

PROGRAM FOCUS

QUARTERS 1-3

AUDA101
Fundamentals of Audio

CMAA240
Drawing for Computer Animation and Visual Effects
or
FND120
Perspective Drawing

FNDA105
Design Fundamentals

FNDA110
Observational Drawing

FNDA150
Digital Color Theory

GWDA103
Digital Illustration

GWDA112
Typography – Traditional

GWDA122
Typography – Hierarchy

VFXA110
Introduction to Video Production

VFXA112
Maps, Mattes & Masks
or
FNDA135
Image Manipulation

VFXA210
Fundamentals of Lighting

VFXA248
Introduction to Digital Editing
or
DFVA113
Fundamentals of Editing

QUARTERS 4-6

CMAA210
Pre-visualization: Storyboard and Animatic

GWDA242
Graphic Symbolism

PHOA101
Principles of Photography

VFXA150
Introduction to Visual Effects and Motion Graphics
or
Programmatic Elective

VFXA200
Visual Effects I: Painting and Rotoscoping

VFXA252
Introduction to 3D
or
CMAA200
Introduction to 3D Animation

VFXA301
Animation I

VFXA302
Animation II

VFXA398
Broadcast Graphics I: Animation Text and Logo Design

VFXA399
Broadcast Graphics II: Compositing

VFXA448
Advanced Digital Editing
or
DFVA203
Intermediate Editing

QUARTERS 7-9

VFXA303
Animation III

VFXA310
3D Effects

VFXA320
Visual Effects II: Keying and Color Correction

VFXA333
Audio for Video

VFXA335
Visual Effects III: Motion Tracking and Compositing

VFXA410
Conceptual Storytelling

VFXA415
Interactive Visual Design

VFXA425
Art Direction

VFXA452
Production Studio I

VFXA465
Digital Matte Painting

QUARTERS 10-12

VFXA431
Special Topics in Visual Effects

VFXA455
Production Studio II

VFXA460
Digital Environments
or
Programmatic Elective

VFXA490
Portfolio Presentation

VFXA492
VEMG Internship I

GENERAL EDUCATION

ENCA101
English Composition I

ENCA102
English Composition II

MATA101
College Algebra
Or
MATA115
Applied Mathematics

ENGA201
Creative Writing

MATA201
College Geometry

PSYA101
Introduction to Psychology

ARHA125
History of Western Art I

ARHA126
History of Western Art II

Science Elective

COMA112
Principles of Communication

PSYA202
Psychology of Personality

SCIA206
Introduction to Physics

General Education Elective

General Education Elective

General Education Elective

Humanities Elective

Humanities Elective



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START DATE _____

LENGTH OF QUARTER _____

BREAKS BETWEEN QUARTERS _____

APPROX. HOURS IN CLASS PER WEEK _____

APPROX. HOURS OUTSIDE OF CLASS—HOMEWORK _____

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

STUDENT CONSUMER INFORMATION:
<https://www.artinstitutes.edu/miami/student-consumer-information>

This is a sample schedule only. Schedule subject to change without notice at the discretion of the school.

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