

# VFX for Film & Television

DIPLOMA PROGRAM



LaSalle College  
Vancouver

QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4	QUARTER 5	QUARTER 6	QUARTER 7
CCM101 Drawing and Perspective	CCM161 Concept Design and Illustration	CCM292 Digital Storyboarding	CCM261 Portfolio	CCM321 Production Team I	CCM361 Production Team II	CCM411 Portfolio II
CCM111 Design and Color Theory	DFV120 Introduction to Video Production	DFV140 Introduction to Cinematography	Elective	Elective		Elective
CCM100 Introduction to Digital Arts	VFX201 Compositing I	VFX251 Compositing II	VFX281 Compositing III	MAG441 Matte Painting	Elective	Elective
CCM131 Basic 3D Concepts	CCM181 3D Modeling I	CCM221 3D Animation I	CCM311 3D Effects	VFX321 Visual Effects Studio I	VFX322 Visual Effects Studio II	ANI323 Final Diploma Capstone
CCM121 Digital Imaging	CCM231 Materials and Textures I	CCM281 Lighting and Rendering I	MAG331 Materials & Textures II	MAG381 Lighting and Rendering II	CCM391 Script Programming	

11 Technical Arts Courses 33 credits	+	2 Team Courses 9 credits	+	3 Design Courses 9 credits	+	7 Advanced Courses 21 credits	+	5 Capstone Courses 18 credits	+	5 Elective Courses 15 credits	=	TOTAL 105 CREDITS
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# VFX for Film & Television

## COURSE DESCRIPTIONS

### QUARTER 1

#### CCM101 DRAWING & PERSPECTIVE

This course is a fundamental drawing course where the students will explore various arts and media and learn to use a variety of drawing tools. This course involves the observation and translation of three-dimensional form into two dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students will build skill levels in composition, line quality, and use of tone.  
*Credits: 3*

#### CCM111 DESIGN & COLOR THEORY

A presentation of the basic elements and principles of design and color theory will be made in this course. The student will develop a firm foundation to lay out and organize design elements. This course also explores the theories regarding physical perception and design aspects of color. Exercises in contrast, balance; harmony, spatial perception, and symbolism will be used to demonstrate the unique communication properties of color.  
*Credits: 3*

#### CCM100 INTRODUCTION TO DIGITAL ARTS

This course explores contemporary digital media arts competencies and how they relate to different specializations within computer graphics industries. Through practical project based assignments students will develop theoretical knowledge of digital color theory and its usage in contemporary digital video, imaging, and gaming. Students will also develop a deeper understanding of design concepts in digital 2D & 3D media arts.  
*Credits: 3*

#### CCM131 BASIC 3D CONCEPTS

This course introduces students to the basic concepts of working in 3D applications. Through in-class demonstrations with accompanying labs as well as project based assignments, students will develop the fundamental skills required to model, surface, texture, animate, and render 3D content.  
*Credits: 3*

#### CCM121 DIGITAL IMAGING

Students develop basic image manipulation skills in a raster-based computer environment.  
*Credits: 3*

### QUARTER 2

#### CCM161 CONCEPT DESIGN AND ILLUSTRATION

This course focuses on prop, vehicle, environment, and character design. Students explore the concept design and development process to create several drawings from thumbnail sketch to inked final.  
*Prerequisite: CCM101 Drawing and Perspective Credits: 3*

#### DFV120 INTRODUCTION TO VIDEO PRODUCTION

This course introduces students to the video camera as a technical and creative tool for communication and art. The course emphasizes camera operation and the setup for electronic field production (EFP) and studio applications. Students integrate the principles of lighting and gripping into video applications. Camera movements and framing are applied using different camera mounts.  
*Credits: 3*

#### VFX201 COMPOSITING I

In this course students will be introduced to theoretical and practical knowledge of compositing. Students will learn basic compositing vocabulary and techniques such as keying, roto, RGBa color theory, image and video formatting, tracking processes with emphasis on good organizational techniques and efficient industry standard workflows.  
*Prerequisite: CCM101 Introduction to Digital Arts Credits: 3*

#### CCM181 3D MODELING I

This course covers modeling techniques used for building organic and hard surface objects and environments in 3D software.  
*Prerequisite: CCM131 Basic 3D Concepts Credits: 3*

#### CCM231 MATERIALS & TEXTURES I

This course introduces students to materials, textures, and lighting strategies to add detail and realism to geometry without adding geometric complexity. Students use 3D modeling software to simulate real world surfaces using reflection, refraction, and sub-surface scattering.  
*Prerequisite: CCM131 Basic 3D Concepts Credits: 3*

### QUARTER 3

#### CCM292 DIGITAL STORYBOARDING

In this course, students will focus upon understanding the role of digital storyboards/animatics and their use in production for animation, games, as well as for film and television productions (i.e., live action and CGI). In addition, major emphasis will be placed upon executing professional quality storyboards/animatics. Students will learn the various terminologies, cinematic techniques and artistic concepts necessary to render clear and concise digital storyboards and animatics.  
*Prerequisite: CCM181 3D Modeling I Credits: 3*

#### DFV140 INTRODUCTION TO CINEMATOGRPHY

This course introduces students to the art and craft of cinematography. The navigation of camera technology, basic lighting practices, choices including camera movements and framing will be previewed and practiced.  
*Credits: 3*

#### VFX251 COMPOSITING II

In this course students will expand their theoretical and practical knowledge of node based compositing. Students will enhance their compositing techniques and processes as they relate to the acquisition of resources, management and assembly of disparate elements, and will refine their ability to create believable composites. In addition, advanced keying, roto, tracking and particle techniques will be explored.  
*Prerequisite: VFX201 Compositing I Credits: 3*

#### CCM221 3D ANIMATION I

Students will study timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as keyframing, in-betweening, and cycling will be addressed.  
*Prerequisite: CCM131 Basic 3D Concepts Credits: 3*

#### CCM281 CG LIGHTING AND RENDERING I

This course introduces students to lighting and camera strategies for computer generated images. Students analyze real world lighting and cameras, and apply the theories to the digital environment.  
*Prerequisite: CCM181 3D Modeling I Credits: 3*

### QUARTER 4

#### CCM261 PORTFOLIO

This course serves as a mid-program checkpoint. Students assemble and critique works from completed courses, research potential employers, design a production schedule for the duration of their studies, and create and deliver a Powerpoint presentation of final portfolio goals. Students also have the option of creating and presenting a pitch package for consideration in the team production courses.  
*Prerequisite: Permission of the Academic Chair Credits: 3*

#### ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.  
*Credits: 3*

#### VFX281 COMPOSITING III

This is an advanced course in which students will be challenged to produce more elaborate VFX shots at a higher level of refinement than in previous courses. Students will be introduced to more advanced compositing concepts such as compositing in stereo, compositing for virtual reality, and how deep data it is used in production pipelines.  
*Prerequisites: VFX251 Compositing II Credits: 3*

#### CCM311 3D EFFECTS

This course will combine creative expression with software and technology knowledge, to produce communicative effects animation. This course departs from previous animation courses that have been character-driven or based upon storytelling; instead students will explore effects based upon computational 3D dynamics solvers. Today, these production techniques are widely used in feature films, television, and video games. The coursework will apply simulated animation such as fluids, cloth, hair, particles and rigid bodies in an expressive manner.  
*Prerequisite: CCM181 3D Modeling I Credits: 3*

#### MAG331 MATERIALS & TEXTURES II

In this course students will explore advanced materials, textures, and lighting strategies to replicate real-world surface properties in digital environments. Students will apply appropriate physically plausible and artistic BxDF surface materials to geometry, with an attention to scene look development, design and realism.  
*Prerequisite: CCM231 Materials and Textures I Credits: 3*

### QUARTER 5

#### CCM321 PREPRODUCTION TEAM

In this course, students will focus on the preproduction of a media arts project in a studio environment. It provides students with the opportunity to apply their knowledge and develop an original media arts concept. This class is the first complete team experience that exposes students to the collaborative efforts of a large production team.  
*Prerequisite: CCM261 Portfolio I Credits: 3*

#### ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.  
*Credits: 3*

#### MAG441 MATTE PAINTING

This course explores and integrates design and technology to develop matte paintings, virtual sets and digital backgrounds. Students acquire the knowledge and practical skill sets for digital matte painting production.  
*Prerequisite: CCM181 3D Modeling I, CCM121 Digital Imaging I Credits: 3*

#### VFX321 VISUAL EFFECTS STUDIO I

This course is a studio where students will begin development for their multifaceted assignment that will be continued in the Visual Effects Studio II course. The student will learn how to manage their time, evaluate project risk, solve problems and complete aspects of their capstone project.  
*Prerequisite: CCM261 Portfolio I Credits: 3*

#### MAG381 LIGHTING & RENDERING II

In this course students will further explore lighting and rendering strategies in both a technical and a design context. Additionally, students will be introduced to advanced render output strategies and how various arbitrary output variables are utilized by compositors in a production environment.  
*Prerequisite: CCM281 CG Lighting and Rendering I Credits: 3*

### QUARTER 6

#### CCM361 PRODUCTION TEAM

In this course, students focus on the production of a media arts project in a studio environment.  
*Prerequisite: CCM321 Preproduction Team Credits: 6*

#### ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.  
*Credits: 3*

#### VFX322 VISUAL EFFECTS STUDIO II

This course is a studio where students will continue development for their multifaceted assignment that will be completed in the final capstone project course.  
*Prerequisite: VFX321 Visual Effects Studio I Credits: 3*

#### CCM391 SCRIPT PROGRAMMING

This course is focuses upon providing students with a strong foundation in script programming for use with 3D computer generated software applications.  
*Prerequisite: CCM181 3D Modeling I Credits: 3*

### QUARTER 7

#### CCM411 PORTFOLIO II

This course focuses on the completion of a student's portfolio and enables the student to begin their search for entry-level employment upon graduation. Students will present work from their portfolio for review (critique) and obtain an assessment of the quality of their work in order to make necessary enhancements. The student portfolio consists of two major components. The first component consists of a self-promotional package that includes business cards, resume, on-line propagation and web site. The second component is the assembly and assessment of the student's capstone project.  
*Co-requisite: ANI323 Final Diploma Capstone Credits: 3*

#### ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.  
*Credits: 3*

#### ELECTIVE

Please inquire about elective offerings via your Academic Advisor and/or your Academic Department Director.  
*Credits: 3*

#### VFX323 FINAL DIPLOMA CAPSTONE

This course is a studio where students will complete their multifaceted assignment which serves as a culminating capstone project.  
*Prerequisite: VFX322 Visual Effects Studio II Credits: 6*

\*\*Where no prerequisite is provided, none is required.

\*Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student's responsibility to participate in the activities that will lead to successfully meeting the learning outcomes.





## VFX KIT

price: \$265.00

1. Sketchbook (9x12) ..... 10412367
2. Kroma Paint Set of 8..... 10466650
3. Paint Tray..... 10413197
4. Col-Erase Blue Pencils (2)..... 10412572
5. Col-Erase Red Pencils (2)..... 10412596
6. Colour Pencil Set of 24 ..... 10460290
7. Paint Brush..... 10466155
8. Pencil Sharpener ..... 10412886
9. 18"Metal Ruler with Corked Back ..... 10412756
10. Pencil Set of 6 ..... 10412657
11. Binder 1.5" View White ..... 10450048
12. Flash Drive USB 128GB ..... 10471906
13. Eraser Vinyl ..... 10410837
14. Bag Metropolis/Logo ..... 10422489



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