VIRTUAL PRODUCTION ENVIRONMENT DESIGN (MINOR)

The Virtual Production Environment Design minor focuses on the digital design components of virtual production. The curriculum is structured such that students from a range of majors can successfully collaborate on virtual production projects. ANI 230, ANI 339 and VFX 310 provide the fundamental 3D game engine skills to build digital virtual production content. VFX 320 is the foundational course that introduces to students virtual production workflows and practices. VFX 322 and VFX 334 are courses where students will be able to collaborate and demonstrate skills in designing digital environments for virtual production.

Course	Title	Quarter Hours
ANI 230	3D DESIGN & MODELING	4
ANI 339	3D TEXTURING AND LIGHTING	4
VFX 310	GAME ENGINES FOR FILMMAKERS	4
VFX 320	FUNDAMENTALS OF VIRTUAL PRODUCTION	4
VFX 322	VIRTUAL ENVIRONMENTS FOR VIRTUAL PRODUCTION	4
VFX 334	VIRTUAL CINEMATOGRAPHY	4