

COLUMBIA COLLEGE HOLLYWOOD

BACHELOR OF FINE ARTS – VISUAL EFFECTS (VFX)

Transfer articulation for students at Glendale Community College

GENERAL EDUCATION REQUIREMENTS - VFX

CCH Course Code	CCH Course Name	GCC Course Code – Course Name
HUMA101	Composition I: College English	ENGL 101, 101+, 101H
HUMA105	Fundamentals of Oral Communication	SPCH 101
HUMA201	Composition II: Reading, Wrtg, Thinking	Preferred: ENGL 102, 102H, 104 Accepted: HUMAN 105, 105H, 110
ARTH1XX	Art History (Lower Level)	1 of the following Art History courses: ARTH 101, 101H, 102, 102H, 103, 104, 107, 108, 112, 113, 115, 116, 118, 119, 125, 199
—	Any Humanities (Lower Level)	1 course from: IGETC Area 3B Humanities excluding foreign language courses. Accepted courses: ECON 111 ENGL 105, 106, 109, 110, 111, 117, 122, 123, 125, 128, 130 HIST 101, 102, 103, 104, 105, 106, 111, 111H, 113, 115, 116, 117, 118, 118H, 119, 120, 121, 131, 132, 133, 133H, 136, 140, 141+, 141H+, 152, 170, 180 HUMAN 105, 105H, 106, 110, 111, 115, 117, 125 PHIL 101, 115, 116, 118, 119, 120, 121 Accepted: An second Art History course: ARTH 101, 101H, 102, 102H, 103, 104, 107, 108, 112, 113, 115, 116, 118, 119, 120, 121, 125, 199
CMST217	Motion Picture History: Visual Effects	
ARTH3XX	Art History (Upper Level)	
ARTH331	Art History: Design	— [must be upper level]
HUMA310	Critical Studies: Art, Media, Culture	— [must be upper level]
MATH101	General Math	Preferred: MATH 100, 103E, 103EH, 104E, 104EH, 105, 105H, 107, 107H, 108, 108H, 110, 110A, 110B, 112, 112+, 133, 135, 136, 136+, 136B, 136H Accepted: ECON 101, 102, 102H, 127
LSCI121	Introduction to Anatomy	BIOL 114 Human Form and Function or BIOL 120 Human Anatomy <i>GCC's recommended preparation course, BIOL 115 Human Biology can be transferred as an Open Elective</i>
PSCI387	The Science of Movement	— [must be upper level]
SOCS / BHVS1-	Social/Behavioral Science (Lower Level)	1 course from: IGETC Area 4 Social and Behavioral Sciences
SOCS / BHVS3-	Social/Behavioral Science (Upper Level)	— [must be upper level]
	General Education Capstone Seminar	— [must be upper level]

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VFX CORE REQUIREMENTS

CCH Course Code	CCH Course Name	GCC Course Code – Course Name
ARTD101	Color Theory & Practice	ART 130 2d Foundations
FILM105	Visual Storytelling	MEDIA 110 Aesthetics of Cinema
ARTS110	Observational and Perspective Drawing	ART 150 Drawing Foundations
ARTD111	2D Image Manipulation	PHOTO 160 Photoshop
ARTD116	Vector Graphics	ART 133 Digital Illustration
ANIM213	3D Animation I	ART233 Character Set-Up/Kinematics
MODL213	3D Modeling I	ART 231 Inorganic Modeling
CMPX214	Compositing I	
ANIM219	Motion Design I	ART 220 Introduction to Motion Graphics
MODL253	Texturing I	

REQUIREMENTS for VFX-Digital Modeling Emphasis

CCH Course Code	CCH Course Name	GCC Course Code – Course Name
ARTD201	Figure Drawing	ART 201 Drawing for Animation or ART 152 Figure Drawing
ARTD210	Character Design	ART 209 Introduction to Character Design
ARTD211	Environment Concepting	
MODL237	Digital Sculpting I	ART 245 3-D Digital Character Design
MODL313	3D Modeling II	ART 232 Organic Modeling
VFX315	Simulations I	
CMPX333	Lighting and Rendering I	
MODL337	Digital Sculpting II	
MODL338	Real Time Assets I	ART271 3D Game Level Design II
MODL353	Texturing II	

REQUIREMENTS for VFX-Animation Emphasis

CCH Course Code	CCH Course Name	GCC Course Code – Course Name
ANIM201	Storyboarding for VFX & Animation	ART 210 Introduction to Storyboard Animation
ARTD201	Figure Drawing	ART 201 Drawing for Animation or ART 152 Figure Drawing
ANIM300	Motion Capture I	
ANIM310	2D Animation I	ART 205 Fundamentals of Animation
ANIM313	3D Animation II	ART 235 3D Character Animation
VFX315	Simulations I	
ANIM319	Motion Design II	ART 221 Advanced Motion graphics
ANIM353	Rigging I	ART 234 Advanced 3D Character Set-Up
ANIM400	Motion Capture II	
ANIM413	3D Animation III	

REQUIREMENTS for VFX-Compositing Emphasis

CCH Course Code	CCH Course Name	GCC Course Code – Course Name
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VFX221	Motion Picture Photography for VFX		
ANIM300	Motion Capture I		
ANIM303	Previsualization		
CMPX310	On Set VFX I		
CMPX314	Compositing II		
VFX315	Simulations I		
CMPX333	Lighting and Rendering I		
CMPX410	On Set VFX II		
VFX415	Simulations II		
CMPX433	Lighting and Rendering II		