## **BACHELOR OF ARTS IN CINEMA ARTS**

# 2023-2024 Degree Requirements

Name:	ID Number:

#### **TOTAL CREDITS FOR DEGREE: 120**

### **UNIVERSITY CORE CURRICULUM:** 42 credits

### **Required Fundamental Courses:**

COMM 101	Oral Comm. & Pres.	3 credits
ENGL 101	College Composition	3 credits
<b>UNIV 101</b>	City-University Life	3 credits

Senior Capstone DIGI 460 OR CINE 460 3 credits (Cinema Arts Professional)

#### Choose Thematic Core courses in the following:

Explore the World - Choice 1	3 credits
Explore the World - Choice 2	3 credits
Investigate Science	3 credits
Investigate Mathematics	3 credits
Interpret Creative Works	3 credits
Understand People - Choice 1	3 credits
Understand People - Choice 2	3 credits
Succeed in Business	3 credits
Appreciate & Apply the Arts	3 credits
Discover Technology	3 credits

#### **MAJOR REQUIREMENTS: 30 cr.**

### **Select ONE Area of Focus: 15 Credits**

### **Cinema Focus**

CINE 102 History of American Cinema (3) CINE 110 His

CINE 105 Intro to Screen Writing (3)

CINE 201 Cinematic Representation (3)

CINE 205 Narrative Structure of Cinema (3)

CINE 301 Cinema Studies (3)

CINE 101 Intro to Cinema (3)

CINE 110 History of International Cinema (3)

CINE 150 Production I (6)

CINE 210 Visual Analysis (3)

#### **Animation Focus**

DIGI 101 Fund. Of Design for Animation (3)

DIGI 102 Digital Tools & Techniques (3)

DIGI 210 Motion Graphics (3)

DIGI 220 Funda. Of Animation (3)

DIGI 305 History of Animation (3)

DIGI 460 Animation Capstone (3)

#### **Screenwriting Focus**

CINE 110 History of International Cinema (3)

CINE 305 Intermediate Screenwriting (3)

CINE 306 Story Analysis (3)

CINE 326 Acting/Directing for Writers and Filmmakers (3)

CINE 460 Cinema Arts Capstone (3)

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MAJOR ELECTIVES: 15 cr.		
Only one section of CINE 301 and one section of CINE 302 are allowed to count. 3-credits must be a 400-level course		
ART 213 Intro to Drawing (3)	CINE 363 Writing for the Hour Drama	
ART 320 Figure Drawing (3)	CINE 364 Writing for Multimedia (3)	
DIGI 102 Digital Design Tools & Tech (3)	CINE 365 Writing for Adaptation (3)	
DIGI 210 Motion Graphics (3)	CINE 367 Writing for Video Games (3)	
DIGI 220 Fundamentals of Animation (3)	CINE 368 Writing for TV Animation (3)	
DIGI 305 History of Animation (3)	CINE 369 Writing the Web Series (3)	
DIGI 311 Intermediate Motion Graphics (3)	CINE 395 Special Topics (3)	
CINE 110 History of International Cinema (3)	CINE 401 Adv. Cinema Studies (3)	
CINE 150 Production I (6)	CINE 405 Adv. Screenwriting (3)	
CINE 208 Classical and Modern Drama (3)	CINE 406 Ad. Screenwriting II (3)	
CINE 210 Visual Analy of Cinema (3)	CINE 412 The Profes. Writer's Life (3)	
CINE 250 Production II (6)	CINE 425 Adv. Visual Effects (3)	
CINE 301 Cinema Studies (3)	CINE 445 Documen. Workshop (3)	
CINE 302 Cinema Authors (3)	CINE 495 Special Topics (3)	
CINE 305 Interm Screenwriting (3)	CINE 498 Internship (3)	
CINE 306 Story Analysis (3)	CINE 499 Independent Study (3)	
CINE 308 History of TV Entertainment (3)		
CINE 310 Interm Directing (3)	General Electives: 33 cr.	
CINE 315 Interm Producting (3)		
CINE 320 Interm Editing (3)		
CINE 325 Intro to Visual Effects (3)		
CINE 326 Acting & Directing for Writers (3)		
CINE 327 Acting for the Camera (3)		
CINE 330 Intermediate Sound (3)		
CINE 332 Music Scoring f. Filmmaking (3)		
CINE 335 Intro to Production Design (3)		
CINE 340 Interm Cinematography (3)		
CINE 345 Fundamentals of Documentary (3)		
CINE 350 Production III (6)		
CINE 354 Alternative Forms Workshop (3)		
CINE 362 Writing for the Situation Comedy (3)		
B.A students are required to maintain a Q.P.A of 2.5 or higher.		

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### **PROGRAM OBJECTIVES**

Upon successful completion of this program, a student will be able to:

- Critique written and visual media from a technical, aesthetic, and narrative perspective.
- Identify and articulate the characteristics and distinctions of historically significant cinematic works, artists, and theories
- Demonstrate creative and critical proficiency in the skills and craft of cinema arts to tell a story and articulate meaning.
- Apply the foundational skills and craft of a working professional in cinema arts by meeting deadlines, contributing to a collaborative artistic environment, and successfully participating and communicating with peers during assignments, discussions, and critique sessions.