



About the Advanced Specialization Programs (ASP's) Using VFX Workflows:

The strength of the JHI course curriculum lies in its ability to feature workflows that mimic **The Visual Effects (VFX) Pipeline** in digital content creation. Among the courses listed here, you will find Program Workflow Tracks that cover specific workflows in animation and VFX production. These are the VFX tracks available via the *Advanced Specialization Programs (ASP's)*:

- **Modeling** → **Texture** → **Surfacing** (Lookdev) Workflow (using courses from Modeling, Texturing, and Surfacing and Shader Development).
- **Lighting** → **Compositing** Workflow (using courses from Lighting and Compositing).
- **Animation/Camera Layout** → **Animation** Workflow (using courses from Previz/Anim Layout and Animation).
- **Animation** → **FX** Workflow (using courses from Animation and FX).
- **Animation** → **TechAnimation** Workflow (using courses from Animation and TechAnimation).
- **Rigging** → **TechAnimation/Character FX** Workflow (using courses from Rigging and TechAnimation).
- **Production Management** Workflow (using courses from Production Management).
- **Production Pipeline** Workflow (using courses from most disciplines to create a character and a rig asset and build the character from concept to compositing).
- **Narrative** (using courses from Art, Narrative Studies, and relevant disciplines).

Summary of Courses by Discipline

Presented in alphabetical order (descriptions available upon request and open to modification based on need):

- *ANIMATION (ANM)*
- *ART (ART)*
- *CAMERA TRACKING AND MATCHMOVING (CTM)*
- *CHARACTER RIGGING, TECHNICAL ANIMATION/CHARACTER FX (CFX)*
- *COMPOSITING (CMP)*
- *COMPUTER GRAPHICS AND PROGRAMMING (CGP)*
- *FX AND DYNAMICS (FXD)*
- *LIGHTING (LGT)*
- *LOOK AND SHADER DEVELOPMENT (LDV)*
- *MODELING (MOD)*
- *NARRATIVE STUDIES (NS)*
- *PIPELINE MANAGEMENT (PPT)*
- *PREVIS AND LAYOUT (PRL)*
- *PRODUCTION (PROD)*
- *PRODUCTION MANAGEMENT (PMT)*
- *RIGGING, TECHANIM, CHARACTER FX (RTC)*
- *SOFTWARE TOOLS (ST)*
- *TEXTURING (TXR)*

Program Options and Formats:

VFX industry professionals with experience leading teams and supervising tent-pole Hollywood projects for animation, VFX, features, games, commercials, and themed entertainment support all program options. Pick a program option that is best suited to your learning style:

- (O) Location-based, on-site
- (R) Online through the JHI’s *Remote Education Network* (REN)
- (H) Hybrid - a weighted combination of on-site and REN. The weighting is dependent on audience needs and availability

Program Option	Available Formats	Your profile - If you ...	What’s in it for you...
A. One-on-one mentoring (hands-on).	* on-site (O) * REN (R)	are working on a project and need help with specific topics and workflows.	One-on-one mentoring by a VFX industry professional allows you to incorporate industry best practices into your projects.
B. One-week (30 hrs.) or two-week (60 hrs.) intensive workshops (hands-on with demo/lecture).	* on-site * REN * hybrid	have a fundamental knowledge of a discipline and are aiming to specialize in that specific discipline.	Hands-on, intensive learning experience that covers VFX industry best practices for a specific discipline (e.g., matte painting); ideal for learners who are on tight schedules; emphasis on developing your portfolio.
C. 16-week (48 hrs.) semester or quarter coursework; Multi-year Certificate/Diploma track options also available (hands-on with demo/lecture).	* on-site * REN * hybrid	have a fundamental knowledge of a discipline and are aiming to specialize in that specific discipline.	Hands-on, extended learning experience that covers VFX industry best practices for a specific discipline (e.g., organic modeling); emphasis on developing your portfolio.

D. Two-day (6-7 hrs. each day) seminars (demo/lecture).	* on-site * REN	need to delve into the workflows for a range of topics.	In-depth understanding of VFX industry best practices over a range of topics.
E. Two-day (6-7 hrs. each day) <i>Masterclass</i> (hands-on with demo/lecture).	* on-site * REN	need to specialize in a specific discipline (e.g., texturing).	An understanding of the discipline/stage best practices with emphasis on developing your professional portfolio.

F. 4-week workshop in Los Angeles (hands-on with demo/lecture).	* on-site	need to specialize in a specific discipline (e.g., animation).	Immersive, hands-on workshops that result in professional, portfolio-quality work and exposure to Hollywood and studio environs.
G. Combine B and D	* on-site * REN	need an in-depth understanding followed by a hands-on workshop.	A combination of theory and practice that covers the principles and VFX industry best practices.
H. Combine B, C, D, E, F for Workflow learning	* on-site * REN * hybrid	aim to master the workflow between two or more stages (e.g. Modeling/Texturing).	An intimate understanding of workflows in animation and VFX stages.

Sample 4-week intensive programs (modifiable according to VFX workflow track):

Due to the intensive nature of 4-week options, each class is limited to 12-15 participants. Since the workshops incorporate craft-based workflow instruction, all participants are expected to have a basic familiarity with the software applications being used to teach the craft for the workflows. There are prerequisites for each workshop. Please review the prerequisites before enrolling for a program option.

Topic	Description/Prerequisite	Program options
Animation Fundamentals Workflow	This hands-on workshop/class introduces the fundamentals of motion to animation and VFX professionals using <i>Autodesk's Maya</i> . Prerequisite: You need to have basic knowledge of <i>Maya</i> and substantial experience within the area of digital media arts.	4-week
Modeling and Texturing Workflow	This hands-on workshop covers the workflow for modeling and texturing (for hard-surfaces and organic models) using <i>Autodesk's Maya</i> and <i>Foundry's Mari</i> . Prerequisite: You need to have a basic knowledge of <i>Maya</i> and familiarity with 2-D and 3-D principles.	4-week
Lighting and Compositing Workflow	This workshop covers the lighting to compositing shot workflow for all CG and live action/VFX projects, using <i>Autodesk's Maya</i> and the <i>Foundry's Nuke</i> .	4-week