

VFX Curriculum Restructuring Plan

VFX - 3D CGI Visual Effects			
Class	3D CGI Foundations (100s)	Units	
DART 104 F	Introduction to Maya 3D: Revise TO	3	
VFX 100 F	3D CGI Foundations	3	
DART 105 F	Fundamentals of Digital Media Design: Revise TO	3	
VFX 101 F	3D CGI Rigging and Animation	3	
DART 106 F	Intermediate Maya: Revise TO	3	
VFX 102 F	3D CGI Texturing Lighting and Rendering	3	

Class	3D CGI Modeling (110s)	Units
DART 120 F	3D Modeling: Revise TO	3
VFX 110 F	3D CGI Modeling Organic Characters	3
DART 121 F	Futuristic Vehicle Design: Revise TO	3
VFX 111 F	3D CGI Modeling Props and Environments	3
VFX 112 F	3D CGI Matte Painting and Set Extensions	3

Class	Digital Sculpting (120s)	Units
DART 153 F	Introduction to Digital Sculpting with ZBrush: Revise TO	3
VFX 120 F	Digital Sculpting Foundations	3
DART 154 F	Creature Sculpting with Z-Brush: Revise TO	3
VFX 121 F	Digital Sculpting Organic Characters	3
DART 155 F	Hard Surface Sculpting with ZBrush: Revise TO	3
VFX 122 F	Digital Sculpting Props and Environments	3

VFX Animation			
Class	3D CGI Animation (130s)	Units	
DART 150 F	3D Computer Animation: Revise TO	3	
VFX 130 F	3D Animation Foundations	3	
DART 151 F	Pre Visual Animation: Revise TO	3	
VFX 131 F	3D PreViz Animation	3	
DART 152 F	Introduction to Character Animation and Rigging Maya: Revise TO	3	
VFX 132 F	3D Body Dynamics Animation	3	
DART 161 F	Body Dynamic for Character Animation with Maya: Revise TO	3	
VFX 133 F	3D Facial Acting Animation	3	

Classes To Be Deleted		
DART 123 F	Introduction to 3D Texturing	
DART 124 F	3D Texturing for Organic Characters	
DART 125 F	3D Texturing for Hard Surface Modeling	
DART 171 F	Facial Acting for Character Animation with Maya	