Cinematic Arts

Chair

Constantine Bakopoulos

Undergraduate majors: cinema (BA); screenwriting arts (BA)

Undergraduate minor: cinema

Graduate degrees: MA in film studies; MFA in film and video production; PhD in film studies

Faculty: https://cinematicarts.uiowa.edu/people

Website: https://cinematicarts.uiowa.edu/

The Department of Cinematic Arts provides students with opportunities to explore and gain insight into cinema as a subject of international and interdisciplinary study as well as creative practice. The curriculum emphasizes film and related media in their historical and cultural contexts as well as film and video production in a variety of modes.

The screenwriting arts major instructs students in the practical skills and knowledge needed to become successful members of the screenwriting industry, in addition to the history and theories related to screenwriting.

The department's faculty offer expertise in a wide range of areas in film and video production, writing for film and television, and film history and theory. Students conduct projects using state-of-the-art equipment and software that is updated regularly.

The department offers two majors awarded with a BA degree, an undergraduate minor, and three graduate degree programs (MA, MFA, and PhD). It also offers courses for all interested students in the Literary, Visual, and Performing Arts and Understanding Cultural Perspectives areas of the GE CLAS Core.

Resources

The Department of Cinematic Arts maintains up-to-date film and video equipment and facilities that allow students to acquire professional skills in a range of technical and creative areas, including cinematography, editing, sound design, screenwriting, and animation. The program also draws upon the extensive media holdings, and scholarly and archival resources relevant to the study of cinema held by the University of Iowa Libraries. The department regularly sponsors events, including film screenings, festivals, symposia, and presentations by notable visiting scholars and artists, that extend the study of film beyond the classroom and regular curriculum. Collaborations with FilmScene, Iowa City's independent cinema, and the Bijou, the University of Iowa's long-running student film society, also enhance local opportunities for students to view films outside of the classroom and mainstream venues.

Programs

Undergraduate Programs of Study

Majors

- Major in Cinema (Bachelor of Arts)
- Major in Screenwriting Arts (Bachelor of Arts)

Minor

- Minor in Cinema

Graduate Programs of Study

- Master of Arts in Film Studies
- Master of Fine Arts in Film and Video Production
- Doctor of Philosophy in Film Studies

Courses

Cinematic Arts Courses

CINE:1000 First-Year Seminar 1 s.h.
Small discussion class taught by a faculty member; topics chosen by instructor; may include outside activities (e.g., films, lectures, performances, readings, visits to research facilities, field trips). Requirements: first- or second-semester standing.

CINE:1100 The Art of Smartphone Filmmaking 3 s.h.
Introduction to filmmaking principles; how to shoot and edit short videos utilizing smartphone technology; methods to produce high-quality work without professional equipment. GE: Engineering Be Creative; Literary, Visual, and Performing Arts.

CINE:1150 Introduction to Screenwriting for Nonmajors 3 s.h.
Introduction to basic storytelling strategies and principles, writing film treatments, adapting prose to professional screenplay format, story structure for features and short films, workshop original screenplays, critique student work, and analyze professional screenplays. GE: Engineering Be Creative.

CINE:1185 Internship 1-3 s.h.
Opportunity to apply skills; faculty supervision, on or off campus. Requirements: cinema major.

CINE:1195 Video Games and Identity 3 s.h.
Structural and historical problems of representation and inclusion in video games (as text, industry, and culture) along lines of race, gender, sexuality, age, class, and ability; introduction to game studies as a discipline; guidance in learning college-level reading and writing. GE: Understanding Cultural Perspectives.

CINE:1300 Foundations of Screenwriting 3 s.h.
Ideation and creative research, foundational elements of stories, creation and development of characters and story lines, dialogue writing, screenplay format, analysis of storytelling in professional screenplays, writing and workshopping student's work. GE: Literary, Visual, and Performing Arts.

CINE:1560 Cinematic Arts Ambassador Seminar 1 s.h.
Ambassadors provide information about the Department of Cinematic Arts to incoming and visiting students, university community, and broader community; conduct tours; meet with students and parents; review curriculum; provide information on opportunities; coordinate events; and update materials for prospective and incoming students. Requirements: cinema major.

CINE:1601 Introduction to Film Analysis 3 s.h.
Formal analysis of film; narrative cinema and approaches to narrative structure; authorship and genre issues, other major topics.

CINE:1602 Introduction to Film Studies 3 s.h.
Film history, theory, criticism; issues of form, technologies, and cultural functions of cinema; screenings of narrative, documentary, experimental films from varied periods and nations. GE: Literary, Visual, and Performing Arts.

CINE:1610 Contemporary Cinema 3 s.h.
Current cinema; key genres, movements, filmmakers, technological changes; recent cultural contexts, industrial and economic factors, changes in the film viewing experience. GE: Literary, Visual, and Performing Arts.

CINE:1625 Race, Gender, and Sexuality on Screen 3 s.h.
Introduction to key issues and debates regarding the representation of gender, race, and sexuality in cinema. GE: Understanding Cultural Perspectives.

CINE:1820 Topics of Film and Video Production for Nonmajors 3 s.h.
Exploration of particular genre, issue, or process in filmmaking; varied topics; individual work on creative projects.

CINE:1834 Modes of Film and Video Production 4 s.h.
Introduction to filmmaking; how to shoot and edit short works of cinematic art; exposure to various working methods including nonfiction, fiction, and experimental modes of video production. GE: Engineering Be Creative. Same as THTR:1834.

CINE:2120 Adaptation 3 s.h.
Introduction to the art of adaptation for film and television, including creative strategies and theoretical and historical questions; topics may include showing vs. telling, updating historical works, cross-cultural adaptations, filmic remakes, and more.

CINE:2195 Individual Study arr.
Independent study completed under the supervision of faculty. Requirements: major in cinematic arts.

CINE:2310 Great Screenplays: Seeing Film Like a Writer 3 s.h.
Cinematic storytelling through analysis of screenplays in various stages, from page to full visual development; topics may include various periods and movements (classical Hollywood, global art cinema, etc.), adaptation, television writing, and more.

CINE:2600 Writing Film Reviews and Criticism 3 s.h.
Evaluation and analysis of film, from journalistic reviews to academic scholarship; principles and theoretical positions.

CINE:2610 Popular Movie Genres 3 s.h.
Popular cinema, much like popular music, is structured largely around genres; most people encounter movies in the form of genres (horror, sci-fi, fantasy, romcoms, gangster films, etc.), and the conventions of those genres shape our experience of film both as an art and an industry; students will examine one popular movie genre in its historical and global dimensions; learn to understand the structures and rules that genres impose, how and why those rules have evolved, how directors can push boundaries of genre, how genre conventions interact with broader social issues, and how genres can differ across global settings.

CINE:2615 Introduction to Film Theory 3 s.h.
Classical film theory—formalist and realist theories, authorship, genre; contemporary film theory—semiotics, feminism, psychoanalysis, ideological criticism, postmodernism, queer theory. Prerequisites: CINE:1834 with a minimum grade of C and (CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C).

CINE:2620 American Cinema 3 s.h.
American film industry; social and artistic perspectives.

CINE:2623 Introduction to Documentary Film 3 s.h.
Introduction to key issues and topics in the history and practice of nonfiction filmmaking.

CINE:2626 History of Animation 3 s.h.
Introduction to key issues and topics in the history and practice of animation. GE: Literary, Visual, and Performing Arts.

CINE:2627 Film Club 1 s.h.
Theme-based film program comprising a weekly film screening followed by a guided group discussion intended to inspire debate and film literacy.

CINE:2630 From the Origins of Cinema to 1960s New Waves: History of Film I 3 s.h.
Survey of global film history from the emergence of cinema in the late 19th century up to the counter-cultural movements of the 1960s; major developments, milestones, and works from cinema's first six decades, such as the transition to narrative film, modernist filmmaking, the coming of sound, Neorealism, and post-colonial cinema; students will learn basics of film analysis and familiarize themselves with some of the landmark works of film history.

CINE:2631 From New American Cinema to Global Blockbusters: History of Film II 3 s.h.
Survey of global film history from the 1970s to the present; major movements and milestones of cinema's past six decades, such as New Hollywood, various global movements (e.g., fifth generation Chinese film), feminist filmmaking, the rise of blockbusters, the digital turn, and new directions in documentary; students will learn basics of film analysis and familiarize themselves with some of the landmark films of the past 60 years.

CINE:2655 Paris on Film 3 s.h.
Overview of major milestones in French cinema through the lens of diverse cinematic representations of Paris and the evolving cultural and social relationship between the city and cinema.

CINE:2800 Introduction to Coding for Interactive Arts 3 s.h.
Introduction to potential of integrating art with technology to provide a foundation of skills and concepts through hands-on experimentation; lectures and demonstrations introduce key concepts and ideas as well as the history of digital arts; students develop skills that form a foundation for future investigation through labs; work may include using an Arduino, programming, and developing an interface to control a software project; final project is shared with the public in some way; critical discourse in the form of writing assignments allows for reflection and evaluation. GE: Engineering Be Creative; Quantitative or Formal Reasoning. Same as ARTS:2800, CS:2800, DANC:2800, DIGA:2800, MUS:2800, THTR:2800.

CINE:2850 Introduction to Editing 3 s.h.
Overview of film post-production; theory and practice of various styles and forms; how stories are constructed in the editing stage; editing techniques; and principles of color correction and sound mixing. Prerequisites: CINE:1834 with a minimum grade of C.

CINE:2863 Film/Video Production: Film Festival 3 s.h.
How to run a film festival; management and orchestration of annual Iowa City International Documentary Festival. Prerequisites: CINE:1834 with a minimum grade of C.

CINE:2864 Film/Video Production: Alternative Forms 3 s.h.
Alternative or innovative video/film practices and technologies; varied topics. Prerequisites: CINE:1834 with a minimum grade of C.

CINE:2866 Film/Video Production: Nonfiction 3 s.h.
Individual and small group work to create video projects using nonfiction filmmaking techniques, from camera and lighting to postproduction. Prerequisites: CINE:1834 with a minimum grade of C.

CINE:2868 Film/Video Production: Fiction 3 s.h.
Individual and small group work to create video projects using fiction filmmaking techniques, from camera and lighting to postproduction. Prerequisites: CINE:1834 with a minimum grade of C.

CINE:2869 Introduction to Intermedia 3 s.h.
Interdisciplinary focus; emphasis on conceptual, installation, video, time-based media, performance art. GE: Literary, Visual, and Performing Arts. Same as INTM:2710, SCIM:2710.

CINE:3050 Teaching Practicum 1 s.h.
Training in a range of skills crucial to media education and teaching while expanding breadth and depth of student's film knowledge; practice-based practicum. Recommendations: junior or senior standing, and cinema BA major.

CINE:3080 Film/Video Production: The Business of Filmmaking 3 s.h.
Introduction to business-related arts production techniques and strategies; budgeting and basic accounting skills, grant writing, project conceptualization and planning, film producing and location scouting, distribution models, film festival submission, project summation. Prerequisites: CINE:1834 with a minimum grade of C and (CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C).

CINE:3195 Undergraduate Seminar 3 s.h.
Focus on a significant text or critical problem. Prerequisites: CINE:1834 with a minimum grade of C and (CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C). Requirements: cinema major, and junior or senior standing.

CINE:3315 Topics in Screenwriting 3 s.h.
Diverse specialized topics related to the art, craft, history, and business of screenwriting for film, television, and new media platforms.

CINE:3361 Intermediate Screenwriting Workshop 3 s.h.
Further study in the craft of screenwriting through developing, writing, workshopping, and revising screenplays, or portions of screenplays, for film or video projects; focus on narrative projects in any format including full-length features, television pilots, or a series of short films; expectation of significant progress on a pitch document and/or outline depending on the project; engagement in creative exercises outside the traditional script format (e.g., short stories, poetry, essays, etc.). Prerequisites: CINE:1300 with a minimum grade of C and CINE:1834 with a minimum grade of C and (CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C).

CINE:3367 Screenwriting: Long Form 3 s.h.
Introduction to basic principles of screenwriting; develop, write, and workshop screenplays for longer form film/video projects including fiction, nonfiction, and experimental work. Prerequisites: CINE:3361 with a minimum grade of C.

CINE:3750 Topics in Cinema and Culture 3 s.h.
One or more national cinemas in relation to social, historical, and cultural contexts. Prerequisites: CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C.

CINE:3860 Film and Video Production Studio 3 s.h.
Group production work in a collaborative setting to create film and media projects; advanced on-set or in-studio production workflow. Prerequisites: (CINE:1601 or CINE:1602) and CINE:1834 and (CINE:2864 or CINE:2866 or CINE:2868 or INTM:2710). Recommendations: intermediate to advanced experience in cinema.

CINE:3865 Film/Video Production: Material of 16mm Filmmaking 3 s.h.
Individual work to create projects using 16mm filmmaking techniques including camera operation, editing, lighting for film, found footage, and camera-less filmmaking; introduction to hand processing; production course. Prerequisites: CINE:1834 with a minimum grade of C.

CINE:3876 Projection Design 3 s.h.
Introduction to the aesthetics and practical applications of projection design for live performance, including content creation, system design, media servers, projectors, cameras, and related professional equipment. Students learn how to create digital artwork with professional content/animation/effects software Adobe After Effects, Illustrator, Photoshop, Premiere Pro, Audition, etc. Through the media server QLab students learn how to integrate digital artwork and live video cameras into live performance via projectors and digital displays. GE: Engineering Be Creative. Same as DANC:3876, DIGA:3876, INTM:3876, SCIM:3876, THTR:3876.

CINE:3878 Film and Media Practicum 1 s.h.
Research and production-oriented film and media practicum; individual and small-group work on a single film, video, or media production as determined by instructor; independent library and web-based research, group presentations, readings. Requirements: junior or senior standing.

CINE:3888 Visual Effects 4 s.h.
Theory and practice of visual effects. Develop original visually-driven narrative sequences through the illusionary imaging enhancements of visual effects techniques using digital imaging tools. Examine contextual import and narrativity of these processes as they extend into historical and contemporary moving image practices. Prerequisites: CINE:1834 and CINE:2864. Recommendations: basic knowledge of animation techniques and knowledge of Adobe Photoshop, Premiere, AfterEffects, and Media Encoder.

CINE:4198 Honors Project I 3 s.h.
Individualized honors project in cinema under the guidance of a designated Cinematic Arts faculty member; development of a project proposal, establishment of research or creative goals, and completion of initial stages of scholarly or creative production; project content based on the student's area of focus. Requirements: standards met for honors in the major for the BA in cinema.

CINE:4199 Honors Project II 3 s.h.
Completion of honors project, working with a designated cinematic arts faculty member; content varies depending on specific projects proposed by the student, approved by the faculty member, in consultation with the director of undergraduate studies and any additional cinematic arts faculty members relevant to the project. Prerequisites: CINE:4198. Requirements: standards met for honors in the major for the BA in cinema.

CINE:4377 Advanced Screenwriting 4 s.h.
Revision of a capstone project of a feature screenplay or an original television pilot; production of a pitch document complete with a polished logline and sales pitch geared towards industry professionals. Prerequisites: CINE:3361 with a minimum grade of C.

CINE:4378 Advanced Screenwriting II 4 s.h.
Students write a feature screenplay (105-115 pages) within the industry standard contract guidelines for independent and studio projects; completion of outline, beat sheet, treatment, and first draft; one rewrite. Prerequisites: CINE:4377 with a minimum grade of C.

CINE:4399 Screenwriting Practicum 4 s.h.
Revision and polishing of finished scripts and/or film reels; meetings with industry professionals for insights into careers in TV, film, video games, and other creative media; completion of a portfolio of work, cover letters for creative work and industry job openings, and an artist statement and CV. Prerequisites: CINE:4377 with a minimum grade of C.

CINE:4610 Studies in Film and Music 3 s.h.
Critical approaches to historical and contemporary interrelationships between film and music; soundtracks and film scores; popular song and cinema. Prerequisites: CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C. Same as MUS:4610.

CINE:4618 Topics in World Cinemas 3 s.h.
Issues in international film history and film theory. Prerequisites: CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C.

CINE:4620 Topics in Film Form, Style, and Theory 3 s.h.
Special issues and topics relevant to film form, style, and/or theory. Prerequisites: CINE:1601 with a minimum grade of C or CINE:1602 with a minimum grade of C.

CINE:4705 Chicano Cinema 3 s.h.
History of Chicano independent and industry film and television production since the Chicano political and cultural movement began in the 1960s. Taught in English. Requirements: one literature or culture course in Spanish numbered SPAN:3000 or above, or any cinematic arts course (prefix CINE) numbered 2000 or above. Same as LATS:4805, SPAN:4805.

CINE:4821 Film/Video Production: Selected Topics 4 s.h.
Exploration of a particular genre, issue, or process; varied topics; individual work on several video projects. Prerequisites: CINE:2864 with a minimum grade of C or CINE:2866 with a minimum grade of C or CINE:2868 with a minimum grade of C or CINE:3865 with a minimum grade of C or CINE:4841 with a minimum grade of C or CINE:4843 with a minimum grade of C or CINE:4845 with a minimum grade of C or CINE:4862 with a minimum grade of C.

CINE:4825 Digital Production: Animation 4 s.h.
Intermediate 3D modeling, motion graphics; student projects culminating in CDR or video presentation. Prerequisites: CINE:2864 with a minimum grade of C or CINE:2868 with a minimum grade of C or CINE:3888 with a minimum grade of C or CINE:4843 with a minimum grade of C or CINE:4845 with a minimum grade of C or CINE:4862 with a minimum grade of C.

CINE:4830 Analog Animation 4 s.h.
Exploration of analog and frame-based approaches to animation and moving image production, including stop motion, object animation, cut-out techniques, and other material-driven processes; emphasis on hands-on experimentation with physical media, frame-by-frame image construction, and small-scale studio workflows; exploration of timing, movement, lighting, and composition while situating analog animation within broader histories of experimental film and media art. Prerequisites: CINE:2864 with a minimum grade of C or CINE:2866 with a minimum grade of C or CINE:2868 with a minimum grade of C or CINE:3865 with a minimum grade of C.

CINE:4841 Film/Video Production: Sound Design 4 s.h.
Exploration of sound design for film and video, from recording to editing and mixing; individual work on several audio and video projects. Prerequisites: CINE:2864 with a minimum grade of C or CINE:2866 with a minimum grade of C or CINE:2868 with a minimum grade of C or CINE:3865 with a minimum grade of C or CINE:4821 with a minimum grade of C or CINE:4841 with a minimum grade of C or CINE:4843 with a minimum grade of C or CINE:4845 with a minimum grade of C or CINE:4862 with a minimum grade of C or CINE:4864 with a minimum grade of C.

CINE:4843 Film/Video Production: Image Design 4 s.h.
Lighting strategies and techniques, camera work, composition, and postproduction; individual work on several video projects. Prerequisites: CINE:2863 with a minimum grade of C or CINE:2864 with a minimum grade of C or CINE:2866 with a minimum grade of C or CINE:2868 with a minimum grade of C or CINE:3865 with a minimum grade of C or THTR:3876 with a minimum grade of C.

CINE:4845 Film/Video Production: Advanced Editing 4 s.h.
Development of editing techniques and strategies; editing for impact, mood, story; individual work on several video projects. Prerequisites: CINE:2864 with a minimum grade of C or CINE:2866 with a minimum grade of C or CINE:2868 with a minimum grade of C or CINE:3865 with a minimum grade of C or THTR:3876 with a minimum grade of C or CINE:4841 with a minimum grade of C or CINE:4843 with a minimum grade of C or CINE:4862 with a minimum grade of C.

CINE:4862 Film/Video Production: Advanced Video4 s.h.
Expanded narrative or nonfiction/documentary topics; individual work on several video projects. Prerequisites: CINE:2864 with a minimum grade of C or CINE:2866 with a minimum grade of C or CINE:2868 with a minimum grade of C or THTR:3876 with a minimum grade of C or CINE:4821 with a minimum grade of C or CINE:4841 with a minimum grade of C or CINE:4843 with a minimum grade of C or CINE:4845 with a minimum grade of C.

CINE:4864 Film Production: Advanced 16mm 4 s.h.
Processes and approaches to short 16mm film; advanced cameras; sync-sound techniques; optical printing; individual work on a single project or several short projects. Prerequisites: CINE:3865 with a minimum grade of C. Requirements: for graduate students—CINE:3865 or recently shot film. Recommendations: for graduate students—CINE:3865 strongly encouraged.

CINE:4868 Directing Actors 4 s.h.
Production-intensive collaboration with actors from theatre arts department; creation of high-quality short films; development of advanced skills in visual storytelling, actor-director communication, and on-set practices to deliver on strict production deadlines. Prerequisites: CINE:2864 with a minimum grade of C or CINE:2866 with a minimum grade of C or CINE:2868 with a minimum grade of C or CINE:3865 with a minimum grade of C or CINE:4841 with a minimum grade of C or CINE:4843 with a minimum grade of C or CINE:4845 with a minimum grade of C or CINE:4862 with a minimum grade of C.

CINE:4890 Media Production Workshop 4 s.h.
Development, production, and realization of a self-directed project; methods and projects may include film, video, screenwriting, or hybrid forms. Prerequisites: THTR:3876 with a minimum grade of B- or CINE:4821 with a minimum grade of B- or CINE:4841 with a minimum grade of B- or CINE:4843 with a minimum grade of B- or CINE:4845 with a minimum grade of B- or CINE:4862 with a minimum grade of B- or CINE:4864 with a minimum grade of B-.

CINE:4892 Post Production Workshop 4 s.h.
Post-production, finishing, and distribution of a self-directed project; methods and projects may include film, video, screenwriting, or hybrid forms. Prerequisites: (CINE:4890 with a minimum grade of B- and THTR:3876 with a minimum grade of B-) or CINE:4821 with a minimum grade of B- or CINE:4841 with a minimum grade of B- or CINE:4843 with a minimum grade of B- or CINE:4845 with a minimum grade of B- or CINE:4862 with a minimum grade of B- or CINE:4864 with a minimum grade of B-.

CINE:5390 Colloquium in Screenwriting 4 s.h.
Focus on the fundamentals of screenwriting; students will draft scripts and engage in peer workshops, as well as instructor-led writing exercises, and study contemporary screenplays as models for working in a variety of genres and forms; students should expect to draft a full-length feature script or original television pilot in one semester; when appropriate, students are encouraged to adapt from previous creative work. Requirements: graduate standing. Recommendations: previous screenwriting experience or related experience in adjacent fields (filmmaking, film studies, drama, creative writing).

CINE:5500 Success in Graduate Studies 1-3 s.h.
Introduction to graduate studies in film and media-related areas to maximize student success through a series of workshops devoted to research and writing, professionalization, and information sessions with key graduate-related offices and resources on campus.

CINE:5673 Advanced Film Theory 3 s.h.
A major figure, issue, or approach in film theory.

CINE:5675 Advanced Film History 3 s.h.
A major period or topic in film history; issues in film historiography, research.

CINE:5890 Colloquium in Film and Video Production 4 s.h.
Projects and critical studies; focus on varied topics including process and theoretical issues; workshop, readings, production. Recommendations: previous experience with video production; prior cinema courses or filmmaking experience helpful, but not required.

CINE:5900 MA Thesis in Film Studies 3 s.h.
Students research and write their MA thesis essay under close supervision of an advisor; for MA in film studies students in third and fourth semesters.

CINE:6992 Individual Study arr.
Opportunity for prearranged independent study with faculty. Requirements: MA, MFA, or PhD candidate in cinematic arts.

CINE:7615 Film Studies Seminar 3 s.h.
A major figure, issue, or approach in film theory.

CINE:7700 PhD Comprehensive Exam Preparation 3 s.h.
Students plan and study for their fourth semester comprehensive exams under close supervision of an advisor; for PhD in film studies students in their third semester.

CINE:7992 Thesis arr.