

Cinematic Arts (CA)

Program description

The Bachelor of Science in Cinematic Arts (B.Sc.CA) is a pioneering program for students who aspire to pursue higher studies in the fields of film production. In the higher education landscape of Saudi Arabia, this program stands as the first and only university degree that graduates qualified professionals to satisfy the market needs for this flourishing industry. Moreover, the Kingdom's Vision 2030 and its renewed and revitalized emphasis on media and entertainment have generated increased demand for creating professional contents in media and film production that inspire the enhancement of a vibrant society.

Educational objectives

The Bachelor of Science in Cinematic Arts Program includes two concentrations as follows.

Animation

The Animation concentration explores the art of animation, with attention to both traditional and digital techniques, with an emphasis on the diverse roles animation currently plays within the larger digital media ecosystem. Courses of this concentration will have the code (ANIM).

Film Production and Direction concentration

The Film Production and Direction concentration focuses on the production of still images, video and sound, with attention to cinematic and televisual expression, as well as to newer media platforms. Courses of this concentration will have the code (CINA).

Career opportunities

Just some of the potential roles and opportunities our CA graduates can look forward to are:

- Film production
- Television production
- Animation Production
- Game Development
- Art and Creative Direction
- Copywriting
- Interactive media
- Journalism and Media
- Advertisement Industry
- Screenwriting for TV and film
- Media Analysis and Criticism
- Media Content Development

Designation of the digits used for the course numbering

Letters	Digit 1	Digit 2	Digit 3	Digit	Topic	Digit	Topic
				0	General topics	4	Professional development
				1	Technical skills	5	Entrepreneurship
				2	Cultural context	6	Internships
				3	Thematic focus		

Digit 1 designates the year in which the course is taken.

Digit 2 designates the area or specialization of the course (areas of knowledge listed below).

Digit 3 designates the sequence of the course for the same area.

Explanation of credit hour notations

Credit hours are listed throughout the document in the following format: (3-0-3). The first digit indicates the number of lecture hours, the second digit indicates the number of

practical hours (if applicable), and the third digit indicates the total number of credit hours for the course.

Graduation requirements

Graduation requirements include the successful completion of a minimum of 132 credit hours.

General education requirements	Major core requirements	Track technical core requirements	Technical elective requirements	College core MATH requirements	Free electives	TOTAL
Visual and Digital Production						
42	45	36	9	0	0	132

Program duration

This is a four-year program requiring 132 credits.

General education requirements: 42 credit hours

List of Required General Education courses:

Pillar	Credits	Category	Courses	Credits
Skills development	20	Linguistic Communication (English)	GENG 161	2
			Any course from the category	2
		Linguistic Communication (Arabic)	Any course from the category	3
		Linguistic Communication (Foreign Languages)	Any two courses from the category	4
		Quantitative Reasoning	GMTH 141A	3
			GSTA 140 or GSTA 141	3
Literacies	9	Information, Media and Technology	Any course from the category	3
		Scientific Literacy	Any course from the category	3
		Global Awareness	Any course from the category	3
Cultivating positive disposition	10	Cultural Literacy	Any course from the category	3
		Physical and Environmental Wellbeing	Any course from the category	2
		Islamic Thought and Ethics	GISL 171	2
		Any two courses from the category	4	
		Civic Engagement	Any course from the category	2
Interdisciplinary research	3		GSEM 200	3
TOTAL CREDIT HOURS	42			42

Major core: Cinematic Arts

Dept. or Section Prefix and Course Number	Course title	Credits (Lecture-Practical-Total)	Prerequisite(s)
ANIM 212	Introduction to Animation	(2-2-3)	CINA 116
CINA 101	Introduction to Media & Film	(2-2-3)	None
CINA 104	History of Art	(3-0-3)	None
CINA 105	History of film	(3-0-3)	CINA 104
CINA 112	Introduction to Sound Production	(2-2-3)	None
CINA 113	Introduction to Photography	(2-2-3)	None
CINA 114	Introduction to Media Writing	(2-2-3)	None
CINA 116	Fundamentals of Graphic Design	(2-2-3)	None
CINA 117	Fundamentals of Cinematography	(1-4-3)	CINA 113
CINA 204	Film Analysis and Criticism	(3-0-3)	CINA 105
CINA 211	Fundamentals of Screenwriting	(2-2-3)	CINA 114
CINA 213	Fundamentals of Editing	(2-2-3)	CINA 117
CINA 360	Internship	(1-4-3)	After completing 85 Credit Hours
CINA 450	Capstone I	(2-2-3)	CINA 360
CINA 451	Capstone II	(0-6-3)	CINA 450

Concentration Requirements: Animation: 36 credits

Dept. or Section Prefix and Course Number	Course title	Credits (Lecture-Practical-Total)	Prerequisite(s)
ANIM 215	Freehand Drawing	(0-6-3)	None
ANIM 216	Writing for animation	(2-2-3)	ANIM 212
ANIM 217	History of Animation	(3-0-3)	ANIM 212
ANIM 218	Character Design	(2-2-3)	ANIM 212
ANIM 319	2D Digital Animation I	(2-2-3)	ANIM 218
ANIM 320	Storyboarding	(2-2-3)	ANIM 212
ANIM 321	Landscape & Background	(0-6-3)	ANIM 215
ANIM 323	2D Digital Animation II	(2-2-3)	ANIM 319
ANIM 324	Introduction to 3D Modelling & Animation	(2-2-3)	ANIM 319
ANIM 325	Short Animation Production	(2-2-3)	ANIM 320, ANIM319
ANIM 420	Visual Effects	(2-2-3)	ANIM 212
ANIM 421	Stop Motion Workshop	(2-2-3)	ANIM 212

Concentration Elective Requirements: Animation: 9 credits

Dept. or Section Prefix and Course Number	Course title	Credits (Lecture-Practical-Total)	Prerequisite(s)
ANIM 219	Drawing for Anatomy	(2-2-3)	ANIM 215
ANIM 326	3D lighting & Rendering	(2-2-3)	ANIM 324
ANIM 327	Intermediate 3D Rigging & Animation	(2-2-3)	ANIM 324
ANIM 422	Motion Graphics	(2-2-3)	ANIM 324
ANIM 423	Fundamentals of Game Design	(2-2-3)	ANIM 324
ANIM 424	Augmented and Virtual Reality	(2-2-3)	ANIM 324
ANIM 435	Practicum in Stop-motion	(2-2-3)	ANIM 421
ANIM 436	3D Modelling and Texturing II	(2-2-3)	ANIM 324
CINA 218	Directing and Acting	(1-4-3)	CINA 211
CINA 320	Advance Sound Design	(2-2-3)	CINA 112
CINA 321	Practicum Writing Short Films	(2-2-3)	CINA 211
CINA 323	Post Production Workshop	(2-2-3)	CINA 213
CINA 324	Practicum in Producing	(2-2-3)	CINA215
CINA 433	Advanced Post Production	(2-2-3)	CINA 323

Cinematic Arts– Animation Concentration: Study plan

Concentration Requirements: Film Production and Direction: 36 Credit Hours

Dept. or Section Prefix and Course Number	Course title	Credits (Lecture-Practical-Total)	Prerequisite(s)
CINA 215	Intermediate Film Production	(1-4-3)	CINA 112, CINA 211, CINA 213
CINA 216	Principles of Interactivity	(2-2-3)	CINA 101
CINA 217	Introduction to Television Production	(2-2-3)	CINA 213
CINA 218	Directing and Acting	(1-4-3)	CINA 211
CINA 319	Advanced Cinematography	(1-4-3)	CINA 117
CINA 320	Advanced Sound Design	(2-2-3)	CINA 112
CINA 321	Practicum in Writing Short Films	(2-2-3)	CINA 211
CINA 322	Documentary Film Workshop	(2-2-3)	CINA 215
CINA 323	Post Production Workshop	(2-2-3)	CINA 213
CINA 324	Practicum in Producing	(2-2-3)	CINA 215
CINA 431	Art Direction Workshop	(2-2-3)	CINA 215
CINA 432	Advanced Film & TV Techniques	(1-4-3)	CINA 217

Elective Requirements: Film Production and Direction :9 credits

Dept. or Section Prefix and Course Number	Course title	Credits (Lecture-Practical-Total)	Prerequisite(s)
ANIM 215	Freehand Drawing	(0-6-3)	None
ANIM 216	Writing for Animation	(2-2-3)	ANIM 212
ANIM 320	Storyboarding	(2-2-3)	ANIM 212
ANIM 420	Visual Effects	(2-2-3)	ANIM 212
ANIM 421	Stop Motion Workshop	(2-2-3)	ANIM 212
CINA 325	Writing the Feature Screenplay	(2-2-3)	CINA 321
CINA 326	Interactive Storytelling	(2-2-3)	None
CINA 433	Advanced Post Production	(2-2-3)	CINA 323
CINA 434	Set Design	(2-2-3)	CINA 431
CINA 435	Adaptation for Film	(2-2-3)	CINA 321
CINA 436	Marketing and Distribution	(2-2-3)	CINA 324
CINA 437	Music Appreciation	(2-2-3)	CINA 320

Semester 1			
Course #	Course Title	Pre-requisite	Credits
CINA 101	Introduction to Media & Film	None	3
CINA 112	Introduction to Sound Production	None	3
CINA 113	Introduction to Photography	None	3
CINA 104	History of Art	None	3
GENG 161	Linguistic Communication (LC) (English)	None	2
GCS 150	Digital Skills: Information and Computer Literacy	None	3
TOTAL			17

Semester 3			
Course #	Course Title	Pre-requisite	Credits
CINA 211	Fundamentals of Screenwriting	CINA 114	3
ANIM 212	Introduction to Animation	CINA 116	3
CINA 213	Fundamentals of Editing	CINA 117	3
CINA 204	Film Analysis and Criticism	CINA 105	3
Choice	Art and Humanities Requirement- Culture Literacy (CL)	None	3
Choice	Linguistic Communication (LC) (English)	GENG 161	2
TOTAL			17

Semester 5			
Course #	Course Title	Pre-requisite	Credits
ANIM 319	2D Digital Animation I	ANIM 218	3
ANIM 320	Storyboarding	ANIM 212	3
ANIM 321	Landscape & Background	ANIM 215	3
GSTA 140	Elementary Statistics	GMAT 141	3
Choice	Linguistic Communication (Foreign Languages) (LCFL)	None	2
Choice	Scientific Literacy (SL)	None	3
TOTAL			17

Summer Semester			
Course #	Course Title	Pre-requisite	Credits
CINA 360	Internship	85 CR	3

Semester 3			
Course #	Course Title	Pre-requisite	Credits
CINA 450	Capstone I	CINA 360	3
ANIM 420	Visual Effects	ANIM 212	3
ANIM 421	Stop Motion Workshop	ANIM 212	3
Choice	Technical Elective (2)	None	3
Choice	Islamic Thought and Ethics Requirement (ITER)	None	2
TOTAL			14

Semester 2			
Course #	Course Title	Pre-requisite	Credits
CINA 114	Introduction to Media Writing	None	3
CINA 105	History of Film	CINA 104	3
CINA 116	Fundamentals of Graphic Design	None	3
CINA 117	Fundamentals of Cinematography	CINA 113	3
GISL 171	Social and Moral Values in Islam	None	2
Choice	Linguistic- Communication (Arabic)	None	3
TOTAL			17

Semester 4			
Course #	Course Title	Pre-requisite	Credits
ANIM 215	Freehand Drawing	-	3
ANIM216	Writing for animation	ANIM 212	3
ANIM 217	History of Animation	ANIM 212	3
ANIM218	Character Design	ANIM 212	3
Choice	Linguistic Communication (Foreign Languages) (LCFL)	None	2
GMAT 141	Basic Arithmetic and Elementary Algebra	None	3
TOTAL			17

Semester 6			
Course #	Course Title	Pre-requisite	Credits
ANIM 323	2D Digital Animation II	ANIM319	3
ANIM 324	Into to 3D Modelling & Animation	ANIM319	3
ANIM 325	Short Animation Production	ANIM320	3
Choice	Technical Elective (1)		3
GSEM 200	Interdisciplinary Seminar and Research	GSTA 140	3
Choice	Civic Engagement Requirement (CER)	None	2
TOTAL			17

Semester 4			
Course #	Course Title	Pre-requisite	Credits
CINA 451	Capstone II	CINA 450	3
Choice	Technical Elective (3)		3
Choice	Global Awareness (GA)	-	3
Choice	Physical and Environmental Wellbeing	-	2
Choice	Islamic Thought and Ethics Requirement	-	2
TOTAL			13

Total credit hours required for Animation Program track: 132



Cinematic Arts – Film Production and Direction Concentration: Study plan

Semester 1			
Course #	Course Title	Pre-requisite	Credits
CINA 101	Introduction to Media & Film	-	3
CINA 112	Introduction to Sound Production	-	3
CINA 113	Introduction to Photography	-	3
CINA 104	History of Art	-	3
GENG 161	Linguistic Communication (LC) (English)	-	2
GCS 150	Digital Skills: Information and Computer Literacy	-	3
TOTAL			17

Semester 3			
Course #	Course Title	Pre-requisite	Credits
CINA 211	Fundamentals of Screenwriting	CINA 114	3
ANIM 212	Introduction to Animation	CINA 116	3
CINA 213	Fundamentals of Editing	CINA 117	3
CINA 204	Film Analysis and Criticism	CINA 105	3
Choice	Art and Humanities Requirement- Culture Literacy (CL)	-	3
Choice	Linguistic Communication (LC) (English)	GENG 161	2
TOTAL			17

Semester 5			
Course #	Course Title	Pre-requisite	Credits
CINA 319	Advanced Cinematography	CINA 117	3
CINA 320	Advanced Sound Design	CINA 112	3
CINA 321	Practicum in Writing Short Films	CINA 211	3
GSTA 140	Elementary Statistics	GMAT 141	3
Choice	Linguistic Communication (Foreign Languages) (LCFL)	-	2
Choice	Scientific Literacy (SL)	-	3
TOTAL			17

Summer Semester			
Course #	Course Title	Pre-requisite	Credits
CINA 360	Internship	85 CR	3

Semester 3			
Course #	Course Title	Pre-requisite	Credits
CINA 450	Capstone I	CINA 360	3
CINA 431	Art Direction Workshop	CINA 215	3
CINA 432	Advanced Film & TV Techniques	CINA 217	3
Choice	Technical Elective (2)		3
Choice	Islamic Thought and Ethics Requirement (ITER)	-	2
TOTAL			14

Semester 2			
Course #	Course Title	Pre-requisite	Credits
CINA 114	Introduction to Media Writing	-	3
CINA 105	History of Film	CINA 104	3
CINA 116	Fundamentals of Graphic Design	-	3
CINA 117	Fundamentals of Cinematography	CINA 113	3
GISL 171	Social and Moral Values in Islam	-	2
Choice	Linguistic- Communication (Arabic)	-	3
TOTAL			17

Semester 4			
Course #	Course Title	Pre-requisite	Credits
CINA 215	Intermediate Film Production	CINA 112, CINA 211, CINA 213	3
CINA 216	Principles of interactivity	CINA 101	3
CINA 217	Introduction to Television Production	CINA 213	3
CINA 218	Directing and Acting	CINA 211	3
Choice	Linguistic Communication (Foreign Languages) (LCFL)	-	2
GMAT 141A	Basic Arithmetic and Elementary Algebra	-	3
TOTAL			17

Semester 6			
Course #	Course Title	Pre-requisite	Credits
CINA 322	Documentary Film Workshop	CINA 215	3
CINA 323	Post Production Workshop	CINA 213	3
CINA 324	Practicum in Producing	CINA 215	3
Choice	Technical Elective (1)		3
GSEM 200	Interdisciplinary Seminar and Research	GSTA 140	3
Choice	Civic Engagement Requirement (CER)	-	2
TOTAL			17

Semester 4			
Course #	Course Title	Pre-requisite	Credits
CINA 451	Capstone II	CINA 450	3
Choice	Technical Elective (3)		3
Choice	Global Awareness (GA)	-	3
Choice	Physical and Environmental Wellbeing	-	2
Choice	Islamic Thought and Ethics Requirement	-	2
TOTAL			13

Total credit hours required for Animation Program track: 132

Summary of courses

Dept. or Section Prefix and Course Number	Course Title	Credits (Lecture-Practical-Total)	Prerequisite(s)
ANIM 212	Introduction to Animation	(2-2-3)	CINA 116
ANIM 215	Freehand Drawing	(0-6-3)	None
ANIM 216	Writing for Animation	(2-2-3)	ANIM 212
ANIM 217	History of Animation	(3-0-3)	ANIM 212
ANIM 218	Character Design	(2-2-3)	ANIM 212
ANIM 219	Drawing for Anatomy	(2-2-3)	ANIM 215
ANIM 319	2D Digital Animation I	(2-2-3)	ANIM 218
ANIM 320	Storyboarding	(2-2-3)	ANIM 212
ANIM 321	Landscape & Background	(0-6-3)	ANIM 215
ANIM 323	2D Digital Animation II	(2-2-3)	ANIM 319
ANIM 324	Introduction to 3D Modelling & Animation	(2-2-3)	ANIM 319
ANIM 325	Short Animation Production	(2-2-3)	ANIM319, ANIM 320
ANIM 326	3D lighting & Rendering	(2-2-3)	ANIM 324
ANIM 327	Intermediate 3D Rigging & Animation	(2-2-3)	ANIM 324
ANIM 420	Visual Effects	(2-2-3)	ANIM 212
ANIM 421	Stop Motion Workshop	(2-2-3)	ANIM 212
ANIM 422	Motion Graphics	(2-2-3)	ANIM 324
ANIM 423	Fundamentals of Game Design	(2-2-3)	ANIM 324
ANIM 424	Augmented and Virtual Reality	(2-2-3)	ANIM 324
ANIM 435	Practicum in Stop-motion	(2-2-3)	ANIM 421
ANIM 436	3D Modelling and Texturing II	(2-2-3)	ANIM 324
CINA 101	Introduction to Media & Film	(2-2-3)	None
CINA 104	History of Art	(3-0-3)	None
CINA 105	History of Film	(3-0-3)	CINA 104
CINA 112	Introduction to Sound Production	(2-2-3)	None
CINA 113	Introduction to Photography	(2-2-3)	None
CINA 114	Introduction to Media Writing	(2-2-3)	None
CINA 116	Fundamentals of Graphic Design	(2-2-3)	None
CINA 117	Fundamentals of Cinematography	(1-4-3)	CINA 113
CINA 204	Film Analysis and Criticism	(3-0-3)	CINA 105
CINA 211	Fundamentals of Screenwriting	(2-2-3)	CINA 114
CINA 213	Fundamentals of Editing	(2-2-3)	CINA 117
CINA 215	Intermediate Film Production	(1-4-3)	CINA 112, CINA 211, CINA 213
CINA 216	Principles of Interactivity	(2-2-3)	CINA 101
CINA 217	Introduction to Television Production	(2-2-3)	CINA 213
CINA 218	Directing and Acting	(1-4-3)	CINA 211
CINA 319	Advanced Cinematography	(1-4-3)	CINA 117
CINA 320	Advanced Sound Design	(2-2-3)	CINA 112
CINA 321	Practicum in Writing Short Films	(2-2-3)	CINA 211
CINA 322	Documentary Film Workshop	(2-2-3)	CINA 215
CINA 323	Post Production Workshop	(2-2-3)	CINA 213
CINA 324	Practicum in Producing	(2-2-3)	CINA 215
CINA 325	Writing the Feature Screenplay	(2-2-3)	CINA 321
CINA 326	Interactive Storytelling	(2-2-3)	None
CINA 360	Internship	(1-4-3)	After completing 85 Credit Hours

Dept. or Section Prefix and Course Number	Course Title	Credits (Lecture-Practical-Total)	Prerequisite(s)
CINA 431	Art Direction Workshop	(2-2-3)	CINA 215
CINA 432	Advanced Film & TV Techniques	(1-4-3)	CINA 217
CINA 433	Advanced Post Production	(2-2-3)	CINA 323
CINA 434	Set Design	(2-2-3)	CINA 431
CINA 435	Adaptation for Film	(2-2-3)	CINA 321
CINA 436	Marketing and Distribution	(2-2-3)	CINA 324
CINA 437	Music Appreciation	(2-2-3)	CINA 320
CINA 450	Capstone I	(2-2-3)	CINA 360
CINA 451	Capstone II	(0-6-3)	CINA 450



Course descriptions

ANIM 212: Introduction to Animation	(2-2-3)	Pre-requisite: CINA 116
This course is an introduction to the art of animation for students in the area of cinematic arts. The course content includes lectures and studio-based education with an emphasis on practice and hands-on in order to prepare students to confront issues of movement and timing. The course will allow students to apply various types of animation techniques including traditional and digital mediums and technologies. Examination of concepts, character design, and storyboards for basic animation production will be covered throughout the course. By the end of the course, the students will be able to present a short animation production that reflects their ability to communicate knowledge and skills of animation.		
ANIM 215: Freehand Drawing	(0-6-3)	Pre-requisite: None
An introductory course in various approaches to representational, expressive, and abstract forms of drawing using a wide variety of media. Students will develop effective drawing techniques as a specialized form of visual communication, dealing with the use of line, value, composition, texture, perspective, proportion and expressive stylization. Life drawing, still life drawing and fast sketching techniques will be utilized in creating two-dimensional shapes and three-dimensional forms and spaces. By the end of the course, the students will be able to present a final portfolio that includes semester course work and creative outcome.		
ANIM 216: Writing for Animation	(2-2-3)	Pre-requisite: ANIM 212
This course will introduce students to methods of screenwriting for animation. Through the development and pitching of an original concept, students will gain insights into how the roles of writer, director, and story-artist contribute to the development of scenarios, narratives, and characters that convey believability. Students who successfully complete this unit will be able to identify and discuss narrative structures and concepts during the development of animation production. The final project will be a screenplay for an animated production that exhibits an identifiable genre		
ANIM 217: History of Animation	(3-0-3)	Pre-requisite: ANIM 212
A survey of history and development of animation from various perspectives: by chronology, from its prehistory before the invention of film to the present day, by form including method and medium, covering different animation practices globally and by subject and personality. During the examination of the artwork and its context, students will identify the influences of race, gender, technology, culture, and the correlation between art and industry. By the end of the course, the students will be able to present a term paper that reflects their ability to communicate knowledge of history of animation.		
ANIM 218: Character Design	(2-2-3)	Pre-requisite: ANIM 212
In this course, students will learn the process of designing characters through conceptualization and iteration. Using imaginative and observational skills students will create a visual narrative around their created character. Students will also produce visual outcomes that visually communicate the character design.		
ANIM 219: Drawing for Anatomy	(2-2-3)	Pre-requisite: ANIM 215
This intensive course focuses on being able to build the entire human figure from scratch, with correct and proportional anatomy, and without the need for photo reference. Students will build on an established foundation of basic forms to construct figures. Each week students will receive an intense tutorial describing each muscle group of the body and how the muscles are constructed and drawn. Students will see examples of how the muscles can be applied to various industry methods of drawing such as comics, animation, and concept design.		
ANIM 319: 2D Digital Animation I	(2-2-3)	Pre-requisite: ANIM 218
Skill development in the 2D paperless animation. Emphasis will be on the principles of animation, techniques, conceptualization, and visual aesthetics. This course takes the students through various aspects of animation applications, developing concepts, storyboarding, and production of 2D animation projects, applying characteristics of well-designed and executed animation.		
ANIM 320: Storyboarding	(2-2-3)	Pre-requisite: ANIM 212
The course will cover, in very broad strokes, composition, shot flow, screen direction, camera placement and the importance of film language, sound effects, and music during storyboarding. Also included are insights into where the storyboard artists fit into the contemporary industry and where there are opportunities for career development. It will also give an insight into how storyboarding and its application is a valuable addition to the professional development of directors and visual storytelling professionals and how screenwriters can benefit from an understanding of storyboarding as a tool for lean story development and pitching.		
ANIM 321: Landscape & Background	(0-6-3)	Pre-requisite: ANIM 215
This construction-drawing course imparts a working knowledge of procedures and techniques. Students learn the process of assembling a complete and comprehensive set of construction drawings in which title and base sheets, dimensioned layout sheets, and demolition plans are prepared. Grading, drainage, and other drawings prepared in other courses are incorporated into the overall document package.		
ANIM 323: 2D Digital Animation II	(2-2-3)	Pre-requisite: ANIM 319
Students will learn the skills of cut-out animation, build an arm from scratch, rig it, and animate it. This course takes the students through various aspects of animation using 2-dimensional software techniques and applications of motion graphics. Projects will cover basic motion theory, typography, colour, and basic elements of design. Students will work through the motion graphics pipeline including, storyboarding, animatic, sound development, and rendering.		

ANIM 324: Introduction to 3D Modelling & Animation	(2-2-3)	Pre-requisite: ANIM 319
This course introduces computer-based 3D modelling and animation techniques that have become one of the defining modes of expression of the 21st century. From animated movies to concept design and prototyping, students will acquire skills in visualizing 3D concepts that are useful to the repertoire of any artist or designer.		
ANIM 325: Short Animation Production	(2-2-3)	Pre-requisite: ANIM 319 ANIM 320
Exploring creative strategies for designing animated form and content paired with a practicum in film, video and computer animation. The course culminates in an individual project, the production of a 30-60 second work.		
ANIM 326: 3D Lighting & Rendering	(2-2-3)	Pre-requisite: ANIM 324
This course focuses on lighting, shading, and rendering in Maya for animation films. Students will set up a simple lighting scene and learn the differences between direct versus indirect illumination, light typologies, and designations. Students will learn high-level transmissivity materials: refraction, caustics, sub-surface scattering, and mixing materials. Students will composite various elements together, reconstruct lighting and shading using Nuke, and cover effective rendering strategies.		
ANIM 327: Intermediate 3D Rigging & Animation	(2-2-3)	Pre-requisite: ANIM 324
Advanced work in 3-D animation. Emphasis on character modelling, rigging and animation. This course focuses on the set up and rigging of bipedal characters, creatures and props for animation. Specific topics cover, bone/joint creation, skinning, constraints, blend shape creation, creating special attributes, weighting, and introduction to scripting a rig for characters, objects and facial set ups. Students will use image-based modelling to demonstrate the different stages of workflow while they create and complete a realistically rendered 3D model. Students will also focus on intermediate texturing and lighting techniques for 3D environments and various levels of animation. In addition, they will learn how to combine these skills to create and produce a short 3D animated film		
ANIM 420: Visual Effects	(2-2-3)	Pre-requisite: ANIM 212
The course includes techniques for modelling and creating visual effects through technology. Students will explore digital lighting and shading techniques with the goal of creating realistic-looking animated movies and games. Class projects may be completed using professional animation and film software. Students will learn how to develop visual effects and choose effects that fit well with the characters or story.		
ANIM 421: Stop Motion Workshop	(2-2-3)	Pre-requisite: ANIM 212
This workshop offers a hands-on overview of the stop-motion animation process. Students will participate in exercises designed to teach principles of motion and timing. Using a range of materials, students will build stop-motion animation puppets and infuse them with the spark of life by creating performances in split-second increments. Students will learn how to arrange gestures and manipulate materials to not only give the illusion of movement but to tell a story.		
ANIM 422: Motion Graphics	(2-2-3)	Pre-requisite: ANIM 324
A survey and project-based approach to learning motion graphics while building a core set of skills in Adobe After Effects. Skills covered include key-framing, track mattes, 3D space, particles, typography techniques, and more. Students finish with stunning motion graphics for film, television, or advertising projects, and a working understanding of the exciting field of motion graphics design.		
ANIM 423: Fundamentals of Game Design	(2-2-3)	Pre-requisite: ANIM324
This course introduces the process of designing a game level on paper and quickly iterating on designs. A major element of this course is to explore the connections between game design and level design, especially how players interact in different game types. Students learn about planning for technical limitations, as well as unexpected player interactions. The final level designs are brought into a commercial engine to further understand how the level will be seen from the player's perspective.		
ANIM 424: Augmented and Virtual Reality	(2-2-3)	Pre-requisite: ANIM 324
Students will learn the key fundamentals of VR and AR. Learning in a world-class environment, they will be creating on the latest software, using the gained knowledge in augmented reality, virtual reality, mixed reality, haptic technologies, human-computer interaction, and prototyping. Students will learn the technical workflows associated with common augmented and virtual reality platforms. These can include scripting and asset pipeline, apply design as well as project management processes whilst engaging in the development of scholarly skills.		
ANIM 435: Practicum in Stop-motion	(2-2-3)	Pre-requisite: ANIM 421
This course takes the form of a workshop that offers a hands-on overview of the stop-motion animation process. Students participate in exercises designed to teach principles of motion and timing. Using a range of materials, students will build their very own stop-motion animation puppets and infuse them with the spark of life by creating performances in split-second increments. Students will learn how to arrange gestures and manipulate materials to not only give the illusion of movement but to tell a story.		

ANIM 436: 3D Modelling and Texturing II (2-2-3) Pre-requisite: ANIM 324

The purpose of this course is to extend techniques and builds upon theories introduced in the beginning animation course of ANIM324. This course provides the foundation for advanced animation construction, incorporation of and integration with external media, and techniques to automate and optimize development processes. In this course, students build upon fundamental techniques to create professional quality imagery and motion. Students learn advanced modelling techniques such as NURBS modelling, advanced surfacing techniques such as sequenced mapping, and advanced animation and special effects including controllers, effectors, dynamics, and multiple emitters. In addition, students will be introduced to productivity and optimization techniques such as scripting and expressions. Students will also be introduced to a variety of compositing methods.

CINA 101: Introduction to Media & Film (2-2-3) Pre-requisite: None

This course is an introduction to film and media theories and principals. Students will review the literature on the history, structures, functions, and effects of media in society. Students will integrate theory, aesthetics, and research in order to develop fundamental knowledge of various forms of media and its role in culture and socio-economic development. The course requires students to present a term paper that shows their ability to discuss and comment on media and film industries.

CINA 104: History of Art (3-0-3) Pre-requisite: None

This is an introductory course in the field of art history. The course emphasizes a deep conceptual understanding of art appreciation through the review of the history of art. Students will develop essential knowledge of visual and contextual analysis by examining works of art from diverse cultures and their global artistic traditions. Students will distinguish and appreciate the values of various art movements according to their historical and cultural contexts. Students will review the literature on the role of the arts in cultural and societal development. Students are required to present a term paper that includes their criticism, views, and comments on the topics of art history.

CINA 105: History of Film (3-0-3) Pre-requisite: CINA 104

The course is a general review of the history of film from the early development of black and white and silent movies to the introduction of sound, color, and new media. The course includes an overview of various genres and narrative structures of fiction and nonfiction film and the characteristics of the major film industry and independent filmmaking around the world. Course topics will include key movements in international film history, and the impact of changing technologies, convergence, and social, economic, and political events in shaping film forms and film industries. Students are required to present a term paper that includes their criticism, views, and comments on the topics of the history of film.

CINA 112: Introduction to Sound Production (2-2-3) Pre-requisite: None

This course introduces students to the fundamental techniques and applications of recording, editing, and mixing of digital audio. The course content will cover the technical and creative aspects of the recording process and students will work on short sound production projects to enhance their skills using the sound studio equipment. The course will also cover the basic fundamentals of the audio post-production workflows.

CINA 113: Introduction to Photography (2-2-3) Pre-requisite: None

The Introduction to Photography course prepares the students with a wide range of basic photographic techniques and practices. The course content includes an introduction to the history, theory, and fundamentals of photography. The course will also involve hands-on demonstrations and the development of students' skills by utilizing various types of equipment and image manipulation applications. Students are required to develop a term portfolio that presents the outcome of their final course work.

CINA 114: Introduction to Media Writing (2-2-3) Pre-requisite: None

Introduction of Media Writing course is a basic practice of scriptwriting for various types of media. The course covers topics on developing concepts, stages of script development, and structures and formats of creative writing. Students will achieve writing skills by completing several stages and types of projects including logline, synopsis, treatment, script, storyboard, print and television advertisements, music video, and documentary film. By the end of the course, the students will be able to present a term paper that reflects their ability to communicate knowledge of media through writing and publishing.

CINA 116: Fundamentals of Graphic Design (2-2-3) Pre-requisite: None

The course Fundamentals of Graphic Design is a study of two-dimensional (2D) design with an emphasis on the visual communication design process. The course will cover basic terminology and graphic design principals and theories to discover and comprehend the visual language. Students will develop their skills in using graphic design principals such as balance, structure, rhythm, harmony, and color theory and apply them in practice through several mediums and materials. Students are required to develop a term portfolio that presents the outcome of their final course work.

CINA 117: Fundamentals of Cinematography (1-4-3) Pre-requisite: CINA 113

Fundamental of Cinematography course is an introduction to the knowledge of the art and craft of motion picture cinematography. Through lectures and screenings, students will recognize the aesthetics of cinematography, and learn the cinematographer's role and tools of creative image creation. The course includes hands-on instruction and exercises regarding the effective use of camera, basic grip and lighting equipment. Students are required to develop a term portfolio that presents the outcome of their final course work in the motion picture cinematography.

CINA 204: Film Analysis and Criticism (3-0-3) Pre-requisite: CINA 105

Film Analysis and Criticism is an essential course for cinematic arts students. The course offers a general review of the film evaluation using various critical approaches. The course will allow students to explore how to analyse narrative structure and themes, mise-en-scene, characters and dialogue, cinematography and lighting design, visual and sound effects, and editing and directing. By the end of the course, the students will be able to present a term paper that reflects their ability to communicate knowledge of film analysis and criticism through writing and publishing.

CINA 211: Fundamentals of Screenwriting (2-2-3) Pre-requisite: CINA 114

This course is an exploration of the key concepts and fundamentals involved in the process of screenwriting, including form, structure, and planning of the script for film, television, and other forms of media. Students will develop a story idea and theme, and write a script using professional screenwriting applications. By the end of the course, the students will be able to present a term paper that reflects their ability to communicate knowledge and skills achieved in screenwriting.

CINA 213: Fundamentals of Editing (2-2-3) Pre-requisite: CINA 117

This course offers an overview of the fundamentals of "the invisible art" of film and digital editing. The course content will cover the history, theory, and practical techniques of editing. Students will examine and analyse clips from films and television shows and will learn how to analyse footage and how to integrate them to fulfil a vision. The students will use the editing lab as part of the course teaching methodology. By the end of the course, the students will be able to present a term project that demonstrates their ability to communicate knowledge of film and digital editing.

CINA 215: Intermediate Film Production (1-4-3) Pre-requisite: CINA 11, CINA 211, CINA 213

This course is an intensive practical group experience in making films. Students will learn the basics of film language through a series of exercises with different genres of short film. Each exercise will explore a specific approach in filmmaking. Course teaching methodology includes using feedback exercises; students will learn to engage critically in each other's work. By the end of the course, the students will be able to present a short film that demonstrates their basic ability in filmmaking.

CINA 216: Principles of interactivity (2-2-3) Pre-requisite: CINA 101

This course focuses on understanding and applying the core principles of designing and developing interactive games and applications. Students are introduced to industry-standard authoring techniques and technologies for delivery on the Web and as stand-alone applications. Designing and implementing interactivity is the focus of the course. Course content includes fundamental knowledge of 2D vector graphics for animation on the web and mobile devices, scripting techniques for interactivity, action script syntax, logic, and control. By the end of the course, the students will be able to present a term project that demonstrates their basic ability to work in this area.

CINA 217: Introduction to Television Production (2-2-3) Pre-requisite: CINA 213

An introduction to the principles, procedures, and techniques of television production. In this course, students will explore various features of the television studio and field equipment and the roles of production personnel. Applying the knowledge of television scripting, directing and editing, students will produce several short programs. This course allows students to take part in the process of TV production. By the end of the course, the students will be able to present a term project that demonstrates their basic ability to work in this area.

CINA 218 : Directing and Acting (1-4-3) Pre-requisite: CINA 211

This course offers the students an exploration of the complex relationship between the actor and the director through theoretical knowledge and practical workshops. Through script analysis, rehearsals, and scene performances, students will learn the fundamentals of the acting process and gain the necessary skills to communicate their objectives and intentions with actors effectively. By the end of the course, the students will be able to present a portfolio that demonstrates their ability and readiness to direct actors.

CINA 319: Advanced Cinematography (1-4-3) Pre-requisite: CINA 117

This course explores advanced cinematography techniques used in the world of filmmaking. This includes examining the features of digital high-definition cinematic cameras, different lenses' visual effects, camera blocking and movement, and aesthetic principles of lighting design. The course will also study in detail some film examples created by cinematographers considered to be masters of their craft. The coursework consists of exercises conducted both in-studio sets and in field locations. Working as a team, students will learn to interpret the script to create a visual style and look.

CINA 320: Advanced Sound Design (2-2-3) Pre-requisite: CINA 112

This course further develops a student's understanding and application of core skills to include additive, sampling, and other advanced synthesis techniques. Additional work with sonic ear training and patch dictation will help students identify and create unusual and dynamic instrumental sounds and sound effects. Classroom activities and assignments will provide the opportunity to use advanced hardware and software synthesis systems to develop unique electronic sounds that can be used in media post-production and audio applications. By the end of the course, the students will be able to present a term project that demonstrates their ability in sound design.

CINA 321: Practicum Writing Short Films (2-2-3) **Pre-requisite: CINA 211**
 This course introduces students to core screenwriting principles and techniques. Questions of thematic cohesiveness, plot construction, logical cause and effect, character behaviour, dialogue, and genre consistency and pace will be explored as students gain confidence in the form by completing a number of short screenplays. The course will illustrate and analyse the power of visual storytelling to communicate a story to an audience and will guide students to create texts that serve as "blueprints" for emotionally powerful and immersive visual experiences. By the end of the course, the students will be able to present a final portfolio that includes short exercises and screenplays.

CINA 322: Documentary Film Workshop (2-2-3) **Pre-requisite: CINA 215**
 This course is an introduction to the art of documentary filmmaking. Tacking a method of a workshop, the course will allow the students to explore the rich genre of a documentary film, developing an understanding of the form and documentary filmmaking techniques. Each class session covers a different element of the documentary-filmmaking process, including idea development and planning, cinematography, sound, and editing. By the end of the course, the students will be able to present a final portfolio that includes a short documentary film.

CINA 323: Post Production Workshop (2-2-3) **Pre-requisite: CINA 213**
 This course will help students build a technical and aesthetic foundation in digital post-production. Students will explore a set of tools, concepts, and methods covering both primary and intermediate aspects of digital video post-production. The course is conducted in the form of a workshop that allows students to engage in hands-on lab exercises. By the end of the course, the students will be able to present a final portfolio that includes short digital video post-production.

CINA 324: Practicum in Producing CINA215 (2-2-3) **Pre-requisite:**
 This course will take students behind the camera for an in-depth look at modern cinematography and narrative storytelling. Explore the business side of cinema, including the essentials of finance, budgets, and distribution. Develop foundational knowledge in technical film production that translates to small-scale projects and major motion pictures alike. Students will examine the aesthetic aspects of narrative story development in multiple genres of film, from music videos to documentaries. The course is an opportunity for the exploration of the creative, financial, legal, and organizational role of the producer across various media platforms in the context of pre-production, production, and post-production. By the end of the course, students will gain an overview of the producing and production management process, script analysis, and the creation of a film.

CINA 325: Writing the Feature Screenplay (2-2-3) **Pre-requisite: CINA 321**
 The practice and process of screenwriting from ideation, story outline, and beat sheet to a feature-length screenplay. The course will cover strategies for character design, scene description, dramatic conflict and contrast, effective dialogue, and script format. Students will develop story ideas and themes, and write a feature screenplay using professional screenwriting applications.

CINA 326: Interactive Storytelling (2-2-3) **Pre-requisite: NONE**
 The course introduces the evolution of storytelling, from oral delivery to written and interactive texts, and transmedia publication. The course further examines the effects of this evolution on storytellers and participants. It offers hands-on creation of online identities and texts. By the end of the course, the students will be able to present a term paper that reflects their ability to communicate interactive storytelling through writing and publishing.

CINA 360: Internship Credits (1-4-3) **Pre-requisite: 85**
 Internships provide students with the opportunity to gain experience in workplace settings and to translate classroom learning into practice. This course offers the students an opportunity to engage in real-life work experience with a host organization or supervisor in a professional company or individual currently active in and with considerable experience in some aspect of the film, video, television, audio, new media or telecommunication. Interns must be engaged in meaningful activities within one of these media organizations. Students must follow the instructions of the Career Development Office (CDO) in terms of preparation and completion of internship documents. By the end of the course, the students will present an internship report that reflects their ability to communicate the knowledge they acquired through their internship experience and demonstrate their understanding of the work environment in media and film production careers.

CINA 431: Art Direction Workshop (2-2-3) **Pre-requisite: CINA215**
 Art Direction Workshop is a practical course focusing on art direction in film and television. Key aspects of screen design, from script analysis and interpretation to researching skills, development of concepts, and finding interesting presentation approaches will be explored. Students will be trained on how to design each film scene to establish the visual style and to add aesthetic value. Class exercises and short assignments will involve students in the actual profession of film directors. By the end of the course, students will gain an overview of the art directing process that they will present in a term paper.

CINA 432: Advanced Film & TV Techniques (1-4-3) **Pre-requisite: CINA 217**
 This course will expose students to the latest techniques utilized in the film industry and television production. Digital cinema and HDTV formats, incorporated multimedia, interactivity and enhanced systems of the virtual studio, keying, and the usage of special effects will be covered. Students will exercise on the advanced digital methodologies applied in both video and cinema worlds. By the end of the course, the students will be able to present a final portfolio that includes short digital post-production project.

CINA 433: Advanced Post Production (2-2-3) **Pre-requisite: CINA 323**
 This course will help students build advanced technical and aesthetic competence in digital post-production. Students will explore a set of tools, concepts, and methods covering both primary and intermediate aspects of digital video post-production. By the end of the course, the students will be able to present a final portfolio that includes short digital video post-production.

CINA 434: Set Design CINA431 (2-2-3) **Pre-requisite:**
 This course focuses on varied techniques used during the set design process in film and television production. Students will learn how to develop an idea for set design, apply drawing, painting and drafting skills to create a design expressing their ideas clearly and then produce a three-dimensional environment that participates in presenting the work of the director and performers. They will be able to work with set designs for real and virtual production and evaluate the set designs used within different films, television dramas, and programs.

CINA 435: Adaptation for film (2-2-3) **Pre-requisite: CINA 321**
 This advanced course offer students an inquiry into motion picture adaptations and an exploration of the issues that arise when translating a novel, play or other creative forms into a screenplay. The course teaching methodology includes in class exercises, short assignments and end of term project.

CINA 436: Marketing and Distribution (2-2-3) **Pre-requisite: CINA 324**
 Exploration of the marketing and distribution strategies for a film including traditional and online distribution channels, national and international markets, and development of press kit, web site, trailer, and poster.

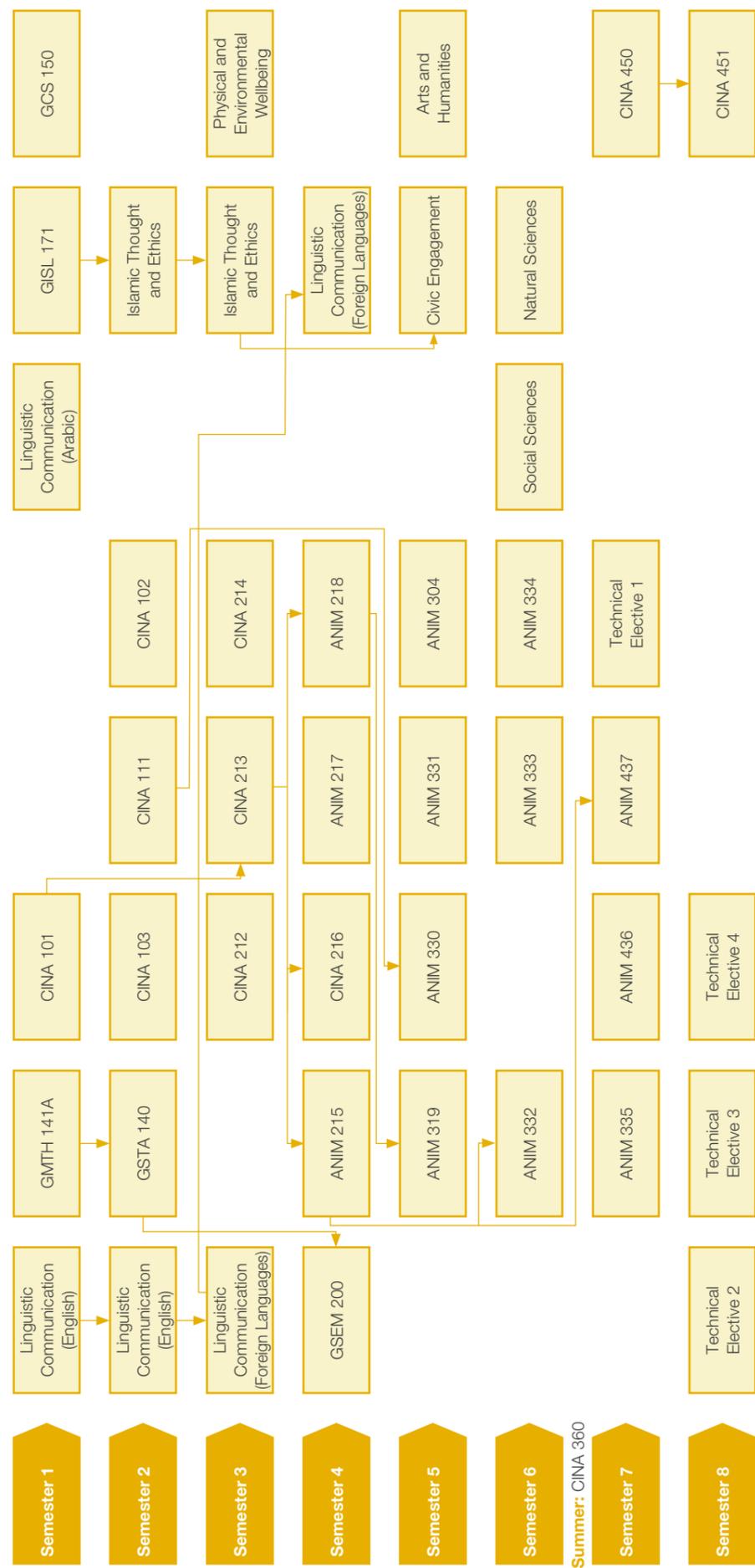
CINA 437: Music Appreciation (2-2-3) **Pre-requisite: CINA 320**
 An introductory course examines how music serves film and television. Various functionalities, basic literacy, styles, terms, and elements will be covered. Throughout course lectures and exercises, students will explore the tools used to create background music and gain deeper understanding and appreciation for different types of music used in film and TV.

CINA 450: Capstone I (2-2-3) **Pre-requisite: CINA 360**
 This course focuses on the preparation stage of the complete short film for their capstone project in the following semester. The students will demonstrate their skills at a professional level to develop the process of pre-production of a short film. Students will start with the planning and design of an idea, writing a logline, script breakdown, character drawing and development, casting, and pitching the project. Students will create and use preproduction documents such as storyboards, shooting scripts, shot lists, editing scripts, lighting design documents, wardrobe lists, and location diagrams. By the end of the course, the students will be able to present a term research project that demonstrates their ability to communicate knowledge of film production.

CINA 451: Capstone II (0-6-3) **Pre-requisite: CINA 450**
 Students are required to complete a capstone project at the culmination of the program. During the capstone project, students will demonstrate professional expertise in one of their concentrations, completing a project that will be part of a work portfolio to be used to gain a professional position in the industry. The course is the second semester of a yearlong project that will result in the production of individual and/or collaborative film projects. The course will emphasize production and post-production. This course prioritizes technical and conceptual approaches to filmmaking. The goal is a film project and a written hybrid research/reflection essay. By the end of the course, the students will be able to screen and present a short film that demonstrates their ability in cinematic arts in the presence of a jury panel.

Cinematic Arts – Animation Concentration

Advising flowchart



Cinematic Arts – Film Production and Direction Concentration

Advising flowchart

