VISUAL EFFECTS (VFX)

VFX 200 | INTRODUCTION TO VISUAL EFFECTS | 4 quarter hours
(Undergraduate)
Introduction to the use, history, and production methodologies of visual effects. Fundamental techniques will be explored through compositing exercises and projects. PREREQUISITES: NONE.

VFX 301 | VISUAL EFFECTS FOR EDITING | 4 quarter hours
(Undergraduate)
This course integrates principal visual effects tools into post-production editorial workflows. Emphasis on efficient image manipulation and basic compositing practices. PREREQUISITE(S): VFX 200.

VFX 305 | VISUAL EFFECTS PIPELINES WORKSHOP | 2 quarter hours
(Undergraduate)
This workshop is a comprehensive survey of the creative and technical pipelines used for the production of visual effects. Emphasis is placed on how images, CG assets, and data are created and flow through production departments from acquisition through final imagery.

VFX 310 | GAME ENGINES FOR FILMMAKERS | 4 quarter hours
(Undergraduate)
This course focuses on teaching both filmmakers and artists the fundamentals of a game engine. Topics include how to develop or import materials, environment pieces, animations, as well as creating lighting, post processing and cinematics. Emphasis will be placed on creating 3D set pieces and cinematic sequences. No previous experience with 3D is required.

VFX 320 | FUNDAMENTALS OF VIRTUAL PRODUCTION | 4 quarter hours
(Undergraduate)
This course is an introduction to the creation of in-camera visual effects on a virtual production stage. Topics include volume setup, camera tracking, virtual environment operation, screen management, and filming procedures.

FILM 110 or ANI 156 or GAM 180 or VFX 310 is a prerequisite for this class.

VFX 330 | VISUAL EFFECTS SUPERVISION | 4 quarter hours
(Undergraduate)
This course examines production from the perspective of the visual effects supervisor. The visual effects supervisor is the creative and technical director overseeing all aspects of the visual effects creation. Emphasis is placed on sequence design, on-set photography and data collection, as well as production management.

FILM 110 and POST 110 are prerequisites for this class.

VFX 334 | VIRTUAL CINEMATOGRAPHY | 4 quarter hours
(Undergraduate)
This course introduces real world cinematic techniques within a computer graphics environment. Emphasis is placed on camera movement, composition, pacing, lighting, and aesthetics.

(VFX 200 or VFX 374) and ANI 230 are prerequisites for this class.

VFX 340 | PREVISUALIZATION | 4 quarter hours
(Undergraduate)
This course introduces techniques for the rapid prototyping of creative camera and visual solutions for film and animation. Topics include story analysis, shot and sequence design, motion capture editing, technical visualization for production, and editing an effective previsualized animatic.

ANI 310 or VFX 334 is a prerequisite for this class.

VFX 374 | COMPOSITING I | 4 quarter hours
(Undergraduate)
Compositing is the art and science of manipulating the content of photographic images. This project-based course builds the core tool set for compositing live-action filmed footage. PREREQUISITE(S): VFX 200 or ANI 105 or GD 105 or DC 225.

VFX 378 | COMPOSITING II | 4 quarter hours
(Undergraduate)
This course expands compositing workflows into three dimensional space for set extensions and compositing with complex camera movement. Emphasis on camera tracking, projections, camera stitching, morphing, and advanced compositing techniques.

VFX 374 is a prerequisite for this class.

VFX 380 | CG COMPOSITING | 4 quarter hours
(Undergraduate)
This course introduces advanced concepts in compositing utilizing computer generated and filmed assets. Workflows will be explored employing matchmoving, realistic CG lighting, render passes, and multi-pass compositing techniques.

VFX 374 and ANI 339 are prerequisites for this class.

VFX 382 | FLAME WORKSHOP | 2-2.5 quarter hours
(Undergraduate)
This course provides an advanced workshop for students to learn how to finish media using Autodesk Flame. Students will learn how to set up a project, composite, color correct, and finish shots for distribution. Post-production workflow, visual effects, and integration with editorial will also be emphasized.

VFX 390 | ADVANCED TOPICS IN VISUAL EFFECTS | 4 quarter hours
(Undergraduate)
Advanced study in visual effects focusing on a specific area each quarter such as: virtual reality, stereoscopic compositing, visual effects supervising, visual effects producing, optical effects, etc. May be repeated for credit.

VFX 391 | VISUAL EFFECTS STUDIO | 4 quarter hours
(Undergraduate)
This course provides practical experience in visual effects. Participants will apply learned techniques in a real-world experience serving as visual effects artists for various projects that may include thesis, capstone and other student work. A key element of this course will be in-class reviews and critiques of students' work in progress to sharpen technical, collaborative, and storytelling skills.

VFX 478 or VFX 380 is a prerequisite for this class.

VFX 399 | INDEPENDENT STUDY | 1-8 quarter hours
(Undergraduate)
Variable credit. PREREQUISITE(S): Consent of dean.

VFX 405 | VISUAL EFFECTS PIPELINES WORKSHOP | 2 quarter hours
(Graduate)
This workshop is a comprehensive survey of the creative and technical pipelines used for the production of visual effects. Emphasis is placed on how images, CG assets, and data are created and flow through production departments from acquisition through final imagery.
VFX 410 | GAME ENGINES FOR FILMMAKERS | 4 quarter hours (Graduate)
This course focuses on teaching both filmmakers and artists the fundamentals of a game engine. Topics include how to develop or import materials, environment pieces, animations, as well as creating lighting, post processing and cinematics. Emphasis will be placed on creating 3D set pieces and cinematic sequences. No previous experience with 3D is required.

VFX 420 | FUNDAMENTALS OF VIRTUAL PRODUCTION | 4 quarter hours (Graduate)
This course is an introduction to the creation of in-camera visual effects on a virtual production stage. Topics include volume setup, camera tracking, virtual environment operation, screen management, and filming procedures. FILM 401 or FILM 410 is a prerequisite for this class.

VFX 430 | VISUAL EFFECTS SUPERVISION | 4 quarter hours (Graduate)
This course examines production from the perspective of the visual effects supervisor. The visual effects supervisor is the creative and technical director overseeing all aspects of visual effects creation. Emphasis is placed on sequence design, on-set photography and data collection, as well as production management. (POST 400 or POST 401) and FILM 401

VFX 434 | VIRTUAL CINEMATOGRAPHY | 4 quarter hours (Graduate)
This course introduces real world cinematic techniques within a computer graphics environment. Emphasis is placed on camera movement, composition, pacing, lighting, and aesthetics. ANI 423 is a prerequisite for this course.

VFX 440 | PREVISUALIZATION | 4 quarter hours (Graduate)
This course introduces techniques for the rapid prototyping of creative camera and visual solutions for film and animation. Topics include story analysis, shot and sequence design, motion capture editing, technical visualization for production, and editing an effective previsualized animatic. ANI 450 or VFX 434 is a prerequisite for this class.

VFX 474 | COMPOSITING I | 4 quarter hours (Graduate)
Compositing is the art and science of manipulating the content of photographic images. This project-based course builds the core tool set for compositing live-action filmed footage. Students will be introduced to design, supervision and production of a visual effects project. POST 400 or POST 401 or ANI 423 is a prerequisite for this course.

VFX 478 | COMPOSITING II | 4 quarter hours (Graduate)
This course expands compositing workflows into three dimensional space for set extensions and compositing with complex camera movement. Emphasis on camera tracking, projections, camera stitching, morphing, and advanced compositing techniques. VFX 474 is a prerequisite for this class.

VFX 480 | CG COMPOSITING | 4 quarter hours (Graduate)
This course introduces advanced concepts in compositing utilizing computer generated and filmed assets. Workflows will be explored employing matchmoving, realistic CG lighting, render passes, and multi-pass compositing techniques. PREREQUISITE(S): VFX 474 and ANI 439.