MUS. 260 Music in Film, Television and Multimedia

MUS. 260 MUSIC IN FILM, TELEVISION AND MULTIMEDIA

Appreciate the use of music and sound in film, television and media such as video games for expressive purposes and for the creation of virtual realities. As you analyze scenes, learn about fundamental music, sound design and film concepts. 

Grade Option (Letter Grade or Pass/No Pass). Degree Credit.

Units: 3

Hours/semester: 48-54 Lecture; 96-108 Homework

Recommended: Eligibility for ENGL 100.

AA/AS Degree Requirements: Area C1

Transfer Credit: CSU (CSU GE Area C1), UC (IGETC Area 3A)