

FILM AND ENTERTAINMENT TECHNOLOGY MINOR

The requirements for a minor in Film and Entertainment Technology are a minimum of twenty-one (21) hours, which must include:

Course	Title	Credits
FLM 230	Introduction to Film	3
FLM 231	Film Technology Foundations I	3
FLM 232	Film Technology Foundations II	3
FLM 235	Camera and Film Techniques	3
THR 284	Stage Crafts	3
EH 409	The Art of the Film (WI)	3
Select three (3) hours of electives from the following courses. Other courses may be approved by the department head.		3
FLM 331	Techniques for High Definition Cinematography	
FLM 399	Study Tour	
FLM 400	Film Theory (WI)	
FLM 430	Film Techniques	
FLM 475	Independent Study in Film	
FLM 491	Internship in Film	
FLM 495	Special Topics in Film	
THR 342	Directing	
THR 343	Auditioning	
THR 345	Portfolio Development for Theatre	
THR 351	Playwriting and Screenwriting	
THR 371	Scenic Design I	
THR 372	Scenic Design II	
THR 377	Costume Design I	
THR 378	Costume Design II	
THR 386	Stage Lighting	
THR 387	Stage Makeup I	
THR 389	Sound Design and Production	
THR 391	Scene Painting	
THR 398	Costume Techniques	
THR 440	Theatrical Drafting	
THR 446	Acting: Advanced Techniques	
THR 455	Music Theatre Dance	
THR 463	Dramatic Theory	
THR 465	Musical Theatre	
THR 470	Computer Aided Rendering for Theatre	
THR 479	Special Topics in Theatrical Studies	
THR 480	Special Topics in Design/Technology	
THR 485	Special Topics in Performance	
Total Hours		21

For Theatre majors minoring in Film, an additional 3 credit hours in THR or FLM courses will be required to fulfill THR 284.