

# FILM, TELEVISION AND MEDIA ARTS (FTM)

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## **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 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 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 both feature films and television. 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 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 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