

# COLUMBIA COLLEGE HOLLYWOOD

## BACHELOR OF FINE ARTS – VISUAL EFFECTS (VFX)

Transfer articulation for students at Santa Monica College

### GENERAL EDUCATION REQUIREMENTS - VFX

CCH Course Code	CCH Course Name	SMC Course Code – Course Name
HUMA101	Composition I: College English	ENGL 1 – English and Composition 1
HUMA105	Fundamentals of Oral Communication	COM ST 11 – Elements of Public Speaking or COM ST 12 – Persuasion
HUMA201	Composition II: Reading, Wrtg, Thinking	ENGL 2 – Critical Analysis and Intermediate Composition
ARTH1XX	Art History (Lower Level)	Choose 1 of the following <b>Art History</b> courses: AHIS 1, 2, 3, 5, 6, 11, 15, 17, 18, 21, 22, 52, 71, 72
—	Any Humanities (Lower Level)	1 course from SMC GE requirements <b>GROUP III: Humanities</b>
CMST217	Motion Picture History: Visual Effects	ANIM 5 – History of Animation
ARTH3XX	Art History (Upper Level)	
ARTH331	Art History: Design	
HUMA310	Critical Studies: Art, Media, Culture	
MATH101	General Math	1 of the following <b>College Level Mathematics</b> courses: MATH 21 – Finite Mathematics MATH 54 – Elementary Statistics MATH 26 – Functions & Modeling for Bus. and Social Sci. MATH 2 – College Algebra for STEM Majors MATH 3 – Trigonometry with Applications MATH 4 – Pre-Calculus
LSCI121	Introduction to Anatomy	BIOL 2 – Human Biology
PSCI387	The Science of Movement	
SOCS / BHVS1-	Social/Behavioral Science (Lower Level)	1 course from SMC GE requirements <b>GROUP II A or B: Social Science</b>
SOCS / BHVS3-	Social/Behavioral Science (Upper Level)	
	General Education Capstone Seminar	

### VFX CORE REQUIREMENTS

CCH Course Code	CCH Course Name	SMC Course Code – Course Name
ARTD101	Color Theory & Practice	ANIM 19 – Color Theory and Application
FILM105	Visual Storytelling	ANIM 1 – Storytelling
ARTS110	Observational and Perspective Drawing	ANIM 18 – Perspective Drawing
ARTD111	2D Image Manipulation	GR DES 64 – Digital Imaging for Design
ARTD116	Vector Graphics	GR DES 38 – Digital Illustration 1
ANIM213	3D Animation I	ANIM 3 – 3D Fundamentals
MODL213	3D Modeling I	ANIM 35 – 3D Modeling
CMPX214	Compositing I	DMPOST 33 – Advanced Digital Compositing
ANIM219	Motion Design I	GR DES 71 – Motion Graphics I or DMPOST 31 – Digital Compositing
MODL253	Texturing I	ANIM 36 3D – Texturing and Rendering

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## REQUIREMENTS for VFX-Digital Modeling Emphasis

CCH Course Code	CCH Course Name	SMC Course Code – Course Name
ARTD201	Figure Drawing	ART 21A – Figure Drawing I or ANIM 12 – Figure In Motion
ARTD210	Character Design	ANIM 40 – Character Design
ARTD211	Environment Concepting	ANIM 41 – Environment Design
MODL237	Digital Sculpting I	ANIM 37 – 3D Character Creation
MODL313	3D Modeling II	
VFX315	Simulations I	DMPOST 50 – Digital Effects
CMPX333	Lighting and Rendering I	
MODL337	Digital Sculpting II	
MODL338	Real Time Assets I	Game 30 – Game Design Studio 3
MODL353	Texturing II	

## REQUIREMENTS for VFX-Animation Emphasis

CCH Course Code	CCH Course Name	SMC Course Code – Course Name
ANIM201	Storyboarding for VFX & Animation	ANIM 4 – Digital Storyboarding
ARTD201	Figure Drawing	ART 21A – Figure Drawing I or ANIM 12 – Figure in Motion
ANIM300	Motion Capture I	
ANIM310	2D Animation I	ANIM 2 – 2D Animation Fundamentals
ANIM313	3D Animation II	ANIM 30 – Intermediate 3D Animation
VFX315	Simulations I	DMPOST 50 – Digital Effects
ANIM319	Motion Design II	
ANIM353	Rigging I	ANIM 38 – 3D Character Rigging
ANIM400	Motion Capture II	
ANIM413	3D Animation III	

## REQUIREMENTS for VFX-Compositing Emphasis

CCH Course Code	CCH Course Name	SMC Course Code – Course Name
VFX221	Motion Picture Photography for VFX	DMPOST 3 – Digital Video Fundamentals
ANIM300	Motion Capture I	
ANIM303	Previsualization	ANIM 32 – Digital Previsualization
CMPX310	On Set VFX I	
CMPX314	Compositing II	
VFX315	Simulations I	DMPOST 50 – Digital Effects
CMPX333	Lighting and Rendering I	
CMPX410	On Set VFX II	
VFX415	Simulations II	
CMPX433	Lighting and Rendering II	