FALL RIT IN L.A. CURRICULUM

				Course Availability by Program:				
Course #	Name	Program	Credits	Film Production	Film Animation	Motion Pic Sci	Game Des/Dev	All Other Majors
SOFA-307	Contemporary Issues in Film/Animation	SOFA	3	■	■	■		
SOFA-578	Advanced Cinematography (or Adv Prod Immersion) +	SOFA	4	■				
SOFA-303	Animation Production Workshop II +	SOFA	3		■			
SOFA-557	Chasing Rainbows: Business & Innovation in Entertainment	SOFA	3	■	■	■	■	■
SOFA-313	Film Projection & Digital Cinema (remote, asynchronous)	SOFA	3			■		
ITDL-500	Transmedia Storytelling & Entertainment *	COLA	3	■	■	■	■	■
VISL-387	Imag(in)ing the City: L.A. *	COLA	3	■	■	■	■	■
VISL-320	Contemporary Cinema (remote, asynchronous) *	COLA	3	■	■	■	■	■
IGME-590	Games Seminar: Designing Characters for Games	IGME	3	■	■	■	■	■
ITDL 497	Professional Internship/Experience (recommended)		3-6	■	■	■	■	■

* Taking ITDL-500, VISL-387 and VISL-320 complete requirements for an **immersion in Transmedia Storytelling & Entertainment.**

■ **Required Course** ■ **Available Course**

\+ **Pre-reqs:** For Advanced Cinematography, pre-req is SOFA 502 Production Processes;
For Animation Production Workshop II, pre-req is SOFA 217: Animation Production Workshop I

Students should share course plans with your RIT academic advisor to ensure they will count towards your degree program.

Graduate students, contact global@rit.edu to discuss course options that may work for you

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