

**FILM STUDY PROGRAM
CURRICULUM
UNIVERSITAS MULTIMEDIA
NUSANTARA**

Drafting Team

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CURRICULUM OF FILM STUDY PROGRAM

A. Profile

The Film Study Program at Universitas Multimedia Nusantara is part of the Faculty of Art and Design. Initially, it was a specialization within the Visual Communication Design Study Program, focusing on Animation and Digital Cinematography. These specializations merged into a distinct study program under the Faculty of Art & Design in 2016. In the same year, written on DIKTI Decree No. 88/KPT/I/2016, the program was officially named the Television and Film Study Program. By 2018, it had proposed a name change to the Film Study Program, under the DIKTI Decree No. 4897/A4.1/HK/2018.

The program is structured into two specializations: Film and Animation, with the potential for future development into independent programs under the Faculty of Art & Design. The term "Art" in the faculty's name emphasizes the pinnacle of intuitive power derived from expression and craftsmanship, resulting in a sense of artistry. Conversely, "Design" focuses on structured planning, research, and management capabilities founded on scientific theories and processes.

Vision :

Become a leading Program in the field of study and creation of moving images based on ICT, whose graduates have international insight and highly competent in their fields, with entrepreneurial spirit and noble character.

Mission :

1. Organizing learning in the field of study and creation of moving images that are oriented towards the development of creativity and intellectuality of the entire academic community.

2. Carrying out research programs that contribute to the development of moving image science
3. Utilize the knowledge of moving images to carry out community service.

B. Career Prospects and Opportunities

Film Study Program at Universitas Multimedia Nusantara equips students for diverse career paths within the moving image industry, including film production, animation, visual effects, and post-production. Graduates may also find roles as academics or researchers in moving image studies. The curriculum is crafted to impart essential skills and competencies for working as independent filmmakers and in various film and media industry positions such as directors, producers, cinematographers, editors, and sound designers.

The program blends theoretical knowledge with practical experience, offering internships and collaborations with industry professionals. This hands-on experience is highly esteemed by employers in the moving image industry, giving students a competitive edge in the job market. Graduates are also encouraged to pursue further education and professional certifications to enhance their skills and keep abreast of the latest industry developments.

Graduates from Film Study Program at Universitas Multimedia Nusantara can embark on a rewarding career in the vibrant and competitive moving image industry. They can utilize the practical experience and theoretical knowledge gained from the program to work as independent filmmakers or in various industry roles, including directors, producers, cinematographers, editors, and sound designers. Additionally, they have the option to continue their education or obtain professional certifications to stay current with the industry's advancements. The program's comprehensive curriculum and practical experience opportunities

prepare graduates for success in the moving image industry, as well as in academia and research, both domestically and internationally.

C. Graduate Profiles

Film Study Program at Universitas Multimedia Nusantara is designed to produce graduates with a diverse array of hard skills, a commitment to lifelong learning, and essential soft skills. Our graduates are proficient professionals, equipped with analytical abilities and mastery of creative concepts, visual storytelling, ICT, and research necessary for creating moving images in the film industry. They are dedicated to continuous learning in the field of moving images and actively contribute to the development of their profession. Our graduates exhibit independence, responsibility, and resilience in problem-solving, effective collaboration, and demonstrate leadership and entrepreneurial spirit with a global perspective, rooted in local wisdom. This section highlights the profiles of our graduates, emphasizing their hard skills, commitment to lifelong learning, and fundamental soft skills.

PROFESSIONAL PROFILE OF GRADUATES CHARACTER OF GRADUATES AFTER AT LEAST 2 YEARS OF GRADUATION TO 3-5 YEARS OF WORK	
1	Professionals with analytical skills who can practice and master creative concepts, visual storytelling, ICT, and research in creating moving images in the film industry.
2	Individuals who develop and conduct lifelong learning in moving images both formally and informally through higher education, training, and professional certification and play an active role in developing their profession.
3	Independent, responsible, and resilient individuals who can solve problems and collaborate by showing leadership character and entrepreneurial spirit with a global outlook rooted in local wisdom.

D. Expected Learning Outcome

Film Study Program at Universitas Multimedia Nusantara is committed to preparing students for successful careers in the film industry through a high-quality education. The program's Expected Learning Outcomes (ELOs) are informed by the program's Vision and Mission, as well as KKNI, SN-DIKTI, and PROSFISI Guidance. These ELOs shape the curriculum, ensuring that students acquire the knowledge, skills, and competencies essential for thriving in the dynamic and competitive film industry.

Code	ELO
ELO 1	Able to study various forms of moving images by using rules, principles, and research methods to produce research reports.
ELO 2	Able to produce moving images or derivative products by utilizing technological developments and innovations.
ELO 3	Able to convey information and present ideas, results of studies, research and skills in the field of moving images, verbally and non-verbally, to related parties in formal and informal forums.
ELO 4	Able to comprehend context, think logically, critically and systematically in the development or implementation of science and technology in moving images.
ELO 5	Able to comprehend the design and marketing of moving image products and derivative products using elements of local wisdom that have selling value and get copyright recognition from Indonesia.
ELO 6	Able to show awareness in implementing workplace work ethics and health, safety, and security procedures.
ELO 7	Able to show independent performance, responsibility, discipline, and make decisions appropriately.
ELO 8	Able to work in teams and respect the diversity, opinions, or original findings of others and evaluate the results of group work responsibly.

E. Professional Skill Enhancement Program

Film Study Program at Universitas Multimedia Nusantara is dedicated to offering a comprehensive and high-quality education that prepares students for successful careers in the moving image industry. The curriculum is aligned with the Expected Learning Outcomes (ELOs) and adheres to the Kampus Merdeka program in Indonesia, which emphasizes innovation, flexibility, and relevance in higher education. Utilizing the Outcome-Based Education (OBE) approach, students develop the necessary knowledge, skills, and competencies to excel in the moving image field.

Some of the PSEP programs available in the Film Program at Universitas Multimedia Nusantara include:

- Road to Champion Program: Groups of students produce a short fiction, documentary, or experimental film, with guidance on concepts, progress, and production from industry-practicing lecturers.
- Student Exchange Program: Selected students spend one semester studying at a partner university abroad.
- Entrepreneurship & Innovation Program: Students or groups of students work on creating their own business or company, receiving financial and non-financial support from Skystar Venture.
- Research & Technology Program: Students or groups of students have the opportunity to become member/s in research projects led by lecturers.
- Community Engagement Program: Students or groups of students have the opportunity to share what they have learned and gained to the community.

F. Judicial Prerequisite Courses

The distribution of courses per semester aligns with the program's Expected Learning Outcomes (ELOs). The curriculum begins with foundational studies in art fundamentals, theory, and history during the first year. In the second year, students delve deeper into the craft of film and animation production. The third year emphasizes collaboration with peers and working alongside industry professionals to enhance practical skills and knowledge. The fourth and final year is dedicated to the Final Project and Internship, offering students real-world experience and opportunities to establish professional networks, thus preparing them for successful careers in the dynamic and competitive film industry. In total, students will have complete 146 credits with no lower grade than C.

G. Distribution of Courses per Semester***Reguler Path*****Semester 1**

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
1	UM152	Religion	2			Compulsory		
1	FG211	Color Theory and Design Principles	3			Compulsory		
1	FG511	Digital Graphics	3			Compulsory		
1	FG311	Art History for Filmmaker	2			Compulsory		
1	FG611	Creative Process	2			Compulsory	1-17	
1	FG512	Basic Drawing	2	1		Compulsory		
1	FG212	Moving Image Storytelling	3			Compulsory		v
1	FG513	Lens-based Media	1	1		Compulsory		
TOTAL CREDIT SEMESTER 1			20					

Semester 2

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
2	UM162	Pancasila	2			Compulsory		
2	FG621	Creative Production	3	1		Compulsory	1-17	
2	FG521	Basic Sound	2			Compulsory		
2	FG321	Moving Image History	2			Compulsory		
2	FG221	Story Development	3			Compulsory		v
2	FG522	Motion Graphic	1	1		Compulsory		
2	FG622	Visual Development	3			Compulsory		
2	DS201	Intellectual Property Rights	2			Compulsory		
TOTAL CREDIT SEMESTER 2			20					

Semester 3

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
3	UM163	Civics	2			Compulsory		
3	FG231	Aesthetic of Moving Image	3			Compulsory		
3	FG532	Sound Design	2			Compulsory		
3	FIL531 / ANI531	Visual Storytelling in Film / Visual Storytelling in Animation	2	1		Compulsory		
3	FIL631 / ANI631	Moving Image Directing in Film / Moving Image Directing in Animation	2	1		Compulsory	1-17	
3	FIL632 / ANI632	Intro to Moving Image Production in Film / Intro to Moving Image Production in Animation	3			Compulsory	1-17	

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
3	FIL633 / ANI633	Intermediate Visual Development in Film / Intermediate Visual Development in Animation	2	1		Compulsory		
3	FIL532 / ANI532	Moving Image Craftsmanship in Film / Moving Image Craftsmanship in Animation	3			Compulsory		
TOTAL CREDIT SEMESTER 3			22					

Semester 4

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
4	FG141	Research Methodology	3			Compulsory		
4	FG241	Moving Image Theory	3			Compulsory		
4	FIL641 / ANI641	Moving Image Production in Film / Moving Image Production in Animation	3	1		Compulsory	1-17	
4	FIL541 / ANI541	Post-production Techniques in Film / Post-production Techniques in Animation	2	1		Compulsory		
4	FIL542 / ANI542	Advanced Visual Development in Film / Advanced Visual	3			Compulsory		

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
		Development in Animation						
4	DS200	Introduction to Creative Business	2			Compulsory		
4	UM122	English 1	2			Compulsory		
TOTAL CREDIT SEMESTER 4			20					

Semester 5

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
5	FG151	Academic Writing and Presentation	4			Compulsory		v
5	FG551	Hybrid Film Production	2	2		Compulsory		
5	FLA152	Social Project	3			Compulsory	1-17	
5	FG451	Film Marketing	3			Compulsory		v
5	UM142	Indonesian Language	2			Compulsory		

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
5	UM223	English 2	2			Compulsory		
TOTAL CREDIT SEMESTER 5			18					

Semester 6

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
6	--	Electives/PSEP	20			Elective		
TOTAL CREDIT SEMESTER 6			20					

Semester 7

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
7	Internship				*	Compulsory		
7	FM181	Professional Business Ethics		3		Compulsory		
7	FM182	Industry Experience		7		Compulsory		

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
7	FM183	Industry Model Validation		7		Compulsory		
7	FM184	Evaluation and Reporting		3		Compulsory		
TOTAL CREDIT SEMESTER 7			20					

Semester 8

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
8	FG161	Final Project		6	*	Compulsory		
TOTAL CREDIT SEMESTER 8			6					

Acceleration Path

Semester 1

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
1	UM152	Religion	2			Compulsory		
1	FG211	Color Theory and Design Principles	3			Compulsory		
1	FG511	Digital Graphics	3			Compulsory		
1	FG311	Art History for Filmmaker	2			Compulsory		
1	FG611	Creative Process	2			Compulsory		
1	FG512	Basic Drawing	2	1		Compulsory		
1	FG212	Moving Image Storytelling	3			Compulsory		
1	FG513	Lens-based Media	1	1		Compulsory		
TOTAL CREDIT SEMESTER 1			20					

Semester 2

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
2	UM162	Pancasila	2			Compulsory		
2	FG621	Creative Production	3	1		Compulsory	1-17	
2	FG521	Basic Sound	2			Compulsory		
2	FG321	Moving Image History	2			Compulsory		
2	FG221	Story Development	3			Compulsory		v
2	FG522	Motion Graphic	1	1		Compulsory		
2	FG622	Visual Development	3			Compulsory		
2	DS201	Intellectual Property Rights	2			Compulsory		
TOTAL CREDIT SEMESTER 2			20					

Semester 3

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
3	UM163	Civics	2			Compulsory		
3	FG231	Aesthetic of Moving Image	3			Compulsory		
3	FG532	Sound Design	2			Compulsory		
3	FIL531 / ANI531	Visual Storytelling in Film / Visual Storytelling in Animation	2	1		Compulsory		
3	FIL631 / ANI631	Moving Image Directing in Film / Moving Image Directing in Animation	2	1		Compulsory	1-17	
3	FIL632 / ANI632	Intro to Moving Image Production in Film / Intro to Moving Image Production in Animation	3			Compulsory	1-17	

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
3	FIL633 / ANI633	Intermediate Visual Development in Film / Intermediate Visual Development in Animation	2	1		Compulsory		
3	FIL532 / ANI532	Moving Image Craftsmanship in Film / Moving Image Craftsmanship in Animation	3			Compulsory		
TOTAL CREDIT SEMESTER 3			22					

Semester 4

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
4	FG141	Research Methodology	3			Compulsory		
4	FG241	Moving Image Theory	3			Compulsory		
4	FIL641 / ANI641	Moving Image Production in Film / Moving Image Production in Animation	3	1		Compulsory	1-17	
4	FIL541 / ANI541	Post-production Techniques in Film / Post-production Techniques in Animation	2	1		Compulsory		
4	FIL542 / ANI542	Advanced Visual Development in Film / Advanced Visual	3			Compulsory		

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
		Development in Animation						
4	DS200	Introduction to Creative Business	2			Compulsory		
4	UM122	English 1	2			Compulsory		
TOTAL CREDIT SEMESTER 4			23					

Semester 5

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
5	FG151	Academic Writing and Presentation	4			Compulsory		v
5	FG551	Hybrid Film Production	2	2		Compulsory		
5	FLA152	Social Project	3			Compulsory	1-17	
5	FG451	Film Marketing	3			Compulsory		v
5	UM142	Indonesian Language	2			Compulsory		

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
5	UM223	English 2	2			Compulsory		
5	--	Elective	6			Elective		
TOTAL CREDIT SEMESTER 5			24					

Semester 6

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
6	--	Electives/PSEP	20			Elective		
TOTAL CREDIT SEMESTER 6			20					

Semester 7

Sem.	Course Code	Course Name	Credit		Prerequisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab.				
7	--	Internship Track 2	20			Compulsory		
TOTAL CREDIT SEMESTER 7			20					

Elective Course

Num.	Course Code	Course Name	Credit		Pre-requisite Course Code	Compulsory / Elective	SDG	AI
			Lect.	Lab				
1	FG 623	Feature Length Script	3			Elective		v
2	FLA 624	Graphic Design for Film	2			Elective		
3	FG 625	Web Series Story Development	3			Elective		v
4	FG 652	Introduction to Digital VFX	3			Elective		
5	FG 641	Film Distribution & Exhibition	3			Elective		
6	FG 654	New Multimedia Technology	3			Elective		
7	FG 656	Digital Simulation VFX	3			Elective		
8	FLA 661	Commercial Production	2			Elective		
9	FG 662	Experimental Film Production	3			Elective		
10	FLA 663	Film Scoring	2			Elective		
11	FG 664	Documentary Production	3			Elective	1-17	
12	FG 665	Stop Motion Production	3			Elective		
13	FL 621	Advanced Film Directing	3			Elective		
14	FL 622	Web series and Feature Film Producing	3			Elective		v
15	FL 652	Advanced Online Editing	3			Elective		

16	FM 621	Film Festival Theory and Practice	4			Elective		
17	FM 622	Film Studies	3			Elective	1-17	
18	FM 631	Nusantara Storytelling History	3			Elective	1-17	
19	FM 632	Indonesia Film History	3			Elective	1-17	
20	FM 651	Costume & Hand Props Design	3			Elective		
21	FM 652	Voice Acting	3			Elective		
22	FM 653	Make-up Character Effects	3			Elective		
23	FM 654	E-Learning Content Production	3			Elective		
24	FM 655	360 Video Storytelling	3			Elective		
25	FN 651	Technical Artistry for 3D Animation	3			Elective		
26	FN 662	3D Character Animation	3			Elective		
27	ANI 671	Digital Cut-out Animation	3			Elective		
28	ANI 672	Animation History	3			Elective		

29	FN 621	Acting in Animation	3			Elective		
30	UM 321	English 3	2			Elective		
31	ANI637	Advanced Moving Image Production in Animation	6			Elective	1-17	
32	FIL673	Advanced Moving Image Production in Film	6			Elective	1-17	

PRO-STEP Course

Num.	Course Code	Course Name	Credit		Pre-requisite Course Code	Compulsory / Elective	SDG
			Lect.	Lab			
ENTREPRENEURSHIP & INNOVATION PROGRAM							
1	FM701	Idea Validation	4			Elective	
2	FM702	Product Validation	4				
3	FM703	Business Validation	5				
4	FM704	Business Mentoring	7				
RESEARCH & TECHNOLOGY PROGRAM							
1	FM711	Research Topic Development	4			Elective	
2	FM712	Research Methodology Implementation	7				
3	FM713	Research Evaluation	4				
4	FM714	Scientific Publication	5				

COMMUNITY ENGAGEMENT PROGRAM							
1	FM715	Community Outreach Project Idea	3			Elective	
2	FM716	Community Outreach 1	7				
3	FM717	Socio Entrepreneurship Development & Managing	7				
4	FM718	Community Outreach 2	3				
ROAD TO CHAMPION PROGRAM							
1	FM721	Idea Generation	4			Elective	
2	FM722	Design Creation	4				
3	FM723	Development and Evaluation	8				
4	FM724	Publication	4				
TOTAL CREDIT PSEP			20				

H. Additional Sub Section (if any)

- In the middle of second semester, students will choose their specialization between film or animation. This choice cannot be changed until graduation. In the 3rd and 4th semester, students take courses according to their specialization. The code for film specialization is FIL and the code for animation specialization is ANI.
- In semester 6, students can choose between 20 credits of elective course combinations, or 20 credits of PSEP courses.
- Students who are eligible to take acceleration path must plan semester 6 and 7 activities with student advisor.

I. Course Description

FG211 Color Theory and Design Principles

This course teaches about the basic principles of art and color theory that become the foundation in the creation of visual artworks. In this course, students learn the basic theory of art through artworks, explore various principles and elements of art and their application in visual works of nirmana as part of the development of students' "art sense".

FG511 Digital Graphics

This course teaches the technical use of graphic software including Adobe Illustrator, Adobe Photoshop, Adobe InDesign. Students will learn the use of graphic software for the needs of creating vector illustration, digital imaging, and layout design works. In addition to technical knowledge of the use of graphics software, students will also understand the various formats used in the world of computer graphics.

FG311 Art History for Filmmaker

This course teaches the timeline, background, characteristics and symbolic meaning of various world art schools and their influence on the narrative and visual aspects of films. With this understanding, students can use historical knowledge as a reference in the process of creating and studying moving image works.

FG611 Creative Process

This course teaches the application of stages of the creative process (preparation, incubation, illumination, evaluation and implementation) for the creation of works of art and derivative products of moving images.

FG512 Basic Drawing

This course offers basic drawing techniques, which includes hatching techniques, proportion, perspectives, and human anatomy. The basic drawing knowledge will be the cornerstone of the student's visual art sensitivity as the base requirement of moving image learning process

FG212 Moving Image Storytelling

This course teaches students the basic concepts of storytelling, namely story structure and film language. Furthermore, students can apply these concepts by using cameras and lighting tools to produce storytelling works in the form of moving images.

FG513 Lens-based Media

This courses teaches about how cameras work, such as triangle exposure, lenses and lighting. This courses also teaches students how to operate camera and supporting tools to produce photos and videos.

FG621 Creative Production

This course teaches the production stages, ethics, procedures for processing creative ideas to produce moving image works in groups.

FG521 Basic Sound

This course teaches students about the basic theories of sound, the operation of audio equipment, and the workflow of the sound division for producing sound in moving images.

FG321 Moving Image History

This course teaches students about the timeline of cinema development, the creation of the film industry in America, Europe, and Asia; as well as the differences of each film from the region. With this knowledge, students are able to analyze moving image products based on social, historical, and cultural contexts and relate them to technological exploration and storytelling.

FG221 Story Development

This course teaches students about theories related to storytelling and their application in various stages of short film writing. In addition, students will also be taught to write screenplays using applicable software.

FG522 Motion Graphic

This course teaches understanding and creating visual assets using software, technical aspects, and visual styles in motion graphics. Students are also taught to analyze motion graphic works based on context and technical.

FG622 Visual Development

This course delivers the fundamental visual (looks) exploration process for film. Particularly in character design and set/environment that will emphasize on concept and research.

DS201 Intellectual Property Rights

Intellectual Property Rights is a compulsory course for students of the Faculty of Art and Design (Visual Communication Design Study Program, Film Study Program, and Architecture Study Program). In this course, students can recognize and understand the ins and outs (history, definition, function, type, nature, scope, and registration procedures) of Intellectual Property Rights in the fields of art and design.

FG231 Aesthetics of Moving Image

Aesthetics of Moving Image is a compulsory course for Film Study Program students. In this course, students are expected to recognize the concepts of form and style as the basis of moving image aesthetics. In addition, students are also expected to recognize the concept of film genre and film criticism as a means to examine moving images both as animated films and as live action.

FG531 Sound Design

Sound Design is a compulsory course for Film and Television students majoring in film. In this course, students learn about how to design concepts, design implementation processes, and the use of post-production devices within the scope of sound and sound in accordance with the applicable SOPs of the sound division.

FIL531 Visual Storytelling in Film

This course introduces visual composition through storyboarding, cinematography techniques, frames, and lighting for moving image production. In addition, this course shows the analysis of the function and meaning of shots in moving images and the work process of camera setup according to the safety procedures of moving image production.

FIL631 Moving Image Directing in Film

This course will teach about directing theories and techniques to produce concepts and directions on the elements of film. The output is applied in the form of short film moving images which include analysis of theoretical concepts, the process of selecting actors to technical work and the director's responsibilities in film production.

FIL632 Intro to Moving Image Production in Film

This course teaches about the design of making short moving pictures telling stories, starting from theoretical foundations, creative and non-creative aspects, as well as the application of related workflows and procedures in the process.

FIL633 Intermediate Visual Development in Film

This course teaches the process of developing intermediate visual concepts for production purposes in motion pictures. The outcome of this course is used as a visual foundation in the moving image production process.

FIL532 Moving Image Craftsmanship in Film

This course teaches about the process of processing audio-visual material from production based on the concept of editing for the purposes of moving image production. The output of this course is the final result of the production of moving image works.

ANI531 Visual Storytelling in Animation

The course teaches visual composition through storyboard, technical layout of the camera, frame, and lighting for the production of moving images. In addition, this course also teaches the analysis of the function and meaning of shots in moving images as well as the work process of camera arrangement according to the safety procedures of image production move.

ANI631 Moving Image Directing in Animation

This course will teach the theory and techniques for generating concepts and direction for film staging elements. The outcomes are applied in the form of moving images and their derivative products, involving the basics of 2D digital animation using frame-by-frame techniques that apply the 12 principles of animation, as well as animation movements based on body mechanics, gestures, and acting.

ANI632 Intro to Moving Image Production in Animation

This course teaches the design of creating short narrative moving images, starting from theoretical foundations, creative and non-creative aspects, as well as the application of relevant workflows and procedures in the process.

ANI633 Intermediate Visual Development in Animation

This course teaches about the process of developing intermediate-level visual concepts for the purpose of production of moving image. The outcomes of this course will serve as the visual foundation in the process of producing moving image.

ANI532 Moving Image Craftsmanship in Animation

This course teaches the skills to process and produce moving visualization products in the form of three-dimensional models based on pre-prepared design concepts and materials.

FG141 Research Methodology

This course teaches the methodology, methods, and stages of research for the needs of scientific writing in the field of moving images.

FG241 Moving Image Theory

This course teaches students about theories and discourses from the field of social and humanities that can be used to support themes and give context to moving image works. With this theoretical frameworks and knowledge, students are expected to be able to relate theories for the production of moving image works or products as well as expanding the knowledge of literature review.

FIL641 Moving Image Production in Film

This course teaches about the production of fiction short films in groups by applying applicable work procedures and ethics, as well as combining science and technology related to short film making. Students also learn to carry out performance evaluations in making short films, both against themselves and the team.

FIL541 Post-Production Techniques in Film

Online editing is one of the mandatory courses for Film Study Program students at UMN. With this course, it is hoped that students will be able to get to know and learn more about all the techniques related to online editing, which is an important component in making video images. This course has more emphasis on how to do online editing technically using Node Based software with Post Production industry standards.

FIL542 Advanced Visual Development in Film

This course teaches advanced visual concept development processes for the purpose of production in motion pictures.

ANI641 Moving Image Production in Animation

This course teaches the production of animated short films in groups by applying the applicable procedures and work ethics, as well as integrating the knowledge and the technology related to making short films. Students also learn to carry out performance evaluations in making short films, both for themselves and for teams.

ANI54 Post-Production Techniques in Animation

This course teaches the understanding, techniques of creating, and combining visual assets using software in the post-production stage of animation. Students are also taught to analyze and design the workflow of visual effects based on context and technical aspects.

ANI542 Advanced Visual Development in Animation

This course teaches advanced visual concept development processes for the purpose of production in motion pictures.

DS200 Introduction to Creative Business

The course "Introduction to Creative Business" explores the creative industry business, serving as the foundation for applying knowledge to startup businesses in Indonesia. In this course, students will learn about the business scope and market analysis in the creative industry, as well as the skills to design business models.

FG151 Academic Writing and Presentation

Students will learn the techniques of writing academic research reports, which include elements, literature, citations, and research methods. In addition, students will also learn to present their ideas and reports appropriately.

FG551 Hybrid Film Production

This course teaches about the production of hybrid moving image works in groups by applying applicable work procedures and ethics, while combining related science and technology. Hybrid in this context is a combination of Live Action and supported by CGI such as 2D Animation, Visual Effects and Motion Graphic. Students also learn to carry out performance evaluations, both on themselves and the team.

FLA152 Social Project

This course will teach students to be able to overcome social problems based on the SDGs and also to be able to make positive changes to these social problems. This course will teach students to be able to find ideas, develop ideas, and convey ideas verbally and through visual forms. This course will also teach students to instill a disciplined attitude, develop responsibility, and develop the ability to make decisions.

FG451 Film Marketing

This course teaches students the basics of film marketing, including the 4Ps, STP, SWOT, and Brand concepts. Then students will learn how to apply these concepts to film as a product to be marketed.