credits.**

This class will teach and expand students' understanding of all aspects of prepping a feature film through lectures, experiential role-playing and weekly assignments. Students will analyze a produced film and will "recreate" all the steps to get into production including scheduling and budgeting through the use of industry standard software.

**Prerequisites:** None

**Offered:** Every year, Fall

**FTM 502. Keys to the Production Office. 3 Credits.**

Students gain an understanding of the day-to-day and week-to-week workflow in the Production Office from opening the office to the start of principal photography. Detailed "how to" information provides an overview of the full scope of the industry and functions as a map for Production Office operations, including how the office supports the process of creating a film or show, how to organize production files, deliver production reports and forms, and execute proper etiquette and protocols for daily tasks.

**Prerequisites:** None

**Offered:** Every year, Fall and Spring

**FTM 503. Creative Development.****3 Credits.**

Students learn to shape stories for the screen and gain a comprehensive understanding of concept development, dramatic structuring, character development and dialogue. They learn the mechanics involved in the development of new projects, including script coverage, sourcing material, script notes, creative meetings, packaging a project, and how to effectively navigate the development journey.

**Prerequisites:** None**Offered:** Every year, Spring**FTM 505. Entertainment Law and Deal Making Practice.****3 Credits.**

Students gain an overview of contemporary entertainment law in regards to production including options, contracts, negotiations, copyright, IP, and licensing. Topics covers include how a producer protects themselves legally, find representation, and how to close deals.

**Prerequisites:** None**FTM 508. Worldwide Sales, Marketing And Distribution.****3 Credits.**

Students gain an overview of domestic and international sales and distribution, including insight into film festivals and markets, and the importance of an effective marketing campaign.

**Prerequisites:** None**FTM 510. Post-Production Workflow.****3 Credits.**

Students gain an overview of post-production management including: staff roles and post production responsibilities, data storage and management, directors and authors rights and responsibilities to final cut, licensing, graphics and titling.

**Prerequisites:** None**FTM 511. Film Finance Models.****3 Credits.**

This class is an overview of film, television and streaming finance models. Emphasis is on finance for the independent film market as well as productions involving the participation of major Hollywood production entities and/or broadcast and streaming platforms. Students create a finance model and business plan for a viable project.

**Prerequisites:** None**Offered:** Every year, Spring**FTM 512. World Building and Creative Collaboration.****3 Credits.**

In this course, students will narratively "build" a world that they develop as a group. World building is a powerful tool that writers use to imagine a fantastical world that requires a complexity of vision such as seen in Star Wars or in any film or show that creates a new narrative world such as "Breaking Bad." This practice also helps producers to understand how to think about what's "not on the page" in a script in regards to production, and how to realize the vision of the director.

**Prerequisites:** Take FTM 503**Offered:** Every year, Spring**FTM 513. Mock Writer's Room.****3 Credits.**

In this project-centered course, you will explore how a writers' room functions by breaking down an existing short story and adapting it into a one-hour pilot. Through interactive learning modules, collaborative in-class assignments and weekly presentation and feedback, you will gain first-hand experience of how a writers' room functions and experience the collaborative process of developing a TV episode from start to finish.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**FTM 514. Contemporary History of the Entertainment Industry.****3 Credits.**

This course focuses on the complexities of the industry and examines the intersection of art and business in the modern technological era of Hollywood. Topics include the evolution of production practices, distribution and exhibition of media, the role of labor and unions, how new technologies have shaped the industry and what the future holds for Hollywood. Students will deliver a research paper on applicable topics.

**Prerequisites:** None**Offered:** Every year, Spring**FTM 515. Showrunning for TV.****3 Credits.**

How do TV shows get on the air? Students learn about and engage in the development process for a TV series or limited series. This class will also address what it takes to actually produce a show, and how to effectively lead as a showrunner.

**Prerequisites:** Take FTM 512 or FTM 516 or have instructor's permission.**Offered:** Every year, Spring**FTM 516. Screenwriting Craft & Workshop.****3 Credits.**

This course focuses on advanced screenwriting skills and techniques for feature films. Students will practice the rules of storytelling, dialogue, character development, and what makes a script actually sell.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**FTM 517. Pilot Writing for Television.****3 Credits.**

This course will focus on how to write a strong pilot script for a limited or returnable series for television/streaming.

**Prerequisites:** None**Offered:** Every year, Fall**FTM 518. Production Management.****3 Credits.**

This course will cover the initial steps needed understand the workflow and responsibilities of Production Management. In this class, students will take a granular, deeper dive into tagging a script, scheduling, and budgeting. They will also learn in more detail what the AD department does on a film and how it works cohesively with production.

**Prerequisites:** Take FTM 501.**Offered:** Every year, Fall and Spring**FTM 519. Documentary and Impact Producing.****3 Credits.**

This course is an in-depth exploration of documentary film and impact producing as an effective means to use storytelling for social change. Students will explore the current state of storytelling and documentary forms, learn to map out the social and cultural ecosystems that must be researched, engaged, and navigated for success, and how to break through the crowded media landscape to find, affect, and motivate audiences with impact.

**Prerequisites:** None**Offered:** Every year, Spring**FTM 520. Line Producing.****3 Credits.**

Building on the foundational work students have learned in FTM 501, this class does a deeper dive into line producing skills including a strong emphasis on budgeting techniques and strategies, working with heads of departments and producers, and managing relationships and a budget throughout production.

**Prerequisites:** Take FTM 501.**Offered:** Every year, Fall and Spring**FTM 524. The Studio At QU.****3 Credits.**

The Studio at Quinnipiac University is a student-run development and production studio that focuses on commercials, PSA's, documentaries, creative development, and films for real-world clients.

**Prerequisites:** None**Offered:** Every year, Fall and Spring

**FTM 526. Creative Producing. 3 Credits.**

This course is an in-depth exploration of the role of the creative producer. Through case studies, industry guest lectures, and hands-on projects, students will gain practical knowledge of development, financing, packaging, production, and distribution. The course emphasizes the producer's creative and managerial responsibilities, examining strategies for assembling talent, crafting compelling stories, and navigating the business landscape of entertainment.

**Prerequisites:** None

**Offered:** Every year, Fall and Spring

**FTM 550. Special Topics in Cinematic Production Management. 3 Credits.**

This course examines a specific topic or issue in production. Topics might focus on specific practice areas such as emerging technologies, or on industry issues and trends, such as the uses and impact of gaming platforms for virtual production pipelines, or the integrative relationship of talent management to production practices. Students may use this course to investigate a cross-listed course in a department such as Game Design, Talent Management, Public Relations, Business.

**Prerequisites:** None

**Offered:** As needed

**FTM 560. Production Practicum. 1 Credit.**

This course provides one-credit master workshops or classes on specific rotating and relevant topics in film producing, directing, AI, virtual production, casting, production management, VFX, etc. It broadens the practical hands-on education and expertise of students by providing valuable, real-world-master class targeted opportunities from successful professionals working in the field.

**Prerequisites:** None

**Offered:** As needed

**FTM 601. Graduate Thesis. 6 Credits.**

Students create a viable pitch package with supporting production management materials, or engage in a collaborative production-based project with specified parameters.

**Prerequisites:** None

**Offered:** Summer

**FTM 602. Production Internship/Apprenticeship. 3 Credits.**

Students seek and are engaged by a commercial, theatrical, episodic television or documentary for a professional production placement. Students must complete a minimum number of work hours as well as a reflection paper. Program director approval required.

**Prerequisites:** None

**Offered:** As needed