

School of Digital Media

Visual Effects

Degrees

Bachelor of Fine and Applied Arts (Visual Effects)

B.F.A. (Visual Effects)

Educational Objectives :

1. To give students the knowledge of designing art.
2. To give students the understanding of cutting-edge technology and for them to be able to create their work in accordance with those technology.
3. To focus on training the students so that they can use digital tools in creating modern art pieces.
4. To give students the ability to implement their knowledge from the program as the basic for their art creation, and successfully present them in their career.

Visual Effects

The course is oriented toward the creation of well-rounded digital effects for the feature film, television commercial and television series. The principle practical aspects of the course are Compositing, which covers 2D image manipulation and combination, and 3D Computer Animation, which covers the production of digital imagery for compositing with live action sequence including conceptual development and preproduction design.

Curriculum :

4 years program	143 Credits
1. General Education Subjects	30 Credits
1.1 Social Sciences and Humanities	9 Credits
1.2 Language and Communication	12 Credits
1.3 Science and Mathematics	9 Credits
2. Specific Subjects	104 Credits
2.1 Common Cores	28 Credits
2.2 Major Subjects	61 Credits
2.3 Major Electives	15 Credits
3. Free Elective Subjects	9 Credits
Select from any subject taught in the university	

Course Subjects

1. General Education Subjects	30 Credits
1.1 Social Sciences and Humanities	9 Credits
HUM 120 HUM124 HUM311 HUM411 PHR 100 SOC 106	
1.2 Language and Communication	12 Credits
ENG 111 ENG 112 ENG 213 ENG 324 THI 116 THI 118	
1.3 Science and Mathematics	9 Credits
BCS 115 BCS 217 GSC 151 GSC 150 MAT 142	

2. Specific Subjects

104 Credits

2.1 Common Cores

28 Credits

DES 111	Visual Arts 1	3(1-4-4)
DES 112	Visual Arts 2	3(1-4-4)
DES 113	Visual Arts 3	3(1-4-4)
DES 114	Fundamental Design	4(1-6-5)
DES 115	Design Thinking	3(1-4-4)
DES 116	Design Awareness	3(1-4-4)
DES 117	History of Design	3(3-0-6)
SDM 118	Introduction to Computer Graphics	3(1-4-4)
SDM 119	Introduction to Digital Image	3(2-2-5)

2.2 Major Subjects

61 Credits

SDM 211	Speech for Presentation	2(1-2-3)
SDM 200	Ideal Graduate in Digital Media	1(0-2-1)
CAN 251	Cinematography	2(1-2-3)
VFX 231	3D Animation 1	3(1-4-4)
VFX 233	3D Modelling and SLR 1	3(1-4-4)
VFX 335	Digital 3D Effects 1	3(1-4-4)
VFX 336	Digital 3D Effects 2	3(1-4-4)
VFX 337	Sound and Vision Editing	3(1-4-4)
VFX 351	Production Issue	2(1-2-3)
VFX 241	Visual Effects Compositing 1	3(1-4-4)
VFX 242	Visual Effects Compositing 2	3(1-4-4)
VFX 245	Visual Effects Studio 1	3(1-4-4)
VFX 246	Visual Effects Studio 2	3(1-4-4)
VFX 347	Visual Effects Studio 3	3(1-4-4)
VFX 348	Visual Effects Studio 4	4(1-6-5)
SDM 452	Digital Media Seminar	2(1-2-3)
SDM 453	Portfolio Design	2(1-2-3)
VFX 350	Professional Training	300 Hours
VFX 498	Visual Effects Pre-Cooperative Education	1(0-2-1)
SDM 451	Digital Media Business	3(1-4-4)
VFX 461	Visual Effects Project Preparation	3(1-4-4)
VFX 462	Visual Effects Project	9

2.3 Major Electives

15 Credits

CAN 212	Script Writing and Storyboarding	3(1-4-4)
VFX 232	3D Animation 2	3(1-4-4)
SDM 299	Work Experience	3(0-20-0)
VFX 334	3D Modelling and SLR 2	3(1-4-4)
VFX 343	Visual Effects Compositing 3	3(1-4-4)
VFX 344	Visual Effects Compositing 4	3(1-4-4)
CAN 333	Animation Programming	3(1-4-4)
DGA 211	Life Drawing	3(1-4-4)

3. Free Elective Subjects

Select 9 credits from subjects which available in the university.