

# FILM & TV CREATIVE PRODUCING (CP)

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**CP TR100 | 100-LEVEL TRANSFER COURSE | 4-8 quarter hours (Undergraduate)**

**CP 310 | CREATIVE PRODUCING | 4 quarter hours (Undergraduate)**

This course introduces students to how a production company operates. Students will learn how to build a film slate by identifying intellectual properties and developing them into viable projects. There will be an emphasis on story development with a focus on optioning material, talent packaging, and fund raising.

**CP 320 | INTRODUCTION TO FILM SCHEDULING AND BUDGETING | 4 quarter hours (Undergraduate)**

This course will cover the fundamentals of film scheduling and budgeting. Students will learn how to break a script down and create a shooting schedule and working budget. Professional scheduling and budgeting software will be utilized in a lab setting.

**CP 323 | PRE-PRODUCTION WORKSHOP | 2-2.25 quarter hours (Undergraduate)**

This two-credit course will provide valuable pre-production work on targeted productions, such as Project BlueLight (faculty or student-led), large-scale class projects, faculty creative projects, or independent and/or professional productions. Professional scheduling, budgeting and pre-visualization software may be utilized. PREREQUISITE(S): By instructor permission only.

**CP 340 | THE FUNDAMENTALS OF PRE PRODUCTION | 4 quarter hours (Undergraduate)**

This course focuses on the key steps of pre-production for a feature film. Students will learn how to prep a film with a focus on cast and crew deals, location agreements, clearance, insurance, and working with the major unions.

**CP 343 | INDEPENDENT FILM PRODUCING | 4 quarter hours (Undergraduate)**

This course introduces students to the principals and strategies of independent film producing with a focus on the following key areas: packaging material, fundraising, foreign sales, and festival and distribution strategies.

**CP 350 | PRODUCING FOR ANIMATION AND VFX | 4 quarter hours (Undergraduate)**

This course introduces students to the key concepts behind producing for computer animation and the use of visual effects in live action filmmaking such as production planning, cost estimating production and post workflows.

**CP 360 | PRODUCING TELEVISION | 4 quarter hours (Undergraduate)**

This is a course discussing the different roles of the television producer and show runners. Particular emphasis will be put on exploring and discussing the difference between line, segment, coordinating, field, executive (show-runner), and supervising producers. Students wear many television producer hats through the quarter, and will explore those roles in relation to different scripted and non-scripted formats. Examining and performing various tasks like budgets, staffing, and scheduling will give students a comprehensive view of the needs and responsibilities of different producers. Additional consideration will be given to the on-set roles and responsibilities of the showrunner in the television production environment. The class will culminate in the creation of short promo segments of various styles of television shows. PREREQUISITES: FILM 110, TV 306 OR TV 307.

**CP 364 | REALITY TELEVISION PRODUCTION | 4 quarter hours (Undergraduate)**

Advanced production class develops a reality or factual show concept and treatment. Students will produce and cast a pilot based on their treatments. The class will focus on techniques and methods to build engagement and conflict within the reality or factual genre.

**CP 366 | THE BUSINESS OF TELEVISION | 4 quarter hours (Undergraduate)**

Course provides historical background of the television business, beginning with the initial launch of the industry in the 1940s. Students examine the establishment of the regulatory system, including the Federal Communications Commission (FCC), the operational structure of stations and networks, the development of cable and satellite broadcasting, and the programming policies and strategies of the present broadcasting industry.

**CP 380 | CONTRACTS AND NEGOTIATIONS | 4 quarter hours (Undergraduate)**

This course introduces students to the principals and strategies of entertainment law with a focus on the following key areas: chain of title, production legal, clearance, music licensing, and delivery requirements.

**CP 382 | DISTRIBUTION AND EXHIBITION | 4 quarter hours (Undergraduate)**

This course explores the commercial and economic structure of the contemporary film industry. Topics to be covered include: the development of "Hollywood" as a distribution mechanism; the subsequent emergence of an independent commercial sector; the revenue stream from "box office" and ancillary markets, through distributors and to producers; the history and current state of theatrical exhibition; and emerging modes of content delivery.

**CP 390 | TOPICS IN CREATIVE PRODUCING | 4 quarter hours (Undergraduate)**

Advanced study in producing focusing on a specific area each quarter. May be repeated for credit.

**CP 399 | INDEPENDENT STUDY | 1-8 quarter hours (Undergraduate)**

Variable credit. PREREQUISITE(S): Consent of dean.

**CP 410 | CREATIVE PRODUCING | 4 quarter hours (Graduate)**

This course introduces students to the role of the Creative Producer. Students will learn how to build a film and television slate by identifying intellectual properties and developing them into viable projects. There will be an emphasis on optioning material, talent packaging, and financing.

**CP 412 | FEATURE FILM DEVELOPMENT | 4 quarter hours  
(Graduate)**

This course will focus on feature film development from a producer's perspective. Students will evaluate completed screenplays and the producer's role in developing them into films.

**CP 414 | TELEVISION DEVELOPMENT | 4 quarter hours  
(Graduate)**

This course focuses on scripted television development from the producer's perspective. Emphasis will be placed on the industrial process and personnel of the networks, as well as the creative strategies needed to guide a project from concept ideation to hit series.

**CP 420 | SCHEDULING & BUDGETING | 4 quarter hours  
(Graduate)**

This course will cover the fundamentals of film scheduling and budgeting. Students will learn how to break a script down and create a shooting schedule and working budget. Professional scheduling and budgeting software will be utilized in a lab setting.

**CP 423 | PRE-PRODUCTION WORKSHOP | 2-2.25 quarter hours  
(Graduate)**

This two-credit course will provide valuable pre-production work on targeted productions, such as Project Bluelight (faculty or student-led), large-scale class projects, faculty creative projects, or independent and/or professional productions. Professional scheduling, budgeting and pre-visualization software may be utilized. PREREQUISITE(S): By instructor permission only. (2 quarter hours)

**CP 440 | PRE-PRODUCTION FOR PRODUCERS | 4 quarter hours  
(Graduate)**

This course focuses on the fundamentals of pre-production for a feature film. Students will learn how to prep a film with a focus on cast and crew deals, location agreements, clearance, insurance, and working with the major unions.

**CP 442 | THE AGENCY | 2-2.25 quarter hours  
(Graduate)**

This course will examine the essential role talent and literary agencies perform in the entertainment business. Students will learn how producers work with agencies to package films with talent and secure distribution for their projects. There will be a focus on the various departments at agencies including motion picture literary, story, talent, and packaging for television.

**CP 444 | THE TALENT MANAGER | 2-2.25 quarter hours  
(Graduate)**

This course will examine the critical role the talent manager performs in today's entertainment industry. Students will learn how managers operate as producers and work with talent to develop and sell their projects to the studios.

**CP 446 | THE STUDIO EXECUTIVE | 2-2.25 quarter hours  
(Graduate)**

This course provides an overview of the various departments at a major motion picture studio. Students will learn how studio executives develop projects and oversee production and distribution for the studio.

**CP 448 | THE NETWORK EXECUTIVE | 2-2.25 quarter hours  
(Graduate)**

This course provides an overview of the television departments at a network. Students will learn how television executives develop shows for the network and manage productions.

**CP 450 | PRODUCING REALITY TELEVISION | 2-2.25 quarter hours  
(Graduate)**

This course will examine the process for producing reality shows. Students will learn how to develop ideas for reality shows and create pitch decks. There will be an emphasis on producing techniques for signing and working with reality show talent.

**CP 452 | PRODUCING COMMERCIALS & MUSIC VIDEOS | 2-2.25 quarter hours  
(Graduate)**

This course examines the process and production techniques for producing commercials and music videos. Industry standards for creating commercials and music videos for clients will be discussed. Additional topics include copywriting, style guides, casting, media, and client-relations.

**CP 460 | PRODUCING TELEVISION | 4 quarter hours  
(Graduate)**

This course will examine the creative and business skills required for producing television. Students will review different genres and styles of television production while exploring the various roles in relation to specific scripted and non-scripted formats. Additional consideration will be given to the on-set roles and responsibilities of the showrunner on a television production.

**CP 480 | ENTERTAINMENT LAW FOR PRODUCERS | 4 quarter hours  
(Graduate)**

This course introduces students to the principles and strategies of entertainment law with a focus on the following key areas: chain of title, production legal, clearance, music licensing, and delivery requirements. PREREQUISITE(S): None.

**CP 482 | DISTRIBUTION AND EXHIBITION | 4 quarter hours  
(Graduate)**

Conventional and emerging modes of motion picture distribution with special emphasis on digital streaming and exhibition.

**CP 484 | POST PRODUCTION FOR PRODUCERS | 4 quarter hours  
(Graduate)**

This course will provide an overview of the post process for producers. Students will examine the key stages of post from edit to delivery, with an emphasis on producing visual effects for film and television.

**CP 490 | TOPICS IN CREATIVE PRODUCING | 4 quarter hours  
(Graduate)**

Advanced study in producing focusing on a specific area each quarter. May be repeated for credit.

**CP 498 | PRE-PRODUCTION INTERNSHIP | 4 quarter hours  
(Graduate)**

This is an internship course for graduate creative producing students, which offers the opportunity to reflect on an internship while gaining professional experience, industry contact and referrals while still in school. Students will intern at an entertainment company with a focus on the development and pre-production stages of film and television.

**CP 499 | POST-PRODUCTION INTERNSHIP | 4 quarter hours  
(Graduate)**

This is an internship course for graduate creative producing students, which offers the opportunity to reflect on an internship while gaining professional experience, industry contact and referrals while still in school. Students will intern at entertainment company with a focus on the production and distribution stages of film and television.

**CP 511 | CREATIVE PRODUCING THESIS I | 4 quarter hours****(Graduate)**

Students will be required to complete a final thesis project that involves creating a professional deck for a movie or tv/streaming series. The thesis project will entail optioning and developing source material such as an original screenplay, and creating a deck detailing the potential talent attachments, financing plan, and distribution strategies. The purpose for the thesis projects is for the students to have a viable project upon graduation that they can set up at a production company or produce on their own independently.

**CP 512 | CREATIVE PRODUCING THESIS II | 4 quarter hours****(Graduate)**

Students will revise their thesis projects based on the feedback from the instructor and thesis advisors. During this stage, students will be expected to be securing any story rights necessary for the completion of the project and finishing creating their professional decks.

**CP 540 | PRODUCING FOR DIRECTORS: PITCHING, PACKAGING, AND DISTRIBUTION | 4 quarter hours****(Graduate)**

Current avenues for the development of the student director for a professional career will be explored, including film festivals, fundraising, self-distribution and pitching. Usable film festival strategies, self-distribution plans, and fundraising business plans will be created for the exploitation of existing or future projects.

**FILM 487 is a prerequisite for this class.**

**CP 599 | INDEPENDENT STUDY | 1-8 quarter hours****(Graduate)**

Independent study form required. PREREQUISITE(S): Consent of instructor. Variable credit.

**CP 701 | THESIS CONTINUATION | 0 quarter hours****(Graduate)**

Non-credit. Students admitted to MFA program who have completed all the required coursework and who are regularly using the facilities of the University for thesis production and/or post-production are required to be registered each quarter of the academic year until the thesis and defense have been completed.

**FILM 510 or ANI 640 is a prerequisite for this class.**