



Motion Picture Science

Overview

Year One

- [Intro to Film Production](#)
- [Digital Production I](#)
- [Film Language](#)
- [Film/Video Materials and Technology](#)

- [Project-based Calculus I](#)
- [Project-based Calculus II](#)
- [Project-based Calculus III](#)
- [University Physics I](#)
- [University Physics II](#)

- (2) Liberal Arts Electives

Year Two

- [Production Processes](#)
- [Post-Production Processes](#)
- [Intro to Animation](#)
- [Sound Recording](#)

- [University Physics III](#)
- [Programming for Imaging Science](#)
- [Vision and Psychophysics](#)
- [Linear Math for Imaging](#)
- [Radiometry](#)

- (3) Liberal Arts Electives

Year Three

- [Image Capture and Production Technology I](#)
- [Image Capture and Production Technology II](#)
- [Special Effects and Digital Post](#)
- [Intro to 3D Animation](#)

- [Digital Image Processing I](#)
- [Digital Image Processing II](#)
- [Color Science](#)
- [Geometric Optics](#)

- (1) Open Elective*
- (1) Fine Art History/Aesthetic Elective
- (2) Liberal Arts Electives

Year Four

- [Film Projection and Digital Cinema](#)
- [Senior Project \(3 quarters\)](#)

- (3) Open Electives*
- (3) Motion Picture Science Electives*
- (1) Fine Art History/Aesthetic Elective
- (2) Liberal Arts Electives

*Open and Motion Picture Science Electives are used to tailor an additional concentration in relevant technology or film craft topics. Examples include but certainly are not limited to the following:

- **Technology:** Imaging Science, Physics, Computer Science, Computer Graphics
- **Film Craft:** Visual Effects, Sound Design, Cinematography, Traditional Animation, 3D Animation