VISUAL EFFECTS CONCENTRATION, FILM & TELEVISION (BFA)

Major Requirements

| Course | Title | Quarter Hours |
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| FILM 101 | FOUNDATIONS OF CINEMA FOR MAJORS | 4 |
| FILM 105 | FOUNDATIONS OF TELEVISION | 4 |
| FILM 110 | CINEMA PRODUCTION I FOR MAJORS | 4 |
| FILM 131 | HISTORY OF CINEMA PRODUCTION | 4 |
| POST 110 | EDITING I | 4 |
| POST 124 | SOUND DESIGN I | 4 |
| SCWR 101 | SCREENWRITING FOR MAJORS | 4 |
| SCWR 110 | INCLUSIVE REPRESENTATION IN FILM & TV | 4 |
| or MPOP 274 | DIVERSITY AND INCLUSION IN CINEMA AND TELEVISION | |

Second Year

| Course | Title | Quarter Hours |
|------------|--------------------------------------|------------------|
| ANI 101 | ANIMATION FOR NON-MAJORS | 4 |
| or ANI 201 | ANIMATION I | |
| ANI 105 | MOTION GRAPHICS FOUNDATIONS | 4 |
| or GD 105 | INTRO TO VISUAL DESIGN | |
| ANI 230 | 3D DESIGN & MODELING | 4 |
| ANI 339 | 3D TEXTURING AND LIGHTING | 4 |
| FILM 150 | CINEMATOGRAPHY I (FORMERLY FILM 250) | 4 |
| POST 340 | COLOR CORRECTION | 4 |
| VFX 200 | INTRODUCTION TO VISUAL EFFECTS | 4 |
| VFX 374 | COMPOSITING I | 4 |

Third Year

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| Course | Title | Quarter Hours |
| ANI 231 | 3D ANIMATION | 4 |
| ANI 361 | MOTION GRAPHICS | 4 |
| IT 202 | CODING FOR AUDIO AND VIDEO | 4 |
| VFX 310 | GAME ENGINES FOR FILMMAKERS | 4 |
| VFX 330 | VISUAL EFFECTS SUPERVISION | 4 |
| VFX 378 | COMPOSITING II | 4 |
| VFX 380 | CG COMPOSITING | 4 |

Fourth Year

| Course | Title | Quarter Hours |
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| POST 384 | POST-PRODUCTION SEMINAR | 4 |
| POST 398 | POST PRODUCTION CAPSTONE | 4 |

| VFX 320 | FUNDAMENTALS OF VIRTUAL PRODUCTION | 4 |
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| VFX 334 | VIRTUAL CINEMATOGRAPHY | 4 |
| VFX 340 | PREVISUALIZATION | 4 |
| VFX 391 | VISUAL EFFECTS STUDIO | 4 |
| Choose eight (8) | Credit Hours from the following: | 8 |
| ANI 342 | 3D ANIMATION PRODUCTION | |
| ANI 360 | 3D MOTION GRAPHICS | |
| ANI 378 | 3D DYNAMICS | |
| CP 350 | PRODUCING FOR ANIMATION AND VFX | |
| FILM 210 | CINEMA PRODUCTION II | |
| FILM 359 | VISUAL EFFECTS CINEMATOGRAPHY | |
| POST 200 | EDITING II | |
| IT 281 | IMAGE SCIENCE | |
| POST 344 | ADVANCED COLOR CORRECTION | |
| POST 348 | TITLE DESIGN | |
| POST 395 | ESTABLISHING A CREATIVE INDEPENDENT BUSINESS | |
| VFX 390 | ADVANCED TOPICS IN VISUAL EFFECTS | |
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Open Electives

Open elective credit hours are required to meet the minimum graduation requirement of 192 hours. Open electives may be taken from any unit at DePaul.

Program Combination Restrictions

Students pursuing the BFA in Film and Television with a Concentration in Visual Effects are forbidden from pursuing the BA in Film and Television. Students pursuing the BFA in Film and Television with a Concentration in Visual Effects are also forbidden from pursuing the following Minor degrees: Film Production; Visual Effects.