

VISUAL EFFECTS & MOTION GRAPHICS

Bachelor of Science Degree

An increasingly sophisticated viewing audience has created a growing demand for specialists in motion graphics and broadcast design. A visual effects and motion graphics designer combines a variety of skills including typography, color, layout, and design principles with audio and video technologies.

PROGRAM OBJECTIVES

- Examine the creative processes used in solving design problems
- Utilize color theory in solving design problems
- Demonstrate proficiency in project management
- Assess the technical and aesthetic qualities of recorded sound
- Apply the principles of design and typography to motion graphics
- Specify and use appropriate audio and video hardware and software
- Identify industry terminology and compression schemes
- Use storyboarding, lighting, shooting and broadcast techniques to produce quality video projects
- Edit pre-shot video using non-linear editing systems
- Design and create professional-level motion graphics for TV and film
- Plan and storyboard a complete green screen shoot
- Demonstrate an understanding of compositing concepts
- Demonstrate lighting and perspective as it applies to real-world compositing
- Demonstrate proficiency in 3D modeling
- Demonstrate compositing techniques with 3D environments
- Identify the elements of story structure
- Verify compliance with copyright/trademark law, and obtain appropriate releases and permissions as necessary
- Demonstrate the ability to work in a group-based project

- Identify major contributions to the evolution of the visual/special effects field
- Create a reel and self promotional package according to current industry standards

ENTRY-LEVEL EMPLOYMENT OPPORTUNITIES

The Bachelor of Science program in Visual Effects & Motion Graphics prepares graduates to seek entry-level positions in the post-production industry including but not limited to compositor, assistant editor, editor, production assistant, designer and broadcast graphics designer.



REQUIREMENTS FOR BACHELOR OF SCIENCE DEGREE

180 Quarter Credits
Twelve 11-Week Quarters or 132 Weeks

GENERAL EDUCATION

GE10110	English Composition I
GE10210	English Composition II
GE10220	College Math
GE10230	Art History: Baroque to Contemporary
GE10320	Effective Speaking
GE10440	History of Motion Media & Mass Communication
GE10450	Introduction to Geometry
GE20510	Ethics
GE20520	Physics
GE20530	Sociology
GE20710	Aesthetics
GE30910	Theories of Communication
GE30920	Logic
LS10110	Computer Science
LS20620	Business Law

General Education Elective List A (Select 1):

GE10120	Art History: Prehistoric to Mannerist
GE10130	History of Photography
GE10310	World Literature
GE10330	American Government
GE10410	Introduction to Psychology
GE10430	Environmental Science

General Education Elective List B (Select 1):

GE20540	United States History: Early Period
GE20550	United States History: 20th Century
GE20560	Western Civilization: Ancient to Renaissance
GE20570	Western Civilization: Reformation to WWII
GE20590SA	Study Abroad
GE20610	Theatre Appreciation
GE20810	History of Film

General Education Electives List C (Select 3):

GE30930	Issues in American Society
GE30940	Literature & Culture
GE30980	Creative Writing
GE30950	Music Appreciation
GE30960	Introduction to Museum Studies
GE30970	History of 20th Century Art
GE30980	Creative Writing
GE31010	Study Abroad
GE31030	Comparative Religions
GE31040	Media & Pop Culture

CORE COURSES

AD10221	Color Theory
AD10231	Image Manipulation
AD10250	Typography
AD10321	Sculpture for Animation
AD10350	Principles of 3-D Modeling
AD10441	2-D Animation Principles
AD10450	Editing Technology
DF10110	Introduction to Video Production
DF10121	Principles of Lighting
DF10211	Television Studio Production
DF20521	Audio for Video
GR10110	Fundamentals of Drawing
GR10120	Fundamentals of Design
IM10330	Introduction to Audio
PH10350	Principles of Digital Photography for Non-Majors
VE0015PF	Portfolio Foundations Visual Effects & Motion Graphics
VE10110	Introduction to VFX
VE10310	Storyboarding
VE20510	Intermediate VFX I
VE20520	3-D Modeling and Animation Techniques
VE20610	Intermediate VFX II
VE20620	3-D Effects
VE20710	Advanced VFX I

VE20720	Editing for Visual Effects
VE20810	Advanced VFX II
VE20820	Intermediate Broadcast Graphics
VE20860	Advanced Broadcast Graphics
VE20850	Audio Post Production
VE30910	Production Studio I
VE30920	Interactive Visual Design
VE31010	Production Studio II
VE31020	VFX Professional Development
VE31030	VFX Art Direction
VE41110	Portfolio Development
VE41130	Post Production Management
VE41210	Portfolio Presentation

Visual Effects & Motion Graphics Elective List (Select 5):

AD10210	Life Drawing
AD10311	Structure, Proportion, Perspective
AD10411	Drawing and Anatomy
AD10460	Principles of 3-D Animation
AD20511	Background and Layout Design
AD20560	Hard Surface and Organic Modeling
AD20721	Character Modeling
AD20821	Character Animation
AD20841	Material & Lighting
DF10421	Producing & Directing
GR10230	Form and Space
IN41210VE	Internship
IT20631	Effects Design I
IT20751	Effects Design II
IT20841	Effects Design III
VE31040	Special Topics
VE31050	Conceptual Storytelling

