FILM, TELEVISION AND MEDIA ARTS (FTM)

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. Advanced Production Management Workflow. 3 Credits.
Students gain an overview of studio, independent, broadcast and streaming platforms content and management workflow needs. Contemporary practices in pre-production and production are stressed. Students pre-produce an episodic television show from the perspective of various production personnel and hold production meetings to gain an understanding of the pre-production and production process workflow for theatrical, TV episodic, TV situation comedy and documentary production including interactions with talent agencies and union signatory contracts.
Prerequisites: None

FTM 530. 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 504. 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 cover include how a producer protects themselves legally, find representation, and how to close deals.
Prerequisites: None

FTM 506. Domestic and Worldwide Distribution and Sales for Film and TV. 3 Credits.
Students gain an overview of contemporary domestic and international production management practices: office administration, paperwork and work flow; carnets, business visas, insurance and surety bond liability and management; industry national and international HR practices and payroll; international, state and local film, television and documentary production rules and regulations; tax incentives and responsibilities; national and international trade unions rules, rates, penalties, common regulations, compliance, visa requirements and international signatory practices.
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 514. Modern Hollywood and the Future of the 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: None
Offered: Every year, Spring

FTM 516. 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 601. Production Management Thesis Production. 6 Credits.
Students polish their screenplay to final draft, schedule and budget their script, finalize their look book and produce a three to four scene sizzle reel of their script. Thesis Paper on topic of film required.
Prerequisites: None

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