

# VISUAL EFFECTS, MA

| Code   | Title   | Hours     |
|--|---|-----------|
| Select one of the following:   |   | 5         |
| ARTH 701   | Contemporary Art  |           |
| ARTH 703   | Modern and Contemporary Critical Theory                           |           |
| ARTH 757   | Media Art   |           |
| VFX 705  | Programming Concepts for Visual Effects                           | 5         |
| Select two of the following:   |   | 10        |
| VFX 708  | Modeling for Visual Effects                                       |           |
| VFX 715  | Digital Compositing I: The Art and Science of Digital Integration |           |
| VFX 721  | Procedural Modeling and Animation for Production                  |           |
| VFX 752  | 3D Color, Lighting, and Rendering                                 |           |
| VFX 709  | Visual Effects Theory and Application                             | 5         |
| SANM 748   | School of Animation and Motion M.A. Final Project                 | 5         |
| VFX 749  | Visual Effects Portfolio  | 5         |
| Select one of the following:   |   | 5         |
| VFX 779F   | Graduate Teaching Internship                                      |           |
| 500-level SCADpro Elective   |   |           |
| 700-level ACT, ANIM, DWRI, FILM, GAME, ITGM, IXDS, MOME, PROD, SANM, SFLM, STEC, THED, or VFX elective |   |           |
| 700-level ACT, ANIM, DWRI, FILM, GAME, ITGM, IXDS, MOME, PROD, SANM, SFLM, STEC, THED, or VFX elective |   | 5         |
| <b>Total Hours</b>   |   | <b>45</b> |

Note: At the time of admission, up to five additional graduate-level intensive courses may be assigned, bringing the student's required course of study to a total of 50 to 70 hours.