

COLUMBIA COLLEGE HOLLYWOOD

| BFA VFX (2019) Digital Modeling Emphasis | | | |
|--|---|--------------------------|---------|
| Course Code | Course Name | Prerequisites | Credits |
| VFX Core | | | |
| ARTD101 | Color Theory & Practice | None | 4 |
| FILM105 | Visual Storytelling | None | 4 |
| ARTS110 | Observational and Perspective Drawing | None | 4 |
| ARTD111 | 2D Image Manipulation | ARTD101 | 4 |
| ARTD116 | Vector Graphics | ARTD101 | 4 |
| ANIM213 | 3D Animation I | MODL213 | 4 |
| MODL213 | 3D Modeling I | ARTD111 | 4 |
| CMPX214 | Compositing I | ARTD111 | 4 |
| ANIM219 | Motion Design I | ANIM213 | 4 |
| MODL253 | Texturing I | MODL213 | 4 |
| VFXX300 | Industry Professional Practices in Visual Effects | None | 4 |
| VFXX230 | Production Studio I | Dept Approval | 4 |
| VFXX330 | Production Studio II | VFXX230 | 4 |
| Written and Oral Communication Requirements | | | |
| HUMA101 | Composition I: College English | None | 4 |
| HUMA105 | Fundamentals of Oral Communication | HUMA101 | 4 |
| HUMA201 | Composition II: Reading, Writing, Thinking | HUMA105 | 4 |
| Humanities Requirements | | | |
| ARTH1XX | Art History (Lower Level) | HUMA101 | 4 |
| Choose 1 Humanities (Lower Level): | | HUMA101 | 4 |
| ARTH1XX | Art History and Criticism (Lower Level) | | |
| CMST1XX | Cinema and Media Studies (Lower Level) | | |
| HUMA1XX | Humanities (Lower Level) | | |
| LITR1XX | Literature Studies (Lower Level) | | |
| MCST1XX | Music History and Criticism (Lower Level) | | |
| THST1XX | Theater History and Criticism (Lower Level) | | |
| CMST217 | Motion Picture History: Visual Effects | HUMA101 | 4 |
| HUMA310 | Critical Studies: Art, Media, Culture | HUMA201 | 4 |
| ARTH331 | Art History: Design | one ARTH (Lower) | 4 |
| ARTH3XX | Art History (Upper Level) | one ARTH (Lower) | 4 |
| Mathematics Requirement | | | |
| MATH101 | General Math | None | 4 |
| Physical and Life Sciences Requirements | | | |
| LSCI121 | Introduction to Anatomy | None | 4 |
| PSCI387 | The Science of Movement | one PSCI or LSCI (Lower) | 4 |
| Social and Behavioral Sciences Requirements | | | |
| Choose 1: SOCS1XX | Social Science (Lower Level) | None | 4 |
| BHVS1XX | Behavioral Science (Lower Level) | | |
| Choose 1: SOCS3XX | Social Science (Upper Level) | one SOCS or BHVS (Lower) | 4 |
| BHVS3XX | Behavioral Science (Upper Level) | | |

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| General Education Capstone Seminar Requirement | | | |
| Choose 1: | HUMA490 Seminar in Humanities | HUMA310 | 4 |
| | SOCS490 Seminar in Social Sciences | HUMA201, SOCS (Upper) | |
| | BHVS490 Seminar in Behavioral Sciences | HUMA201, BHVS (Upper) | |
| Digital Modeling Requirements | | | |
| ARTD201 | Figure Drawing | ARTS110 | 4 |
| ARTD210 | Character Design | ARTD201 | 4 |
| ARTD211 | Environment Concepting | ARTS110 | 4 |
| MODL237 | Digital Sculpting I | MODL213 | 4 |
| MODL313 | 3D Modeling II | MODL213 | 4 |
| VFX315 | Simulations I | ANIM213 | 4 |
| CMPX333 | Lighting and Rendering I | MODL213 | 4 |
| MODL337 | Digital Sculpting II | MODL237 | 4 |
| MODL338 | Real Time Assets I | MODL313 | 4 |
| MODL353 | Texturing II | MODL253 | 4 |
| Digital Modeling Electives | | | |
| | Digital Modeling Elective #1 | | 4 |
| | Digital Modeling Elective #2 | | 4 |
| | Digital Modeling Elective #3 | | 4 |
| Open Electives | | | |
| | Open Elective #1 | | 4 |
| | Open Elective #2 | | 4 |
| | Open Elective #3 | | 4 |
| | Open Elective #4 | | 4 |
| Senior Thesis | | | |
| VFX350 | VFX Portfolio Development I | Dept Approval | 4 |
| VFX450 | VFX Portfolio Development II | VFX350 | 4 |
| VFX470 | VFX Portfolio Development III | VFX450 | 4 |
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