

**ADVANCED VISUAL EFFECTS DIPLOMA PROGRAM COURSE LIST**

List is effective September 5, 2023 to August 23, 2024. Learners follow the Program Course List in place at the start of their program

**The Advanced Visual Effects (AVFX) diploma program must be completed within 5 years**
**IMPORTANT INFORMATION ABOUT THIS PROGRAM**

Course availability and program requirements are determined by the Center for Entertainment Arts

The program requirements that were in effect on the date that the learner began their program are those that need to be fulfilled in order to graduate.

Term availability listed is only for the 2023/2024 Academic Year.

Maximum class capacity is determined by the department offering the course.

Pre-requisites are courses that must be completed before taking a more advanced course.

Learners may attempt a course a maximum of 3 times. This includes withdrawing from a course.

Term	Course	Credits	Availability	Passing grade	Pre-requisite	Checklist (for learner use)
1	VFXP1401 Basic Digital Photography for Visual Effects	3	Fall/Winter/Spring	D (50% or higher)		
	VFXP1201 Computer Animation Production - Visual Effects	3	Fall/Winter/Spring	D (50% or higher)		
	VFXP1301 Cinematics for Visual Effects	3	Fall/Winter/Spring	D (50% or higher)		
	VFXP1101 Introduction to Animation Principles and Techniques for Visual Effects	3	Fall/Winter/Spring	D (50% or higher)		
2	VFXP1701 Editing for Animation and Visual Effects	3	Winter/Spring	D (50% or higher)	All term 1 courses	
	VFXP1702 Preproduction Principles for Visual Effects	3	Winter/Spring	D (50% or higher)	All term 1 courses	
	VFXP1202 3D Modelling and Animation for Visual Effects with Maya	3	Winter/Spring	D (50% or higher)	All term 1 courses	
	VFXP1501 Compositing I	3	Winter/Spring	D (50% or higher)	All term 1 courses	
3	VFXP1703 Careers in Visual Effects	3	Fall/Spring	D (50% or higher)	All term 2 courses	
	VFXP2201 Producing for Visual Effects	3	Fall/Spring	D (50% or higher)	All term 2 courses	
	VFXP2501 Visual Effects: Intermediate Video Compositing	3	Fall/Spring	D (50% or higher)	All term 2 courses	
	VFXP1601 Fundamentals of Texturing and Lighting for Visual Effects	3	Fall/Spring	D (50% or higher)	All term 2 courses	
4	VFXP2601 Lighting for Visual Effects	3	Fall/Winter	D (50% or higher)	All term 3 courses	
	VFXP2302 Rotoscoping	3	Fall/Winter	D (50% or higher)	All term 3 courses	
	VFXP2502 Matchmoving	3	Fall/Winter	D (50% or higher)	All term 3 courses	
	VFXP2303 Visual Effects: Simulation	3	Fall/Winter	D (50% or higher)	All term 3 courses	
5	VFXP2301 Scripting for Visual Effects	3	Fall/Winter/Spring	D (50% or higher)	All term 4 courses	
	VFXP2602 Advanced Texturing and Lighting	3	Fall/Winter/Spring	D (50% or higher)	All term 4 courses	
	VFXP2304 Dynamics: Fluid Simulation	3	Fall/Winter/Spring	D (50% or higher)	All term 4 courses	
	VFXP2503 Visual Effects: Node-Based Compositing	3	Fall/Winter/Spring	D (50% or higher)	All term 4 courses	
6	VFXP2701 Advanced Visual Effects Industry Project I: Preproduction	3	Winter/Spring	D (50% or higher)	All term 5 courses	
	VFXP2702 Advanced Visual Effects Industry Project II: Production	3	Winter/Spring	D (50% or higher)	All term 5 courses	
	VFXP2703 Advanced Visual Effects Industry Project III: Industry Presentation and Critique	4	Winter/Spring	D (50% or higher)	All term 5 courses	
	VFXP2999 Advanced Visual Effects Capstone Project: Review, Post-Mortem, and Portfolio	5	Winter/Spring	D (50% or higher)	All term 5 courses	

**TOTAL CREDITS**
**75**
**A full time course load is 9 credits or more. A part time course load is 8 credits or less.**