

# **BACHELOR OF ARTS IN CINEMA ARTS**

## *2025-2026 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

UNIV 101 City-University Life 3 credits

Senior Capstone **CINE 460 OR DIGI 460** 3 credits

#### ***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

**(Cinema Arts Professional OR Animation & Visual Effects Cap.)**

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

- CINE 102 History of American Cinema (3)
- CINE 105 Intro to Screen Writing (3)
- CINE 201 Cinematic Representation (3)
- CINE 205 Narrative Structure of Cinema (3)
- CINE 301 Cinema Studies (3)

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

#### **Cinema Focus**

- CINE 101 Intro to Cinema (3)
- CINE 110 History of International Cinema (3)
- CINE 150 Production I (6)
- CINE 210 Visual Analysis (3)
- CINE 460 Cinema Arts Capstone (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 101 Intro to Cinema (3)
- 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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### **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)
- ART 320 Figure Drawing (3)
- DIGI 102 Digital Design Tools & Tech (3)
- DIGI 210 Motion Graphics (3)
- DIGI 220 Fundamentals of Animation (3)
- DIGI 305 History of Animation (3)
- DIGI 311 Intermediate Motion Graphics (3)
- CINE 110 History of International Cinema (3)
- CINE 150 Production I (6)
- CINE 208 Classical and Modern Drama (3)
- CINE 210 Visual Analy of Cinema (3)
- CINE 250 Production II (6)
- CINE 301 Cinema Studies (3)
- CINE 302 Cinema Authors (3)
- CINE 305 Interm Screenwriting (3)
- CINE 306 Story Analysis (3)
- CINE 308 History of TV Entertainment (3)
- CINE 310 Interm Directing (3)
- CINE 315 Interm Producing (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 for 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)

- CINE 363 Writing for the Hour Drama (3)
- CINE 364 Writing for Multimedia (3)
- CINE 365 Writing for Adaptation (3)
- CINE 367 Writing for Video Games (3)
- CINE 368 Writing for TV Animation (3)
- CINE 395 Special Topics (3)
- CINE 401 Adv. Cinema Studies (3)
- CINE 405 Adv. Screenwriting (3)
- CINE 406 Ad. Screenwriting II (3)
- CINE 412 The Profes. Writer's Life (3)
- CINE 425 Adv. Visual Effects (3)
- CINE 445 Documen. Workshop (3)
- CINE 495 Special Topics (3)
- CINE 498 Internship (3)
- CINE 499 Independent Study (3)

### **General Electives: 33 cr.**

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**B.A students are required to maintain a Q.P.A of 2.5 or higher.**

# **BACHELOR OF ARTS IN CINEMA ARTS**

## *2025-2026 Degree Requirements*

### **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.