

PROFESSIONAL DEVELOPMENT COURSES

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Maya/Substance/Unreal 3D320A Adva	Surface Modeling inced Materials omy for Character Modelers
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WEB DESIGN & DEVELOPMENT COURSES

- 5 HTML/CSS HTML/CSS/JavaScript/PHP HTML/CSS/JavaScript/PHP JavaScript/jQuery/AJAX
- 6 Web Campaign Implementation MySQL/PHP WordPress UX/UI

WD103 Introduction to Web IW104 Fundamentals of Web Design WR300 Responsive Web Design WC300 Scripting for the Web

WC300 Web Campaign Implementation WIP400 Programming for Designers WCM400 Content Management Systems WUD400 User Experience Design

DIGITAL VIDEO PRODUCTION COURSES

- 9 Premiere Premiere Premiere (Advanced) After Effects
- 10 After Effects (Advanced) Pro Tools Script writing

IV104 Introduction to Digital Video DAP400A Digital Video Production DAP400B Advanced Digital Video Production DC300 Dig. Composition & Motion Graphics

DAC400 Adv. Dig. Compositing & Motion Graphics DS300 Sound Design & Engineering DW300 Script writing



PROFESSIONAL DEVELOPMENT COURSES

Description:

Platt College San Diego's Professional Development Courses (PD) is designed for, but not limited to, professionals seeking to learn software, scripting or concepts that will enhance their knowledge in the Digital Media Design field.

How to enroll:

It is very simple; Call 619-265-0107 and an admissions representative will be happy to assist you.

Requirements:

Some courses require pre-requisite skills and will be interviewed and assessed by the assigned instructor to make sure the student meets all of the prerequisites for the course, as well as to determine if the course will meet the expectations of the "PD student." Please see designated course page for exact requirements.

Payment:

Payment is due before entering course (cash or all major credit cards accepted). If course is not paid in full before course begins the "PD student" will be dropped from the course. There is no government financial aid for PD courses.

Certificate of Completion:

The "PD Student" will receive a certification of completion upon request. College credit, grade, transcript, diploma or an academic degree will not be issued.

Grading:

The "PD student" will NOT receive an academic grade for course(s).

Class Schedule and Hours:

All courses are 100 clock hours and are held Monday-Friday, 8AM-12PM. All courses are 5-weeks in length.

Attendance Policy:

Regular attendance is expected of the student. More than a 20% absence rate in a course will result in the "PD student" being dropped from the course. Nevertheless, the instructors have the prerogative to permit less than the above stated number of absences based on the specific requirements of the course.

Job Placement:

Platt College San Diego is not responsible for placing the "PD student" into a job.

Availability:

Enrollment in courses is subject to available seating.

Cancellation Policy:

An enrolled "PD student" can withdraw from the course without any penalty. The "PD student" will receive a full refund of any money paid if canceled prior to course beginning date or within the first seven days of enrollment. "Day" is defined as a calendar day.

Cancellation occurs when a "PD student" gives a written notice to the registrar of Platt College San Diego.

The student is financially responsible for any distributed supplies. If returned in saleable condition the "PD student" will receive a full refund on each supply.

Pro Rata Policy:

If "PD student" attends less than 60% of the course there will be a pro rata calculation. No refund occurs if "PD student" attends more than 60% (15 course days) of the course.

GRAPHIC DESIGN COURSES



Γ	Focus	Hrs.	Length	Cost	Focus	Hrs.	Length	Cost
	Design Basics DES101 Design Basics (term 1)	100	5 weeks (M-F, 8AM-12PM)	\$3,193.79 (Tuition, Fees & Materials)	Photoshop/Illustrator/InDesign DD101 Digital Production (term 1)	100	5 weeks (M-F, 8AM-12PM)	\$2,861.58 (Tuition, Fees & Materials)

Design Basics (DES101) Introduces the formal elements of line, shape, color, texture and composition as well as the graphic principles of balance, repetition, scale, and unity. Students learn the organization, combination, or manipulation of these elements essential in achieving good design. Further topics introduce conceptual thinking, thumbnail development, research, and critique.

Digital Production (DD101) will focus on the hardware and software needed for Digital Print Production. The skills introduced are: printing processes, use of color, layout techniques, basic Bezier curve construction, image editing, and in-depth use of the layout program used in the industry, Adobe InDesign. Also included are the basic business practices, freelance fundamentals and working ethics. The course also offers basic software orientation in Adobe Illustrator and Photoshop.

Mori M-F 8AM	ning 1 – 12PM	Prerequisites: • Basic Computer Knowledge.			Mor M-F 8AM	n ing I — 12PM	Prerequisites: • Basic Computer Knowledge.	
Start date	End date		_		Start date	End date		
8/31/21	10/5/21	Reg.	Fee	\$110.00	7/27/21	8/30/21		<u></u>
12/20/21	2/1/22	Tui	tion	\$2,533.33	11/10/21	12/17/21	Reg. Fe	e \$110.00
4/14/22	5/20/22	Во	oks	\$117.67	3/10/22	4/13/22	Tuitio	n \$2,533.33
8/9/22	9/13/22		t Kit	\$300.18	6/28/22	8/8/22	Book	s \$69.93
11/28/22	1/6/23				10/19/22	11/23/22	Supplie	s \$148.32
3/22/23	4/27/23	Supp	lies	\$132.61	2/14/23	3/21/23		
7/17/23	8/18/23	T0	TAL	\$3,193.79	6/5/23	7/14/23	ТОТА	L \$2,861.58
							1	

Focus	Hrs.	Length	Cost	Focus	Hrs.	Length	Cost
InDesign TYP101 Typography (term 1)	100	5 weeks (M-F, 8AM-12PM)	\$2,794.96 (Tuition, Fees & Materials)	Illustrator D102 Vector Graphics (term 2)	100	5 weeks (M-F, 8AM-12PM)	\$2,765.56 (Tuition, Fees & Materials)

Typography (TYP101) Introduces students to the basic functions of Adobe InDesign. The emphasis is on typography in the study of graphic design and Digital Media design. The various assignments and exercises focus on the primary concerns and disciplines of typography such as choosing typefaces, modifying type through kerning, tracking, and leading. The choice of appropriate typefaces will also be addressed in the development of page layout and in the design of combination marks and logo design.

Introduction to Vector Graphics (D102) is an introduction to vector graphics and illustration using Adobe Illustrator. Emphasis will be placed on mastering the pen tool, layers, combining shapes, gradients, gradient mesh and preparation of files for commercial output. The course focuses on both technical as well as creative processes applied toward design applications.

Mor M-F 8AN	ning 1 – 12PM	Prerequisites:Basic Computer Knowledge.			Mor M-F 8AN	ning 1 — 12PM	Prerequisites: • Basic Computer Knowledge.	
Start date	End date				Start date	End date		
10/6/21	11/9/21	E E E E E E E E E E E E E E E E E E E			8/31/21	10/5/21]	
2/22/22	3/9/22		Reg. Fee	\$110.00	12/20/21	2/1/22	Reg. Fe	e \$110.00
5/23/22	6/27/22		Tuition	\$2,533.33	4/14/22	5/20/22	Tuitio	n \$2,533.33
9/14/22	10/18/22		Books	\$69.98	8/9/22	9/13/22	Book	s \$46.61
1/9/23	2/13/23				11/28/22	1/6/23		
4/28/23	6/2/23		Supplies	\$81.65	3/22/23	4/27/23	Supplie	s \$75.62
8/21/23	9/25/23		TOTAL	\$2,794.96	7/17/23	8/18/23	ТОТА	L \$2,765.56

GRAPHIC DESIGN COURSES



Focus	Hrs.	Length	Cost	Focus	Hrs.	Length	Cost
InDesign DPD102 Digital Publishing (term 2)	100	5 weeks (M-F, 8AM-12PM)	\$2,806.36 (Tuition, Fees & Materials)	Social Media GD103 Graphic Design or Advertising & Social Media (term 3)	100	5 weeks (M-F, 8AM-12PM)	\$2,737.51 (Tuition, Fees & Materials)

Digital Publishing (DPD102) is an introduction to page layout and design utilizing Adobe InDesign. It explores the design and creation of print-ready publications and introduces tools for effectively combining text and graphics. Some of the main focus of the course include creative typography, graphic reproductions, and design and composition principles. Graphic Design for Advertising and Social Media (GD103) course builds a familiarity with advanced graphic design trends, advertising theory and the use of social media and their application to both print and online graphics. Using presentations to develop client communication skills and standards for professional practice. To add an in depth understanding of Social Media and how to fertilize its functions and analytics to further develop the marketability of the graphic design graduate.

Mori M-F 8AM	•	Prerequisites: • Basic Computer Knowledge.			Mor M-F 8AM	ning I — 12PM	 Prerequisites: Graphic design skills or D102, P102, and DPD102. Interview with assigned instructor and show portfolio pieces. 		
Start date	End date				Start date	End date			
10/6/21	11/9/21	L L L L L L L L L L L L L L L L L L L			8/31/21	10/5/21			
2/22/22	3/9/22		Reg. Fee	\$110.00	12/20/21	2/1/22		Reg. Fee	\$110.00
5/23/22	6/27/22		Tuition	\$2,533.33	4/14/22	5/20/22		Tuition	\$2,533.33
9/14/22	10/18/22		Books	\$87.41	8/9/22	9/13/22		Books	\$18.56
1/9/23	2/13/23			\$75.62	11/28/22	1/6/23		Supplies	\$75.62
4/28/23	6/2/23		Supplies	\$70.02	3/22/23	4/27/23		Supplies	
8/21/23	9/25/23		TOTAL	\$2,806.36	7/17/23	8/18/23		TOTAL	\$2,737.51

ſ	Focus	Hrs.	Length	Cost	Focus	Hrs.	Length	Cost
	Photoshop P102 Raster Graphics (term 2)	100	5 weeks (M-F, 8AM-12PM)	\$2,788.88 (Tuition, Fees & Materials)	InDesign/Photoshop/Illustrator P103 Digital Imaging (term 3)	100	5 weeks (M-F, 8AM-12PM)	\$2,742.98 (Tuition, Fees & Materials)

Introduction to Raster Graphics (P102) is an introduction to pixel editing software, which includes image acquisition, color theory, resolution for commercial printing, and photo retouching. Industry standards as established by the NAPP (National Association of Photoshop Professionals) are emphasized. Technical efficiency in Adobe Photoshop and creative approaches toward design problem resolution are goals of the course. Photography as a medium will be used to practice elements of design along with understanding the historical, technical and commercial aspects of photography.

Digital Imaging (P103) covers advanced digital imaging concepts, such as: file output and management, optimizing vector and raster images, resolving resolution issues, system configuration, calibration, troubleshooting, color correction, advanced photo manipulation and special effects. Advanced digital drawing techniques including, masks, blends, and other advanced techniques are also covered. Students learn to integrate artwork created from various applications into the final project, as well as how to use the various applications more efficiently. Emphasis is placed on effective use of design and workflow. Copyright laws

Morr M-F 8AM	•	Prerequisites: • Basic Computer Knowledge.			Mor M-F 8AN	ning 1 – 12PM	are also discussed. The flexibility of print design suitable for online platform is also introduced.				
Start date	End date				Start date	End date	 Prerequisites: Graphic design skills or D102, P102, and DPD102. 				
7/27/21	8/30/21				7/27/21	8/30/21	 Interview with assigned instructor and show portfolio pieces. 				
11/10/21	12/17/21		Reg. Fee	\$110.00	11/10/21	12/17/21		Reg. Fee	\$110.00		
3/10/22	4/13/22		Tuition	\$2,533.33	3/10/22	4/13/22		Tuition	\$2,533.33		
6/28/22	8/8/22		Books	\$69.93	6/28/22	8/8/22		Books	\$134.03		
10/19/22	11/23/22				10/19/22	11/23/22			· · · ·		
2/14/23	3/21/23		Supplies	\$75.62	2/14/23	3/21/23		Supplies	\$75.62		
6/5/23	7/14/23		TOTAL	\$2,788.88	6/5/23	7/14/23		TOTAL	\$2,742.98		

WEB DESIGN / DEVELOPMENT COURSES



	Foc	us	Hrs.	Length	Со	st		Foo	cus	Hrs.	Length	Сс	ost								
v	HTML WD103 Intro to Wel		100	5 weeks (M-F, 8AM-12PM)	\$2,75 (Tuition, Fees				IP/JavaScript Neb Design (term 5)	100	5 weeks (M-F, 8AM-12PM)		83.14 s & Materials)								
Languages suc design and we	ch as HTML & (b page structu	nd Development (WD103) ir CSS will be covered using to re will also be covered. The of the Internet and the World will enable them to create	rs. Graphics produ will aim to provide /eb. Students will	Interface n an under- ction that	and interactivit and looking to	ty to all device the future as t	300) students understand th s. Relevant industry techniq the landscape of the web ev orkflow, user experience (U) detection, fluid grids and	ues will olves. T () on mo	be practiced, with opics covered inclu obile devices, respo	a focus on flo ide; device-a nsive design	exibility gnostic , user-agent										
1	Morning will enable them to create, edit and link HTML documents using a text edito Morning Students will learn to control and unify website styles using CSS. Students M-F 8AM – 12PM will also create web graphics and upload their personal websites and ré-						Morningand PHP, students will plan and build aM-F 8AM – 12PMweb project.			•											
Start date	End date	sumés to the World Wide		• •			Start date	End date													
10/6/21	11/9/21	Prereguisites:										D. F.	Deg Fee		10/6/21	11/9/21	Prereguisites:		I	D F	* ++0.00
2/22/22	3/9/22	 Graphic design skills or basic F 			Reg. Fee	\$110.00	2/22/22	3/9/22	 Graphic design skills or basic P IW104 Fundamentals of Web D 	hotoshop	knowledge AND	Reg. Fee	\$110.00								
5/23/22	6/27/22	 Interview with assigned instruct 	tor and sho	ow portrollo pieces.	Tuition	\$2,533.33	5/23/22	6/27/22	exam.	0		Tuition	\$2,833.33								
9/14/22	4/22 10/18/22 Books					\$34.96	9/14/22	10/18/22	 Interview with assigned instruct 	tor and sh	now portfolio pieces.	Books	\$89.81								
1/9/23	2/13/23			Supplies	\$75.62	1/9/23	2/13/23				Supplies	\$50.00									
4/28/23	6/2/23	-					4/28/23	6/2/23													
8/21/23	9/25/23 TOTAL \$2,753.91					\$2,753.91	8/21/23	9/25/23				TOTAL	\$3,083.14								

Focus	Hrs.	Length	Cost] [Focus	Hrs.	Length	Cost
HTML/CSS/PHP/JavaScript/Wordpress IW104 Fundamentals of Web Design (term 4)	100	5 weeks (M-F, 8AM-12PM)	\$3,018.95 (Tuition, Fees & Materials)		JavaScript/JQuery WS300 Scripting for the Web (term 5)	100	5 weeks (M-F, 8AM-12PM)	\$2,993.33 (Tuition, Fees & Materials)

Fundamentals of Web (IW104) will offer a strong foundation in web design, Graphical User Interface (GUI) and web page structure. Topics will include HTML, CSS, FTP, project management, usability and interactive design strategies. Beginning concepts of programming (PHP and JavaScript), behaviors and CMS (Content Management Systems) will also be introduced.

The Scripting for the Web (WS300) course serves as an introduction to programming using JavaScript, how to select, create, delete and manipulate HTML elements to make web pages interactive. Logic is a core concept in programing and is stressed throughout the course as students write their own programs or games.

Mor M-F 8AN	ning 1 — 12PM	Prerequisites: • Graphic design skills or basic Photoshop knowledge AND WD103 Introduction to Web Design or 8 out of 10 on WD103				ning 1 – 12PM	Prerequisites: • Graphic design skills or basic Photoshop knowledge AND WR300 Responsive Web Design or equivalent.		
Start date	End date	final exam.			Start date	End date	 Interview with assigned instructor and show portfolio pieces. 		
7/27/21	8/30/21	 Interview with assigned instructor and show portfolio pieces. 			7/27/21	8/30/21			
11/10/21	12/17/21		Reg. Fee	\$110.00	11/10/21	12/17/21		Reg. Fee	\$110.00
3/10/22	4/13/22		Tuition	\$2,833.33	3/10/22	4/13/22		Tuition	\$2,833.33
6/28/22	8/8/22		Books	\$46.61	6/28/22	8/8/22		Books	\$46.61
10/19/22	11/23/22			+	10/19/22	11/23/22			
2/14/23	3/21/23		Supplies	\$75.62	2/14/23	3/21/23		Supplies	\$50
6/5/23	7/14/23		TOTAL	\$3,018.95	6/5/23	7/14/23		TOTAL	\$2,993.33
							-		

WEB DESIGN / DEVELOPMENT COURSES



	Foc		Hrs.	Length	Сс			Foo		Hrs.	Length		ost
	Web Campaign Implementation WC300 Web Campaign Implementation (term 5)1005 weeks (M-F, 8AM-12PM)\$3,104.00 (Tuition, Fees & Materials)			WCM40	WUIUFIG55			5 weeks (M-F, 8AM-12PM)		16.05 s & Materials)			
Web Campaign Implementation (WC300) gives students experience with the process of conceptualizing and implementing a corporate web site by developing a cohesive web site campaign. Focus is on the "pre-design" stage of web development. Students will storyboard the campaign, create interface pieces for client presentations, and flowchart web site functionality and navigation paths. User interface issues - both desktop and mobile -as well as web marketing strategies are discussed.						n the e pieces for sues - both	agement Syste relevant to buil	ms for web d ding client we	ns for Designers (WCM400) evelopment. Using WordPres ebsites, communities, portfol nanage content, design them n own plugins. Topics cover	ss, stude lios and nes, utili	ents will learn the c blogs. By the end c ze community-buil	oncepts and of the course t plugins and	structures , students write their
	Morning M-F 8AM – 12PM M-F 8AM – 12PM			Morning M-F 8AM – 12PM M-F 8AM – 12PM				tion and the					
Start date	End date	toward the creation of a po			ce design fun	uamentais	Start date	End date	community.				
8/31/21	10/5/21	Prerequisites:		I			7/27/21	8/30/21	Prerequisites:		г		
12/20/21	2/1/22	· Graphic design skills or basic P			Reg. Fee	\$110.00	11/10/21	12/17/21	Graphic design skills or basic P			Reg. Fee	\$110.00
4/14/22	5/20/22	 WS300 Scripting for the Web or Interview with assigned instruct 			Tuition	\$2,833.33	3/10/22	4/13/22	 WIP400 Programming for Desig Interview with assigned instruct 			Tuition	\$2,833.33
8/9/22	9/13/22			p p	Books	\$110.67	6/28/22	8/8/22				Books	\$22.72
11/28/22	1/6/23						10/19/22	11/23/22			-		
3/22/23	4/27/23				Supplies	\$50	2/14/23	3/21/23				Supplies	\$50.00
7/17/23	8/18/23				TOTAL	\$3,104.00	6/5/23	7/14/23	1			TOTAL	\$3,016.05

Focus	Hrs.	Length	Cost	Focus	Hrs.	Length	Cost
PHP & MySQL WIP400 Programming for Designers (term 6)	100	5 weeks (M-F, 8AM-12PM)	\$3,045.77 (Tuition, Fees & Materials)	UX/UI WUD400 User Experience for Web and Mobile	Apps (term 6)	5 weeks (M-F, 8AM-12PM)	\$3,074.90 (Tuition, Fees & Materials)

Reg. Fee

Tuition

Books

TOTAL \$3,045.77

Supplies

Programming for Designers (WIP400) serves as an introduction to programming with PHP and MySQL. Topics covered will provide students with a perspective and comprehension of the programming process, as well as an understanding of how to design and implement flexible, dynamic systems. Designing for user-driven applications will be a focus.

		-	
Morning M-F 8AM – 12PM		Prerequisites: • Graphic design skills or basic Photoshop knowledge AND	
Start date	End date	WC300 Web Campaign Implementation or equivalent. • Interview with assigned instructor and show portfolio pieces.	
10/6/21	11/9/21		_
2/22/22	3/9/22		
5/23/22	6/27/22		
9/14/22	10/18/22		
1/9/23	2/13/23		⊢
4/28/23	6/2/23		
8/21/23	9/25/23		

The User Experience for Web and Mobile Apps (WUD) course gives students experience with interactive website creation. Students are taught web programming concepts such the use of variables, getting and setting properties and attributes of HTML Objects dynamically based upon conditional logic, usage of standard functions in JavaScript, jQuery Library functions as well as creation of their own custom functions.

	-	ning 1 – 12PM	l
	Start date	End date	1
	8/31/21	10/5/21	ŀ
\$110.00	12/20/21	2/1/22	1
\$2,833.33	4/14/22	5/20/22	!
\$52.44	8/9/22	9/13/22	
1 -	11/28/22	1/6/23	
\$50	3/22/23	4/27/23	1
\$3,045.77	7/17/23	8/18/23	1
			1

AJAX, animation utilizing JavaScript, audio, and user interaction applications using jQuery UI are all taught for the student to bring to bear on the creation of a highly interactive and dynamic web project.

Prerequisites:

· Graphic design skills or basic Photoshop knowledge AND WCM400 Content Management Systems or equivalent. · Interview with assigned instructor and show portfolio pieces.

TOTAL	\$3,074.90
Supplies	\$50
Books	\$81.57
Tuition	\$2,833.33
Reg. Fee	\$110.00

3D MODELING & DESIGN COURSES

Start date

10/6/21

2/22/22

5/23/22

9/14/22

1/9/23

4/28/23

8/21/23



	Focus Hrs. Length Cost			Focus		Hrs.	Length		ost					
L L	Autodes	K Maya Iodeling (term 4)	100	5 weeks (M-F, 8AM-12PM)		93.33 s & Materials)		Maya, Si	U bstance D320A Advanced M	Painter, & Unreal Materials (term 5)	100	5 weeks (M-F, 8AM-12PM)		93.33 s & Materials)
Introduction to 3D (IA104) introduces students to 3D and 3D applications, techniques, and theory with an emphasis on Autodesk's Maya. Students will learn and practice the fundamental methods of modeling, texturing, lighting, and rendering. Polygon Modeling, UV Texture Mapping, Arnold Rendering Engine, and Turntable Animation. Advanced Materials (3D320A) focuses on materials, textures, rendering and lighting. Advanced Materials (3D320A) focuses on materials, textures, rendering and lighting. For endering (PBR) workflow is the core foundation of this course. Students will learn how normal maps and textures directly to their models as well as how to render directly in Engine.										how to apply	materials,			
Morning M-F 8AM – 12PM Prerequisites: • Basic Adobe Photoshop Knowledge or P102 Raster Graphics.						Mor M-F 8AM	-	Prerequisites: • 3D310A Hard Surface Modeling	g or equiva	alent.				
Start date	End date	 Interview with assigned instruct 	ctor and sh	now portfolio pieces.				Start date	End date	 Interview with assigned instruct 	ctor and sh	now portfolio pieces.		
8/31/21	10/5/21			г				7/27/21	8/30/21			г		
12/20/21	2/1/22				Reg. Fee	\$110.00		11/10/21	12/17/21				Reg. Fee	\$110.00
4/14/22	5/20/22				Tuition	\$2,833.33		3/10/22	4/13/22				Tuition	\$2,833.33
8/9/22	9/13/22			-	Books	\$0		6/28/22	8/8/22				Books	\$(
11/28/22	1/6/23			-				10/19/22	11/23/22					
3/22/23	4/27/23				Supplies	\$50.00		2/14/23	3/21/23				Supplies	\$50.00
7/17/23	8/18/23				TOTAL	\$2,993.33		6/5/23	7/14/23				TOTAL	\$2,993.33

Focus	Hrs.	Length	Cost	Focus	Hrs.	Length	Cost
Maya & Substance Painter 3D310A Hard Surface Modeling (term 5)	100	5 weeks (M-F, 8AM-12PM)	\$2,993.33 (Tuition, Fees & Materials)	Maya, ZBrush, & Substance Painter 3D330A Anatomy for Character Modelers (term 5)	100	5 weeks (M-F, 8AM-12PM)	\$3,013.81 (Tuition, Fees & Materials)

Hard Surface Modeling - Prop Modeling (3D310A) discusses, in detail, traditional polygon modeling techniques in Autodesk Maya. Special emphasis is placed on clean topology and advanced UV layout techniques. Normal maps will be created using Adobe Substance Painter.

Anatomy for Character Modelers (3D330A) focuses around human anatomy. Students learn surface anat-
omy and bony landmarks to help create believable human forms. The goal of this class is to have a clear
understanding of the underlying muscle anatomy that could translate to any type of organic creature. Base
meshes are created in Autodesk Maya with Pixologic ZBrush used for the detailing.

	Prerequisites: • Basic Modeling Skills in Maya or IA104 Intro to 3D Modeling.	Morning M-F 8AM – 12PM	
	 Interview with assigned instructor and show portfolio pieces. 	End date	tart date
		11/9/21	10/6/21
Reg. Fee		3/9/22	2/22/22
Tuition		6/27/22	5/23/22
Books		10/18/22	9/14/22
		2/13/23	1/9/23
Supplies		6/2/23	4/28/23
TOTAL		9/25/23	8/21/23

	Mor M-F 8AN	0	Prerequisites: • 3D320A Advanced Materials or equivalent. • Interview with assigned instructor and show portfolio pieces.
	Start date	End date	• Interview with assigned instructor and snow portiono pieces.
	8/31/21	10/5/21	
\$110.00	12/20/21	2/1/22	
\$2,833.33	4/14/22	5/20/22	
\$0	8/9/22	9/13/22	
\$50.00	11/28/22	1/6/23	
\$30.00	3/22/23	4/27/23	
\$2,993.33	7/17/23	8/18/23	

тот	AL	\$3,013	.81
Supp	lies	\$50	.00
Во	oks	\$20	.48
Tuit	tion	\$2,833	.33
Reg.	Fee	\$110	.00

3D MODELING & DESIGN COURSES



Focus	Hrs.	Length	Cost
Maya, ZBrush, & Substance Painter	100	5 weeks	\$3,005.95
3D410A Advanced Organic Modeling (term 6)		(M-F, 8AM-12PM)	(Tuition, Fees & Materials)

Advanced Organic Modeling (3D410A) focuses on creating a high-resolution organic creature model from scratch. Students use Pixologic ZBrush to create the character. Next, students will learn how to apply their texturing skills to creating realistic organic tissue. Projects will be rendered in Autodesk Maya and Marmoset. Edge-flow, Displacement maps, Normal Maps and advanced ZBrush techniques are key concepts of

	-	this course.		
	ning 1 – 12PM	Prerequisites:		
Start date	End date	 3D330A Anatomy for Character Modelers or equivalent. 		
10/6/21	11/9/21	 Interview with assigned instructor and show portfolio pieces. 		
2/22/22	3/9/22		Reg. Fee	\$110.00
5/23/22	6/27/22		Tuition	\$2,833.33
9/14/22	10/18/22		Books	\$12.62
1/9/23	2/13/23			· ·
4/28/23	6/2/23		Supplies	\$50.00
8/21/23	9/25/23		TOTAL	\$3,005.95

Focus	Hrs.	Length	Cost
Maya, ZBrush, Substance, & Unreal	100	5 weeks	\$2,993.33
3D420A Game CHaracter (term 6)		(M-F, 8AM-12PM)	(Tuition, Fees & Materials)

Game Character (3D420A) class instructs students on the entire character workflow from beginning to end. Students will create a single original character from the ground up and carry it through the entire pipeline, including modeling, high-poly sculpting, texturing and shading, and rigging for animation. Finally, students will learn how to package and export their finished character into a game engine.

	Mor M-F 8AN	ning 1 — 12PM	Prerequisites: • 3D410A Advanced Organic Modeling or equivent.
St	art date	End date	 Interview with assigned instructor and show portfolio pieces.
7.	/27/21	8/30/21	
11	1/10/21	12/17/21	
3	/10/22	4/13/22	
6	/28/22	8/8/22	
10	0/19/22	11/23/22	
2	/14/23	3/21/23	
6	6/5/23	7/14/23	

TOTAL	\$2,993.33
Supplies	\$50.00
Books	\$0
Tuition	\$2,833.33
Reg. Fee	\$110.00

DIGITAL VIDEO PRODUCTION



	Foo	SUS	Hrs.	Length	Co	st		Foc	us Hrs. Length			C	ost
IV104 In	Adobe P troduction to Digita	remiere I Video Production (term 4)	100	5 weeks (M-F, 8AM-12PM)	\$3,04 (Tuition, Fees	3.06 & Materials)			be Premiere Video Production (term 6)	100	5 weeks (M-F, 8AM-12PM)	\$3,1 (Tuition, Fee	49.90 es & Materials)
Introduction to Digital Video Production (IV104) offers the fundamentals of Digital Video Production from pre-production (planning & storyboarding) to production (shooting, lighting, sound, and green screen) to post production (editing, compositing, titles, color correction, audio, and music). Professional film and video analysis, genre division and film fundamental elements will be studied. Video compression, with an empha sis on web delivery, will be introduced.							film world. Stu short film. It is	idents will appl a goal of the c	DAP400B) will examine the y the knowledge from prere- ourse that this film be used editor, producer, cinematog Students will imitate a pr	equisite o as a cei rapher, v	courses to the crea ntral portfolio piec writer, compositor,	tion of a high e. Students v and sound-s	h-quality will explore specialist.
Mor M-F 8AM	0	Prerequisites: • Basic Computer Knowledge.						rning M — 12PM	also learn about scouting distribution.				
Start date	End date						Start date	End date					
10/6/21	11/9/21			Г	Reg. Fee	\$110.00	10/6/21	11/9/21	 Prerequisites: DAP400A Digital Video Produc 	tion or onu	iivalont [
2/22/22	3/9/22			_	0		2/22/22	3/9/22	 Interview with assigned instruct 			Reg. Fee	\$110.00
5/23/22	6/27/22			_	Tuition	\$2,833.33	5/23/22	6/27/22				Tuition	\$2,833.33
9/14/22	10/18/22				Books	\$49.73	9/14/22	10/18/22				Books	
1/9/23	2/13/23				Supplies	\$50.00	1/9/23	2/13/23					
4/28/23	6/2/23			-			4/28/23	6/2/23				Supplies	\$50.00
8/21/23	9/25/23			L	TOTAL	\$3,043.06	8/21/23	9/25/23				TOTAL	\$3,149.90

[Focus	Hrs.	Length	Cost	Focus	Hrs.	Length	Cost
	Adobe Premiere DAP400A Digital Video Production (term 6)	100	5 weeks (M-F, 8AM-12PM)	\$2,993.33 (Tuition, Fees & Materials)	Adobe After Effects DC300 Digital Compositing & Motion Graphic (term 5)	100	5 weeks (M-F, 8AM-12PM)	\$3,149.90 (Tuition, Fees & Materials)

Digital Production (DAP400A) covers the production process, including pre-production, production and post-production. Much of the emphasis will be on learning the production tools. Students will gain hands on experience in the use of different types of cameras, lenses, lighting and sound recording equipment. Students will also learn techniques in planning and preparing for the production process. In post-produc-

	ning	tion, students learn the fundamentals of media asset managen editing techniques and different delivery methods with an emp	,
M-F 8AN	I – 12PM	compression for the web.	
Start date	End date		
8/31/21	10/5/21	Prerequisites: V104 Introduction to Digital Video Production or equivalent. Reg. F	ee \$110.00
12/20/21	2/1/22	Interview with assigned instructor and show portfolio pieces.	· · · · ·
4/14/22	5/20/22	Tuiti	on \$2,833.33
8/9/22	9/13/22	Boo	ks \$
11/28/22	1/6/23	Suppli	es \$50.00
3/22/23	4/27/23	TOT	AL \$3,043.06
7/17/23	8/18/23		1L φ3,043.00

		Start date
Dog Egg	\$110.00	10/6/21
Reg. Fee		2/22/22
Tuition	\$2,833.33	5/23/22
Books	\$	9/14/22
Supplies	\$50.00	1/9/23
TOTAL	\$3,043.06	4/28/23
TUTAL	\$3,043.00	8/21/23

Digital Compositing and Motion Graphics (DC300), students will learn the tools to create video effects. Explores the world of digital compositing and motion graphics from identifying the needs for production and pre-producing VFX shots. The students will be introduced to basic compositing techniques and motion graphics. The course will offer an understanding of pre-production for Adobe After Effects to set up the

		best shot for effects, green screen, 3D layers, key-t	raming, creat	ting alpha					
Mor M-F 8AN	0	mattes, animating text and geo elements, motion tracking, syncing to audio and exporting movies for web or cinema.							
tart date	End date								
0/6/21	11/9/21	Prerequisites: • Basic Adobe Photoshop knowledge.							
2/22/22	3/9/22	 Interview with assigned instructor and show portfolio pieces. 	Reg. Fee	\$110.00					
5/23/22	6/27/22		Tuition	\$2,833.33					
)/14/22	10/18/22		Books	\$156.57					
1/9/23	2/13/23			1					
/28/23	6/2/23		Supplies	\$50.00					
8/21/23	9/25/23		TOTAL	\$3,149.90					

DIGITAL VIDEO PRODUCTION



	Foc	us	Hrs.	Length Cost				Focus			Length	Co	ost		
Advar DAC400 Advanc	ced Adob ced Digital Compo	e After Effects siting & Motion Graphic (term 6)	100	5 weeks (M-F, 8AM-12PM)	\$2,99 (Tuition, Fees	3.33 & Materials)	ProTools DS300 Sound Design & Engineering (term 5)			100	5 weeks (M-F, 8AM-12PM)	\$2,99 (Tuition, Fees	93.33 s & Materials)		
Advanced Digital Compositing and Motion Graphics (DAC400) This class demonstrate how to solve creative, complex, industry-level compositing problems, such as multiple effects, pre-comp/nesting, optimizing performance, masking/rotoscoping, and rendering, using industry standard programs like After Effects. Students will leave with skills ranging from digital painting, clean plating, rotoscoping, multi channeling compositing from 3D programs, color correcting, 3D motion tracking to						tion of sound fo involved in crea	or picture usin ating effective	ng (DS300) explains the role g Pro Tools. Students will le audio for picture and will a rrm. No prior audio experier	earn fund Ichieve a	damental technical a basic level of profic	and artistic p	processes			
Mori M-F 8AM	•		epts as alpha channels, plug-ins, modifying in the Graph				Morning M-F 8AM – 12PM Prerequisites: • Basic Computer Knowledge.								
Start date	End date						Start date	End date							
7/27/21	8/30/21	 Prerequisites: DC300 Digital Compositing & N 	lation Crar	bio or ogvivologt F			8/31/21	10/5/21			г				
11/10/21	12/17/21	 Interview with assigned instruct 					Reg. Fee	\$110.00	12/20/21	2/1/22	1		_	Reg. Fee	\$110.00
3/10/22	4/13/22						Tuition	\$2,833.33	4/14/22	5/20/22	1			Tuition	\$2,833.33
6/28/22	8/8/22					\$0	8/9/22	9/13/22				Books	\$0		
10/19/22	11/23/22		Books \$0 Supplies \$50.00				11/28/22	1/6/23					\$50.00		
2/14/23	3/21/23						3/22/23	4/27/23				Supplies			
6/5/23	7/14/23		_	\$2,993.33	7/17/23	8/18/23	1			TOTAL	\$2,993.33				
				-							_				

Focus	Hrs.	Length	Cost
Script Writing	100	5 weeks	\$3,030.04
DW300 Script Writing (term 5)		(M-F, 8AM-12PM)	(Tuition, Fees & Materials)

Script Writing (DW300) will introduce the elements of both short-form, television pilot, and feature-length screenwriting, focusing specifically on screenplay structure, short and feature film analysis, genre analysis, and screenwriting style. The emphasis is on students' original idea generation and writing.

		_
Mor M-F 8AN	0	Prerequisites: • Basic Computer Knowledge.
Start date	End date	
7/27/21	8/30/21	
11/10/21	12/17/21	
3/10/22	4/13/22	
6/28/22	8/8/22	
10/19/22	11/23/22	
2/14/23	3/21/23	
6/5/23	7/14/23	

Reg. Fee	\$110.00
Tuition	\$2,833.33
Books	\$36.71
Supplies	\$50.00
TOTAL	\$3,030.04