
Cinema Production Course Descriptions

CINE 101 - Introduction to Cinema Production

This course is a basic study of the techniques and technology of cinema production. Terminology, equipment, safety procedures and fundamental production tools and methods will be the focus of this introductory class.

CINE 102 - History of American Cinema

From early experiments with moving images through the invention of sound, color and digital effects, students will study the evolution of cinematic form, style and language as well as the social and artistic impact of the medium on society.

CINE 105 - Screenwriting I - Introduction to Screenwriting

This course will focus on the fundamental structure of the screenplay. Principles of character, conflict, visual storytelling, dialogue, and plot will be studied. Professional formatting will also be introduced.

CINE 110 - History of International Cinema

This course will continue the international exploration of the development of cinema as an art form and its impact on society to the present day. Major international movements including German Expressionism, Soviet Montage, Italian Neo-realism and French New Wave will be studied.

CINE 150 - Production I

Students will produce, direct, shoot, and edit several short projects on digital video. These projects will give students the opportunity to explore the fundamentals of visual storytelling, lighting, editing and sound design. Students will analyze each other's work as well as be evaluated by the faculty. Prereq: CINE 101

CINE 205 - Screenwriting II - The Narrative Structure of Cinema

An in-depth analysis of the structure, formulas and storytelling techniques of the feature length screenplay will be the focus of the course. Students will study a wide range of successful films and discover the common elements that they share. Prereq: CINE 150

CINE 210 - Visual Structure of Cinema

This course will introduce students to the visual elements of cinematic images and show how the manipulation of these elements can help the filmmaker communicate with the audience. Prereq: CINE 150

CINE 250 - Production II

Students will write, produce, and direct a short narrative or documentary film. Through their projects, students will continue their exploration of the crafts of directing, producing, editing, screenwriting and cinematography. In addition to producing their own film, students will work in key positions on each other's projects. Prereq: CINE 150

CINE 301 - Cinema Studies - Various Topics

This course will offer the opportunity for in-depth exploration of an aspect of the history of cinema. Various topics will be offered including the studies of Genres, Film Authors and National Cinemas.

CINE 302 - Cinema Authors

This course is an in-depth examination of the body of work of an important motion picture director. The director studied varies each semester and includes artists such as Alfred Hitchcock, Stanley Kubrick and Martin Scorsese. This course will explore each filmmaker's contribution to the art of motion picture production, their cinematic style and lasting influence of their work. Core Alternative for COPA 251 Arts and the Human Experience II

CINE 305 - Intermediate Screenwriting

This course is designed for the student who is considering screenwriting as their concentration. Students will be challenged to take an original idea, through development and plot outline, to a completed first draft. Prereq: CINE 250

CINE 306 - Story Analysis

Students will learn the skills of professional screenplay analysis, including, writing a concise plot synopsis, evaluating a script based on structure, character, theme and marketability, and developing a detailed plot outline. Prereq: CINE 250

CINE 310 - Intermediate Directing

Students will gain hands-on experience by directing, shooting, and editing a series of exercises designed to transform scripted text into visual storytelling. Casting and working with actors in preparation and execution of scripted scenes will be the focus of the course. Prereq: CINE 250

CINE 315 - Intermediate Producing

For students considering a concentration in producing, this course provides a detailed study of the responsibilities and requirements of producing motion pictures. Areas of study include pre-production, script breakdown, budgeting, scheduling, fundraising, script development, line producing and post-production. Prereq: CINE 250

CINE 320 - Intermediate Editing

Designed for the student in the Editing/Sound concentration, this class is an in-depth study of picture editing using Final Cut Pro and sound editing with pro Tools. Editing dialogue, music, split tracks, and use of change and cue sheets will be explored. Prereq: CINE 250

CINE 325 - Intermediate Digital Tools

Students will learn the basics of image manipulation, title design, compositing, graphic design and special visual effects for digital post-production using various software applications. Prereq: CINE 250

CINE 340 - Intermediate Cinematography

Designed for the student considering a concentration in cinematography, this course will focus on techniques in rigging, lighting, and digital imaging. Class exercises are designed to develop skills in narrative and documentary camera techniques. Prereq: CINE 250

CINE 350 - Production III

Students will work in groups to produce a narrative or documentary short that approaches professional quality. Each project will be a collaborative effort, created with involvement of a student screenwriter, producer, director, cinematographer, editor, and sound designer. Prerequisites: CINE 305, 310, 315, 320 or 340.

CINE 351 - Documentary Production Workshop

Students will work in groups to produce a short form documentary. Genres and styles of non-fiction cinema will be analyzed and discussed. Prereq: CINE 350

CINE 352 - Commercial Production Workshop

Students will work in groups to develop and produce a commercial or public service announcement. The structure of the commercial industry will be discussed and the roles and responsibilities of the client, advertising agency and production company will be explained. Prereq: CINE 350

CINE 353 - Experimental Cinema Workshop

Students will work in groups to produce an experimental work. Important works and filmmakers of the genre will also be studied. Prereq: CINE 350

CINE 405 - Advanced Screenwriting

This course will focus on the development of a feature film screenplay. Beginning with an original concept, students will outline the story, develop characters, write a treatment and complete a first draft. Writing techniques and formats required for television, non-fiction film and multi-media will also be studied. Prereq: CINE 350

CINE 410 - Advanced Directing

This course will cover advanced techniques for story development, previsualization, working with actors, blocking, and managing emerging technologies. Directing majors will have the opportunity to complete all pre-production work for their thesis film. Prereq: CINE 350

CINE 415 - Advanced Producing

Areas of study will include negotiating techniques, optioning source material, guild contracts, insurance, and package material. Students will gain an understanding of the different practices involved in producing, financing, marketing and distributing both studio and independent films. Producing majors will complete all pre-production work for their thesis film. Prereq: CINE 350

CINE 420 - Advanced Editing

Advanced editing techniques including color-correction, title design, masking, edit decision lists, on-line editing and mastering to various formats will be covered. Editing majors will have the opportunity to address considerations specific to their thesis project. Prereq: CINE 350

CINE 425 - Advanced Digital Tools

A continued exploration of special visual effects, motion graphics, compositing, "film-look" for video, and the latest emerging technologies and tools in digital postproduction. Students will have an opportunity to develop applications for use in their thesis project. Prereq: CINE 350

CINE 440 - Advanced Cinematography

Advanced lighting, filtration, and in-camera techniques will be studied as well as post-production processes, including digital color timing and digital inter-negatives. Cinematography majors will have the opportunity to focus their studies on issues specific to their thesis project. Prereq: CINE 350

CINE 450 - Production IV

Students will create and produce a professional quality narrative or documentary thesis project. Each thesis project will be created with a student producer, director, screenwriter, cinematographer, editor and sound designer. Each student will be evaluated in terms of concentration and on the quality of the finished film. Thesis films will be showcased in the Point Park Digital Film Festival. Prereq: CINE 350

CINE 451**Production IVa.**

First of a two course series for students wishing to complete their Production IV project over two semesters. Prerequisites: CINE 405, 410, 415, 420, or 440.

CINE 452**Production IVb**

Second of a two course series for students wishing to complete their Production IV project over two semesters. Prerequisite: CINE 451.

CINE 485 - Screenwriting Master Class

Students will focus on creating a professional -quality writing sample by rewriting and polishing an existing script. This course will also cover the business and legal aspects of screenwriting, including agents, managers, negotiating deals, options, adaptations and pitching your work.

CINE 295, CINE 495 - Special topics in Cinema and Digital Arts

Screenwriting Course Descriptions

CINE 107 - Classical And Modern Drama

Recognizing theatre as one of the cornerstones of cinema, this course is a broad survey of historically significant plays that examines common elements of dramatic structure, character development, and theme as they relate to, and have influenced, cinematic forms.

CINE 207 - Survey of Media Writing

An overview of a variety of forms including situation comedies, hour dramas, non-fiction films, theatre, and interactive media, this course outlines the fundamentals of style, content and format specific to each and gives students the opportunity to write in several different genres. Prereq: CINE 105.

CINE 307 - Screenwriters and Their Work

Prominent screenwriters and the work they have produced are analyzed as both screenplays and as completed cinematic works to demonstrate how masters of the craft have successfully addressed the challenges of the form. Prereq: CINE 110.

CINE 308 - History of Television

An overview of television as a means of popular entertainment, this course also examines how social, technological, and market forces have influenced the evolution of the medium. Prereq: CINE 102.

CINE 309 - Advanced Narrative Structure

Building on the concepts explored in CINE 205, The Narrative Structure of Cinema, this course looks at more complex narrative forms including episodic structures, ensemble films, non-linear storytelling, and other works that do not rely on dramatic tension as the principle means of engaging an audience. Prereq: CINE 205.

CINE 326 - Acting & Directing for Writers

In order to create successful screenplays, writers must have an understanding of how directors and actors interpret their work. Students will have the opportunity to work as a director in analyzing and staging scenes, and as an actor in creating a character and developing a performance, with the goal of understanding the challenges of translating the written word to the stage or screen. Prereq: CINE 150.

CINE 361 - Writing for Theatre

In this course students will write a play and, in doing so, will explore the distinct challenges in structure, character development, and theme involved in writing for theatre. Prereq: CINE 305.

CINE 362 - Writing the Situation Comedy

With its origins in radio and its future in new media, the half-hour situation comedy has been a staple of television since its inception. In this course students study the classics of the genre, write an episode of a current situation comedy, and develop and pitch an original concept for a series. Prereq: CINE 305

CINE 363 - Writing the Hour Drama

One of the principle forms of entertainment on television, the hour drama has remained popular with audiences for generations. In this course students examine the classics of the genre, write an episode of a current hour drama, and develop and pitch an original concept for a series. Prereq: CINE 305.

CINE 364 - Writing for Multimedia

Technological advances are allowing for content to be delivered to audiences in an ever-increasing number of ways and forms. This course examines the current entertainment media landscape and allows students to develop and write projects that are designed for digital distribution, including web-based and mobile platforms. The incorporation of audience participation and other interactivity into storytelling will also be explored. Prereq: CINE 305.

CINE 365 - Writing the Adaptation

Many successful screenplays are adapted from other sources. In this course, students will find pre-existing material, whether it is a book, short story, song, biography, or graphic novel, and develop it into a feature film screenplay. Students are encouraged to obtain the rights to any materials they choose to adapt. Prereq: CINE 305.

CINE 406 - Rewriting the Feature Screenplay

Recognizing that drafting a professional quality screenplay is a process that often requires more than one academic semester, this course is designed for students who have started projects in other courses and are interested in continuing to develop and rewrite the concept. Students must have a completed draft at the start of the course. Prereq: CINE 305.

CINE 453 - Screenwriting Thesis I

Working with their Thesis Advisor, students will propose a project for the creation of a written dramatic work. Upon approval, student's research, develop the concept, prepare outlines and treatments, and write a draft of their project. Emphasis is not only on the work created, but also in developing a successful working process that writers can rely on throughout their careers. Prereq: CINE 405.

CINE 454 - Screenwriting Thesis II

Continuing the work begun in CINE 453, students will complete the initial draft of their project and go through multiple rewrites to produce a polished, professional-quality work. Prereq: CINE 453.

CINE 485 - Screenwriting Master Class

Students will focus on creating a professional -quality writing sample by rewriting and polishing an existing script. This course will also cover the business and legal aspects of screenwriting, including agents, managers, negotiating deals, options, adaptations and pitching your work.

CINE 498 - Internship in Cinema

CINE 499 - Independent Study in Cinema

Digital Arts Course Descriptions

DIGI 101 - History of Image and Design - 3

The course will work backwards and look at the creation of modern day images and see how these images, design paradigms, techniques were developed from historical imagery, painting and design. It will also look at the techniques, aesthetics and evolution of the digital visual arts and new media.

CINE 105 - Introduction to Screenwriting - 3

This course will focus on the fundamental structure of the screenplay. Principles of character, conflict, visual storytelling, dialogue, and plot will be studied. Professional formatting will also be introduced.

DIGI 102 - Digital Design Tools and Techniques - 3

This course examines the methods, aesthetics, and tools of design in a digital environment. Topics include typography, drafting, digital illustration, color theory, 2D design, and rudimentary motion graphic techniques. Prerequisite DIGI 101

CINE 150 - Production I - 6

Students will produce, direct, shoot, and edit several short projects on digital video. These projects will give students the opportunity to explore the fundamentals of visual storytelling, lighting, editing and sound design. Students will analyze each other's work as well as be evaluated by the faculty.

DIGI 210 - Fundamentals of Motion Graphics and Visual Effects - 3

This course provides a historical overview of the evolution of visual effects, as well as an introduction to the techniques of digital visual effects for film and video. Students will be introduced to the seminal film works leading to the state of the contemporary visual effects work. They will also learn the fundamental applications of visual effects developing storyboards and pre-visualizations and putting them into practice with class exercises. Prerequisite DIGI 102

DIGI 220 - Fundamentals of Animation - 3

This course provides a historical overview of the evolution of the art of animation, as well as an introduction to the varying animation techniques used throughout film history tracing their impact on the art form. It will cover the rudimentary practices and methods of animation including pre-production development, storyboarding, cell animation, stop-motion animation, as well as digital key frame-based animation. Students will be given exercises exploring these techniques. Prerequisite DIGI 102

DIGI 225 - Sound for Digital Media - 3

This course will introduce students to the techniques of developing soundtracks for animation, motion graphics and visual effects projects. They will learn sound editing, fx recording, foley, voice-over and sound mixing techniques as they apply to the techniques of supplying soundtracks for digitally created work. Prerequisite DIGI 210/220

DIGI 250 - Digital Arts Project I - 3

In this workshop course, students will work in teams, developing a motion-graphics based project. Beginning with conceptualization, storyboarding, and a pitch each production team will take the work through completion exploring animation, compositing, and visual effects techniques. Prerequisite DIGI 210/220

DIGI 310 Intermediate Visual Effects - 3

This course is designed for students choosing a concentration in visual effects. It covers compositing techniques, cinematography for visual effects, particle systems, and tracking techniques. Prerequisite DIGI 250

DIGI 320 Intermediate Animation - 3

This course is designed for students choosing a concentration in animation. It focuses on the introduction of 3D animation techniques, including 3D drafting/modeling, character creation and animation. Prerequisite DIGI 250

DIGI 350 Digital Arts Project II - 3

In this workshop course students will work in teams, developing an animation or visual effects based narrative project. They will develop a script creating storyboards and pre-visualizations. Each production team will assume specific roles in completing the final project. Prerequisite DIGI 310/320

DIGI 352 – Theory of Game Design - 3

In this hands-on workshop students learn techniques and approaches they can apply to understanding and designing games of any format -- from board games to digital games to real world games. Students analyze existing games to understand how they work as interactive systems; create a number of non-digital games in order to master the basic design principles as well as work on a series of exercises that explore the social, technological, and creative possibilities of games. Prerequisite DIGI 250

DIGI 353 – Illustrating for Electronic Media - 3

In today's media consumption society, electronic graphics are the cornerstone of many films, most websites and television advertising. In the course, students will learn how to apply digital media, 3-D animation, visual effects and motion graphics in a variety of electronic media. This class will explore the avenues of electronic media and work on numerous course projects. Prerequisite DIGI 250

DIGI 354 – Project in Stop Motion - 3

This course provides a structure for learning the major principles of stop motion animation. Students will explore a range of techniques developing how to create puppets, armatures and sets for physical animation. Core visual skills such as sculpture, life drawing and materials development are integral to the course as well as the technical expertise execute stop motion projects. Students will work on a number of projects/exercises throughout the semester. Prerequisite DIGI 250

DIGI 355 – Designing for Commercial Media Platforms - 3

This is a workshop course where students will learn the application of motion graphics, animation, and visual effects as they apply to media creation for commercial/industrial applications. In this class, students will create spec ad spots, taking into account the particular concerns the advertising/commercial world such as branding, client relations, and multi-platform media campaigns. Prerequisite DIGI 250

DIGI 356 – Classical Animation - 3

This course will explore the history of classical animation, screening a wide range of commercial and experimental works. Students create small projects using 2-D animation perspectives and other traditional designs to create a variety of shot compositions. This course will also develop the student's ability to rough, block and animate 2-D shots in sequence. Prerequisite DIGI 250

DIGI 365 – Web Media Development - 3

The course explores the avenues of developing content for the web and confers beginning to intermediate web site design concepts including: Flash, HTML, CSS, FTP, interface design, graphics optimization, typography and animation. Concepts in resolution, independent design, and web site usability are also covered. Prerequisite DIGI 250

DIGI 370 – The Digital Arts Professional - 3

In this course, students will take the time to develop a demo reel commonly, taking content developed during the program and packaging it. Students' work will be reviewed to assess strengths and weaknesses. Students will also develop their resumes and interview skills as well as develop methods to locate and secure employment in a given media field. Digital arts professionals will also come in and speak on the nature of employment across numerous industries. Prerequisite DIGI 350

DIGI 410 Advanced Visual Effects - 3

In this course students will learn advanced 3D visual effect/motion graphic techniques including advanced compositing techniques, rotoscoping, advanced motion tracking, matte paintings, digital set extensions. Prerequisite DIGI 310 or 320

DIGI 420 - Advanced Animation - 3

In this course students will learn advanced 3D animation techniques including 3D environments, 3D lighting, 3D textures and advanced character development. Prerequisite DIGI 310 or 320

DIGI 450 – Senior Thesis – 6

In this course, students will start and complete their thesis project based upon their area of concentration. Collaboration, preapproved by the advising instructor, is encouraged. The project will be an animated, motion-graphic or visual effect based work that synthesizes the techniques learned in the first three years of the program. The final work will demonstrate a high level of proficiency in their area of concentration as well as an understanding of all of the processes of creating professional digital media work. Prerequisite DIGI 410 or 420

DIGI 451 – Senior Thesis – Part I - 3

In this course, students will begin their thesis project based upon their area of concentration. Collaboration, preapproved by the advising instructor, is encouraged. The project will be an animated, motion-graphic or visual effect based work that synthesizes the techniques learned in the first three years of the program. This first phase of the thesis project involves the conceptualization and pre-visualization of the work as well as the initial stages of production. Prerequisite DIGI 410 or 420

DIGI 452 – Senior Thesis – Part II - 3

This course is a continuation of DIGI 451. Students continue in the production of their thesis project through completion. The final work will demonstrate a high level of proficiency in their area of concentration as well as an understanding of all of the processes of creating professional digital media work. Prerequisite DIGI 410 or 420

CINE 101 - Introduction to Cinema Production - 3

This course is a basic study of the techniques and technology of cinema production. Terminology, equipment, safety procedures and fundamental production tools and methods will be the focus of this introductory class.

CINE 205 – Narrative Structure of Cinema - 3

An in-depth analysis of the structure, formulas and storytelling techniques of the feature length screenplay will be the focus of the course. Students will study a wide range of successful films and discover the common elements that they share. Prerequisite CINE 105

DIGI 210 - Visual Structure of Cinema - 3

This course will introduce students to the visual elements of cinematic images and show how the manipulation of these elements can help the filmmaker communicate with the audience. Prerequisite CINE 150

CINE 309 - Advanced Narrative Structure - 3

This course is designed to give students who have a detailed understanding of the traditional storytelling techniques used in narrative cinema, and other visual storytelling forms, an opportunity to develop the same comprehension and appreciation for non-traditional storytelling techniques. Prerequisite CINE 205

CINE 305 - Intermediate Screenwriting - 3

This course is designed to challenge students to take an original short script idea, through development and plot outline, to completed first and second drafts. This course will also introduce the challenges for developing a feature film script. Prerequisite CINE 105

CINE 310 – Intermediate Directing – 3

Students will gain hands-on experience by directing, shooting, and editing a series of exercises designed to transform scripted text into visual storytelling. Casting and working with actors in preparation and execution of scripted scenes will be the focus of the course.

CINE 320 - Intermediate Editing - 3

This class is an in depth study of picture editing using Final Cut Pro and sound editing with pro Tools. Editing dialogue, music, split tracks, and use of change and cue sheets will be explored. Prerequisite DIGI 210/220