RIT in L.A. Courses

Course Details

Students will take a minimum of 12 credits. Applicants should discuss how these credits would count towards their RIT degree program with their academic advisor.

SOFA 307 – Contemporary Issues in Film/Animation
The fields of film and animation are in constant flux; responding to politics, global conflicts, economy, new technologies, and reflecting the story-telling from the cultures, communities, and histories of the makers. Through selected topics, this course will expand the scope and understanding of contemporary issues within film and animation. Course content will cover various forms of books, articles, essays, screening, and the makers' role from the perspective of contemporary issues.
Only available to Film Production, Film Animation and Motion Picture Science majors

SOFA 578 – Advanced Cinematography (or Advanced Production Immersion)
This advanced level course will enable students to develop an appreciation for the multi- dimensional nature of the craft of cinematography and provide them with theoretical, technical and practical knowledge. Students will explore visual aesthetics and engage in conceptual and critical thinking. They will also learn about industry standards, best practices, and workflows and channel their learning into class projects.
Pre-req: SOFA 502 – Production Processes
Only available to Film Production majors

SOFA 303 – Animation Production Workshop II (3 credits)
Students will explore phases of animation short film production in their area of interest as determined by their experiences with their second-year films. Through identification of project needs and exploration and fulfillment of determined objectives, unique filmic assets will be created.
Pre-req: SOFA 217 – Animation Production Workshop I
Only available to Film Animation majors

SOFA 313 – Film Projection & Digital Cinema (3 credits) *Online asynchronous course at RIT main campus*
As the final course in the motion picture science core technology sequence, this class completes the study of motion picture technologies, focusing on exhibition and display engineering. Topics covered include traditional mechanical film projection, electronic projection and the color science associated with image appearance. Special focus will be given to evolving exhibition standards, image quality evaluations and emerging techniques. The course will conclude with an investigation of 3D technologies and varied distribution models for motion content.
Only available to Motion Picture Science majors

ITDL 500 - Transmedia Storytelling (3 credits)
In the 21st century, narratives transcend traditional boundaries and come to life across various platforms. Transmedia storytelling is an innovative approach that has gained significant prominence in the digital age and is being deployed today in the commercial/entertainment industry to extend a narrative universe beyond a single medium. It allows the story to exist and evolve through various channels such as film, television, books, graphic novels, video games, social media, augmented reality, and interactive exhibitions. In this project-based class, you will delve into the theory, practice and ethics of commercial transmedia storytelling in the entertainment industry, gaining insights into the mechanics that drive this exciting phenomenon.
Available to all majors

VISL 387 - Imag(in)ing the City: L.A. (3 credits)
This course examines the ways in which culture, ethnicity, languages, traditions, governance, politics, and histories interact in the production of the visual experience. We will approach the city of LA in its various urban spatial forms as image experiences, subject to interpretive strategies and the influence of other

discourses. We will wander the well-traveled and the unbeaten paths, participating in and interrogating a wide range of LA's, treasures and embarrassments, secrets and norms. We will also read from literature and cultural studies, as well as viewing films, advertisements and websites, and attending entertainment events.
Available to all majors

VISL 320: Contemporary Cinema (3 credits) *Online asynchronous course at RIT main campus.*
We will study cinema in the United States and abroad from the mid-20th century to contemporary screen cultures. We will consider shorts, war documentaries, biographical and autobiographical films, animation, mockumentaries, video diaries, and immersive installations. Questions we will ask include: How does cinema represent or transform social and historical events in local and global contexts? Which ethical and aesthetic responsibilities does a filmmaker have to their audience and filmed subjects? What ethical questions do the films raise for us as spectators? How do we understand the role of media technologies in the making of these films? We will investigate the structures, techniques, and ideologies that identify cinematic practices as fiction or non-fiction and consider films that challenge these representational systems, helping us examine the line between fact and fiction.
Available to all majors

SOFA 557: Chasing Rainbows: Business and Innovation in Entertainment (3 credits)
We are in a transformative age in entertainment. New technologies and distribution platforms are changing the way consumers engage with movies, television, games and new media – disrupting the traditional business models and creating new markets. This course will examine the business aspects of the entertainment ecosystem and the transformative trends that are driving innovation in production, visual effects, storytelling, AI and immersive experiences.
Available to all majors

IGME 590: Games Seminar: Designing Characters for Games: Extras, Enemies, and Heroes
Games have a whole cast of characters who form the context for the player-protagonist. This seminar speaks to the intentionality of character design in traditional media, and discusses additional implications in interactive digital works. Character design in games includes additional considerations to traditional media. Topics include: world building, narrative, aesthetics, movement, interaction design, both in conversation and in combat.
Available to all majors

Internship (3 or 6 credits)
ITDL 497
Students will participate in hands-on professional experiences with local companies, studios and organizations for either 8-10 hours per week (3 credits) or 16-20 hours per week (6 credits). These professional experiences can be formal or informal, paid or unpaid or a few different experiences combined to meet the minimum hours per week. While students are ultimately responsible for finding their own experiences, RIT staff, faculty and alumni will coach students on job search skills and help make connections with companies and alumni.
Available to all majors

You may also take any online synchronous or asynchronous courses offered at the RIT main campus in the fall semester.