Guide to Upper Division Production Course Work

Unless otherwise noted, the prerequisites for all introductory-level upper division production, screenwriting, and digital media courses are as follows: (1) upper division standing (60+ hours), (2) RTF 317 and RTF 318 with grades of B- or better, and (3) six additional hours of lower division RTF.

RTF 333
Introduction to Screenwriting
**Prerequisite: 12 hours of lower division coursework in RTF

RTF 337
Topics in Sound
Topics vary by semester; course number may be repeated when topics vary.
- Audio Storytelling
- Audio Visions

RTF 341
Audio Production into Post

RTF 346
Introduction to Editing

RTF 346K
Introductory Production Topics
Topics vary by semester; course numbers may be repeated when topics vary.
- Narrative production
- Documentary Production
- Experimental Film Production
- Creating Web Series

RTF 347
Audio Production into Post

RTF 367D
Directing Workshop

RTF 367K
Producing TV & Film

RTF 368K
Advanced Directing
**Grade of B or better in RTF 346 is needed

RTF 368C
Advanced Directing
**RTF 333 is also accepted as prerequisite

RTF 369
Advanced Screenwriting
Topics vary by semester; course numbers may be repeated when topics vary.
- Feature Film
- TV Specs
- TV Pilots
- Sci-Fi/Horror
- Indie Films
**A grade of B- or better in RTF 333 is needed

RTF 377
Introduction to Audio Design

RTF 379
Audio Post Production

RTF 340
Multi-Camera Television Directing

RTF 343
Producing TV & Film
Topics vary by semester; course numbers may be repeated when topics vary.
- Advanced Narrative
- Advanced Documentary Cinema Laboratory
- Art Direction: Indie Film
- Production Design

RTF 341C
Sound Design and Mixing

RTF 346E
Advanced Editing

RTF 368D
Advanced Cinematography
**Also requires consent of instructor

RTF 368S
Screenwriting Thesis (SPRING ONLY)
**Also requires consent of instructor

RTF 368T
Game Development Capstone: 2D Games
**Also requires consent of instructor

RTF 344M
Introductory Digital Media Production Topics
Topics vary by semester; course numbers may be repeated when topics vary.
- CG for Films & Games
- Post Production Techniques
- Interactive Media & Game Development
- Intro to 3D Animation
- Writing Design for Video Games

RTF 344N
Advanced Digital Media Production
Topics vary by semester; course numbers may be repeated when topics vary.
- Advanced VFX/Motion Graphics
- Advanced 3D Animation
- Immersive Film Making
- Motion Capture Studio

RTF 329C
Digital Media Production (online)
Prerequisite: 45 hours completed

RTF 351C
Introduction to 2D Animation

RTF 351D
Advanced 2D Animation

RTF 344T
Game Development Capstone: 2D Games
**Also requires consent of instructor