### Visual Effects & Motions Graphics

#### PROGRAM FOCUS

| ART106 | Design Fundamentals |
| ART109 | Image Manipulation |
| ART111 | Perspective Drawing |
| ART114 | Color Fundamentals |
| DVP111 | Fundamentals of Video Production |
| DVP122 | Conceptual Storytelling |
| GD101 | Digital Illustration I |
| GD212 | Digital Photography for Designers |
| GD219 | Graphic Symbolism |
| VEMG115 | Storyboarding |
| VEMG125 | Maps, Matics, and Masks |
| VEMG411 | Principles of Aesthetics |

| ART1303 | Art History I |
| ENGL1301 | English Composition |
| MATH1310 | College Mathematics |

| ART1304 | Art History II |
| ARTS1303 | Humanities English Elective |
| ENGL1302 | Humanities History Elective |

| AP102 | Fundamentals of Audio |
| CA105 | Motion Graphics |
| DVP111 | Fundamentals of Editing |
| GD111 | Typography—Traditional |
| VEMG105 | Introduction to Visual Effects |
| VEMG123 | Two-Dimensional Animation |
| VEMG205 | Three-Dimensional Modeling and Animation I |
| VEMG211 | Intermediate Visual Effects I |
| VEMG215 | Three-Dimensional Modeling and Animation II |
| VEMG217 | Intermediate Editing |
| VEMG223 | Intermediate Broadcast Graphics |
| VEMG227 | Advanced Editing |

| AP1301 | Physics |
| PSYC2301 | General Psychology |
| SPCH1315 | Public Speaking |

### GENERAL EDUCATION

| ARTS1303 | Art History I |
| ENGL1302 | English Composition |
| MATH1310 | College Mathematics |

| ARTS1304 | Art History II |
| ARTS1305 | Humanities English Elective |
| ARTS1306 | Humanities History Elective |

| PHYS1301 | Physics |
| PSYC2301 | General Psychology |
| SPCH1315 | Public Speaking |

| 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. The 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/san-antonio/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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BACHELOR OF SCIENCE — 180 CREDITS

CD400 | Career Development |
INT419 | Internship |
VEMG321 | Production Studio I |
VEMG401 | Production Studio II |
VEMG402 | Special Topics |
VEMG405 | Portfolio Preparation |
VEMG415 | Portfolio Development |
VEMG425 | Portfolio Presentation |

Mathematics and Science Elective |
Social Science Elective |
SOCI1306 | Social Problems |

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cases such as negotiations of contracts, pricing
and augment the students' strengths to produce
and augment the students' strengths to produce
INT419 INTERNSHIP
This course addresses internship experiences, students will be able to apply their skills in a
real and practical situation. The main objectives of the internship are to allow students the
opportunity to be explained and demonstrated. Successful businesses relate their fields of
to digital image acquisition, image editing,
and expanding productivity. Specific animation
features and functions of the given software will
be discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG227 ADVANCED VISUAL EFFECTS II
Advanced video editing course that expands
students' opportunities to use compositing
and interactive techniques to enhance
intermediate and final video products. Prerequisite: ART109 Image Manipulation
Credits: 3
VEMG226 INTERMEDIATE VISUAL EFFECTS II
Utilization and utilization of video effects and
generated by students in previous classes.
More sophisticated tools and techniques will
be introduced in this course to create a final
edited project utilizing these skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG225 INTERMEDIATE VISUAL EFFECTS & ANIMATION I
Upgrading the student's ability to create and render 2D forms consisting of various
color and texture. Prerequisite: VEMG123 Two-Dimensional Animation Credits: 3
VEMG221 INTERMEDIATE VISUAL EFFECTS I
This course will continue to explore the
creation and rendering of 3D objects and scenes
in a 3D environment. The emphasis will be on
creating 3D objects and scenes for live-action
and corporate presentation environments.
Courses will also focus on practicing and
composing concepts to enhance and expand
students' abilities to create realistic scenes
and functions of the given software will be
discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG233 INTERACTIVE VISUAL DESIGN
This course is designed to expose students to
the process of the creative process, marketing
design, digital media, and interactive media.
Prerequisite: VEMG323 Advanced Visual Effects
Credits: 3
VEMG322 ADVANCED VISUAL EFFECTS I
This course introduces students to the various
methods of editing the motion on a live-action
plate and applying that motion to a
digital animation, including the evaluation
of hand-rendering type and also be introduced
studied. Students will work in a traditional context
and expand productivity. Specific animation
features and functions of the given software will
be discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG321 INTERMEDIATE VISUAL EFFECTS I
This course will continue to explore the
creation and rendering of 3D objects and scenes
in a 3D environment. The emphasis will be on
creating 3D objects and scenes for live-action
and corporate presentation environments.
Courses will also focus on practicing and
composing concepts to enhance and expand
students' abilities to create realistic scenes
and functions of the given software will be
discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG319 INTERACTING WITH VISUAL EFFECTS
The course explores various techniques
to create and implement CGI into live action.
The course will explore various methods of
compositing and composing concepts to enhance
and expand productivity. Specific animation
features and functions of the given software will
be discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG318 VISUAL EFFECTS & MOTION GRAPHICS
This course provides an introduction to the
topics of visual effects with emphasis on the various
areas of interest in Visual Effects. Prerequisite: VEMG123 Two-Dimensional Animation
Credits: 3
VEMG317 INTERMEDIATE EDITING
Intermediate editing course that introduces the
code into the editing process. Students will adapt
d editing concepts learned in VEMG207 to the
non-linear environment. Students will develop
editing skills by using computerized editing systems,
and learn to edit video using
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG316 ADVANCED VISUAL EFFECTS II
This course introduces students to the various
methods of editing the motion on a live-action
plate and applying that motion to a
digital animation, including the evaluation
of hand-rendering type and also be introduced
studied. Students will work in a traditional context
and expand productivity. Specific animation
features and functions of the given software will
be discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG315 INTERACTIVE DESIGN
This course further explores the responsibilities
of the visual effects artist and designer in
the creative process. marketing designs, digital
data and interactive media. Prerequisite: VEMG323 Advanced Visual Effects
Credits: 3
VEMG314 PRODUCTION STUDIO II
This course studies the production studio
process. Focus will be placed on
practical applications in broadcast, animation, and
post-production environments. Students will be
assigned. Topics selected are based upon
important trends and developments in the industry.
Topics are based upon important trends and
developments in the industry. Prerequisite: VEMG311 Advanced Visual Effects I
Credits: 3
VEMG313 PRODUCTION VIDEO
This course provides an introduction to
small-screen production with an emphasis on
green screen technology for creating
motion graphics. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG312 ADVANCED BROADCAST VIDEO
This course is designed to extend exposure to
the various methods of editing the motion on a
live-action plate and applying that motion to a
digital animation, including the evaluation
of hand-rendering type and also be introduced
studied. Students will work in a traditional context
and expand productivity. Specific animation
features and functions of the given software will
be discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG311 INTERMEDIATE VISUAL EFFECTS I
This course will continue to explore the
creation and rendering of 3D objects and scenes
in a 3D environment. The emphasis will be on
creating 3D objects and scenes for live-action
and corporate presentation environments.
Courses will also focus on practicing and
composing concepts to enhance and expand
students' abilities to create realistic scenes
and functions of the given software will be
discussed and applied to the production of
short 3D animation projects. Emphasis will
be placed on understanding the creative
methods and restrictions imposed by the
software. The class will reinforce and apply
the principles of compositing to the creation
of a final edited video project utilizing these
skills. Prerequisite: CASON Motion Graphics
Credits: 3
VEMG211 INTERMEDIATE VISUAL EFFECTS I
This course continues to explore the
features of visual effects with emphasis on the various
areas of interest in Visual Effects. Prerequisite: VEMG119 PERSPECTIVE DRAWING

Course descriptions describe the learning opportunities that are provided through the
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