

TRACK TITLES

CLASS PROJECTION WORKSHEET

MODELING

HARD SURFACE MODELING
SAMPLE SCHEDULE

DIGITAL SETS
SAMPLE SCHEDULE

ORGANIC CHARACTER MODELING
SAMPLE SCHEDULE

GAMES

REAL-TIME GAME ENVIRONMENTS AND CINEMATICS
SAMPLE SCHEDULE

REAL-TIME GAME CHARACTERS AND CINEMATICS
SAMPLE SCHEDULE

TEXTURE MAPPING

TEXTURE MAPPING
SAMPLE SCHEDULE

PRE-VISUALIZATION

PRE-VISUALIZATION
SAMPLE SCHEDULE

ANIMATION

EFFECTS ANIMATION
SAMPLE SCHEDULE

CHARACTER ANIMATION AND CHARACTER RIGGING
SAMPLE SCHEDULE

OBJECT ANIMATION (PROPS, CAMERAS, FLYING LOGOS, CORPORATE IDENTITIES)
SAMPLE SCHEDULE

LIGHTING

LIGHTING AND RENDERING
SAMPLE SCHEDULE

COMPOSITING

COMPOSITING AND 3D INTEGRATION
SAMPLE SCHEDULE

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



HARD SURFACE MODELING

DIGITAL CLASSES	PREREQUISITES
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Polygon Modeling I	Intro to Maya or Concurrently
<input checked="" type="checkbox"/> Polygon Modeling II	Polygon modeling I
<input checked="" type="checkbox"/> Texture Mapping I	Intro to Maya
<input type="checkbox"/> Lighting and Rendering	Texture Mapping
<input type="checkbox"/> Surface Modeling	Intro to Maya
<input type="checkbox"/> Z-Brush	Polygon Modeling I
<input type="checkbox"/> Digital Sculpting & Anatomy in Z-Brush	Z-Brush
<input type="checkbox"/> Digital Sculpting & Texturing in Z-Brush	Z-Brush
ANALOG CLASSES	
<input type="checkbox"/> Visual Communications I	None
<input type="checkbox"/> History of Visual Effects for Film	None
<input type="checkbox"/> Visual Development	Visual Communication I
<input checked="" type="checkbox"/> Visual Communications II	Visual Communication I
<input checked="" type="checkbox"/> Production Design I	Visual Communication 1
<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input type="checkbox"/> Production Design II	Production Design I
<input type="checkbox"/> Designing Spaceships / Robots	Strong drawing skills (Production Design1). Familiarity with Photoshop.
<input type="checkbox"/> Visual Structure	Strong drawing skills (Production Design1)
<input type="checkbox"/> Environment Design	Strong drawing skills (Production Design1)
<input type="checkbox"/> Prop Design	Visual Communication I
<input type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE **HARD SURFACE**

Term 1	
<input checked="" type="checkbox"/> Intro to Maya	<input checked="" type="checkbox"/> Visual Communications I
<input checked="" type="checkbox"/> Polygon Modeling I	<input checked="" type="checkbox"/> History of Visual Effects for Film
	<input checked="" type="checkbox"/> Visual Development
Term 2	
<input checked="" type="checkbox"/> Texture Mapping I	<input checked="" type="checkbox"/> Visual Communications II
<input checked="" type="checkbox"/> Polygon Modeling II	<input checked="" type="checkbox"/> Production Design I
	<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions
Term 3	
<input type="checkbox"/> Z-Brush	<input type="checkbox"/> Production Design II
<input type="checkbox"/> Surface Modeling	<input type="checkbox"/> Designing Spaceships / Robots
<input type="checkbox"/> Lighting and Rendering	<input type="checkbox"/> Visual Structure
Term 4	
<input type="checkbox"/> Digital Sculpting & Anatomy in Z-Brush	<input type="checkbox"/> Prop Design
<input type="checkbox"/> Digital Sculpting & Texturing in Z-Brush	<input type="checkbox"/> Career Realities
	<input type="checkbox"/> Environment Design

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



DIGITAL SETS

DIGITAL CLASSES	PREREQUISITES
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Texture Mapping I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> Polygon Modeling I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> Lighting and Rendering I	Texture Mapping I
<input checked="" type="checkbox"/> Texture Mapping II	Texture Mapping I
<input type="checkbox"/> Surface Modeling	Intro to Maya
<input type="checkbox"/> Z-Brush	Polygon Modeling I
<input type="checkbox"/> Polygon Modeling II	Polygon Modeling I
<input type="checkbox"/> Digital Matte Painting	Knowledge of traditional painting techniques, basic color theory and multi-point perspective are essential. Photoshop and Familiar with any 3d package (Maya recommended)
<input type="checkbox"/> Animation and Visual Effects	Intro to Maya, Polygon Modeling (recommended)
<input type="checkbox"/> Environment Workflow Techniques	Portfolio review by instructor
<input type="checkbox"/> Image-Based Techniques	Polygon Modeling I, Texture Mapping I
<input checked="" type="checkbox"/> Lighting and Rendering II	Lighting and Rendering I
<input checked="" type="checkbox"/> Digital Sets	Texture Mapping, Lighting and Rendering, Polygon Modeling
<input checked="" type="checkbox"/> Rendering w/ Pixar Renderman	Intermediate knowledge: Polygon Modeling, Texturing, Animation VFX I
ANALOG CLASSES	
<input type="checkbox"/> Visual Communications I	None
<input type="checkbox"/> History of Visual Effects for Film	None
<input type="checkbox"/> Storyboarding and Animatics	Visual Communications I
<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input checked="" type="checkbox"/> Visual Development	Visual Communication I
<input checked="" type="checkbox"/> Visual Communications II	Visual Communication I
<input type="checkbox"/> Production Design I	Visual Communication 1
<input type="checkbox"/> Principles of Cinematic Composition	Lighting & Rendering. Strong understanding of traditional perspective. Working knowledge of Photoshop and/or Illustrator
<input type="checkbox"/> Production Design II	Production Design I
<input type="checkbox"/> Visual Structure	Strong drawing skills (Production Design1)
<input type="checkbox"/> Cinematography for Visual Effects	None
<input checked="" type="checkbox"/> Environment Design	Strong drawing skills (Production Design1)
<input checked="" type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE **DIGITAL SETS**

Term 1	
<input checked="" type="checkbox"/> Intro to Maya	<input checked="" type="checkbox"/> Visual Communications I
<input checked="" type="checkbox"/> Texture Mapping I	<input checked="" type="checkbox"/> History of Visual Effects for Film
	<input checked="" type="checkbox"/> Storyboarding and Animatics
Term 2	
<input checked="" type="checkbox"/> Polygon Modeling I	<input checked="" type="checkbox"/> Visual Communications II
<input checked="" type="checkbox"/> Lighting and Rendering I	<input checked="" type="checkbox"/> Visual Development
<input checked="" type="checkbox"/> Texture Mapping II	<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions
Term 3	
<input type="checkbox"/> Surface Modeling	<input type="checkbox"/> Production Design I
<input type="checkbox"/> Z-Brush	<input type="checkbox"/> Principles of Cinematic Composition
<input type="checkbox"/> Polygon Modeling II	
<input type="checkbox"/> Digital Matte Painting	
Term 4	
<input type="checkbox"/> Animation and Visual Effects	<input type="checkbox"/> Production Design II
<input type="checkbox"/> Environment Workflow Techniques	<input type="checkbox"/> Visual Structure
<input type="checkbox"/> Image-Based Techniques	<input type="checkbox"/> Cinematography for Visual Effects
Term 5	
<input type="checkbox"/> Digital Sets	<input type="checkbox"/> Career Realities
<input type="checkbox"/> Lighting and Rendering II	<input type="checkbox"/> Environment Design
<input type="checkbox"/> Rendering w/ Pixar Renderman	

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



CHARACTER MODELER (ORGANIC MODELING)

DIGITAL CLASSES	PREREQUISITES
<input checked="" type="checkbox"/> Intro to Maya	None
<input checked="" type="checkbox"/> Polygon Modeling I	Intro to Maya or Concurrently
<input checked="" type="checkbox"/> Polygon Modeling II	Polygon modeling I
<input checked="" type="checkbox"/> Texture Mapping I	Intro to Maya
<input type="checkbox"/> Lighting and Rendering I	Texture Mapping
<input type="checkbox"/> Surface Modeling	Intro to Maya
<input type="checkbox"/> Z-Brush	Polygon Modeling I
<input type="checkbox"/> Digital Sculpting & Anatomy in Z-Brush	Z-Brush
<input type="checkbox"/> Digital Sculpting & Texturing in Z-Brush	Z-Brush
ANALOG CLASSES	
<input checked="" type="checkbox"/> Visual Communications I	None
<input checked="" type="checkbox"/> Figure Drawing	None
<input checked="" type="checkbox"/> History of Visual Effects for Film	None
<input checked="" type="checkbox"/> Gesture Drawing	Figure Drawing
<input checked="" type="checkbox"/> Visual Development	Visual Communication I
<input checked="" type="checkbox"/> Character Design	Figure Drawing, Visual Communications
<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input type="checkbox"/> Character Workflow Techniques	Digital Portfolio review by instructor
<input type="checkbox"/> Creature Development and Creation	Figure Drawing and Character Design
<input type="checkbox"/> Production Design I	Visual Communication 1
<input type="checkbox"/> Dynamic Poses for Animation	Figure Drawing
<input type="checkbox"/> Production Design II	Production Design I
<input type="checkbox"/> Anatomy Design	Strong drawing skills (Production Design1). Familiarity with Photoshop.
<input type="checkbox"/> Ecorche'	Character Maquette Sculpture
<input type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE ORGANIC MODELING

Term 1	
<input checked="" type="checkbox"/> Intro to Maya	<input checked="" type="checkbox"/> Visual Communications I
<input checked="" type="checkbox"/> Polygon Modeling I	<input checked="" type="checkbox"/> Figure Drawing
	<input checked="" type="checkbox"/> History of Visual Effects for Film
Term 2	
<input checked="" type="checkbox"/> Polygon Modeling II	<input checked="" type="checkbox"/> Gesture Drawing
<input checked="" type="checkbox"/> Texture Mapping I	<input checked="" type="checkbox"/> Visual Development
	<input checked="" type="checkbox"/> Character Design
	<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions
Term 3	
<input type="checkbox"/> Lighting and Rendering I	<input type="checkbox"/> Character Workflow Techniques
<input type="checkbox"/> Surface Modeling	<input type="checkbox"/> Creature Development and Creation
<input type="checkbox"/> Z-Brush	<input type="checkbox"/> Production Design I
Term 4	
<input type="checkbox"/> Digital Sculpting & Anatomy in Z-Brush	<input type="checkbox"/> Dynamic Poses for Animation
<input type="checkbox"/> Digital Sculpting & Texturing in Z-Brush	<input type="checkbox"/> Production Design II
	<input type="checkbox"/> Anatomy Design
Term 5	
	<input type="checkbox"/> Ecorche'
	<input type="checkbox"/> Career Realities

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



REAL-TIME GAME ENVIRONMENTS AND CINEMATICS

DIGITAL CLASSES	PREREQUISITES
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Texture Mapping I	None
<input checked="" type="checkbox"/> Polygon Modeling I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> 2D Texture for 3D Art	Texture Mapping I
<input checked="" type="checkbox"/> Animation and Visual Effects I	Intro to Maya
<input checked="" type="checkbox"/> Lighting and Rendering I	Texture Mapping
<input type="checkbox"/> Intro to Unreal Editor	Polygon Modeling I
<input type="checkbox"/> Polygon Modeling II	Polygon Modeling I
<input type="checkbox"/> Texture Mapping II	Texture Mapping I
<input type="checkbox"/> Environment Workflow Techniques	Portfolio review by instructor
<input type="checkbox"/> Lighting and Rendering II	Lighting and Rendering I
<input type="checkbox"/> Z-Brush	Polygon Modeling I
<input type="checkbox"/> Environment Creation for Games	Polygon Modeling I, Texture Mapping I
<input type="checkbox"/> 3D Texture Painting	Texturing, Polygon Modeling
<input type="checkbox"/> Digital Sets	Texture Mapping, Lighting and Rendering, Polygon Modeling
<input type="checkbox"/> Digital Matte Painting	Knowledge of traditional painting techniques, basic color theory and multi-point perspective are essential. Photoshop and Familiar with any 3d package (Maya recommended)
ANALOG CLASSES	PREREQUISITES
<input type="checkbox"/> Visual Communications I	None
<input type="checkbox"/> Writing for Animation/Games	None
<input type="checkbox"/> Cinematography for Visual Effects	None
<input checked="" type="checkbox"/> Visual Communications II	Visual Communications I
<input checked="" type="checkbox"/> Production Design I	Visual Communications I
<input type="checkbox"/> Environment Design	Production Design I. Strong drawing skills are recommended.
<input type="checkbox"/> Principles of Cinematic Composition	Lighting & Rendering. Strong understanding of traditional perspective. Working knowledge of Photoshop and/or Illustrator
<input type="checkbox"/> Production Design II	Production Design I
<input type="checkbox"/> Visual Structure	Production Design I or Concurrent
<input type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE REAL-TIME GAME ENVIRONMENTS AND CINEMATICS

Term 1

- | | |
|---|---|
| <input checked="" type="checkbox"/> Intro to Maya | <input checked="" type="checkbox"/> Visual Communications I |
| <input checked="" type="checkbox"/> Texture Mapping I | <input checked="" type="checkbox"/> Writing for Animation/Games |
| | <input checked="" type="checkbox"/> Cinematography for Visual Effects |

Term 2

- | | |
|--|--|
| <input checked="" type="checkbox"/> Polygon Modeling I | <input checked="" type="checkbox"/> Visual Communications II |
| <input checked="" type="checkbox"/> 2D Texture for 3D Art | <input checked="" type="checkbox"/> Production Design I |
| <input checked="" type="checkbox"/> Animation and Visual Effects I | |
| <input checked="" type="checkbox"/> Lighting and Rendering I | |

Term 3

- | | |
|--|--|
| <input type="checkbox"/> Intro to Unreal Editor | <input type="checkbox"/> Environment Design |
| <input type="checkbox"/> Polygon Modeling II | <input type="checkbox"/> Principles of Cinematic Composition |
| <input type="checkbox"/> Environment Workflow Techniques | |
| <input type="checkbox"/> Texture Mapping II | |

Term 4

- | | |
|---|---|
| <input type="checkbox"/> Lighting and Rendering II | <input type="checkbox"/> Production Design II |
| <input type="checkbox"/> Z-Brush | <input type="checkbox"/> Visual Structure |
| <input type="checkbox"/> Environment Creation for Games | |
| <input type="checkbox"/> 3D Texture Painting | |

Term 5

- | | |
|---|---|
| <input type="checkbox"/> Digital Sets | <input type="checkbox"/> Career Realities |
| <input type="checkbox"/> Digital Matte Painting | |

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



REAL-TIME GAME CHARACTERS AND CINEMATICS ANIMATION

DIGITAL CLASSES	PREREQUISITES
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Texture Mapping I	None
<input checked="" type="checkbox"/> Polygon Modeling I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> 2D Texture for 3D Art	Texture Mapping I
<input checked="" type="checkbox"/> Animation and Visual Effects I	Intro to Maya
<input type="checkbox"/> Z-Brush	Polygon Modeling I
<input type="checkbox"/> Character Creation for Games	Polygon Modeling I, Texture Mapping I
<input type="checkbox"/> Polygon Modeling II	Polygon Modeling I
<input type="checkbox"/> Kinematics	Animation Visual Effects I
<input type="checkbox"/> Intro to Unreal Editor	Polygon Modeling I
<input type="checkbox"/> 3D Texture Painting	Texturing, Polygon Modeling
<input type="checkbox"/> Character Animation I	Kinematics, Visual Effects I
<input type="checkbox"/> Video Game Animation/Character Construction	Kinematics, Visual Effects I
<input checked="" type="checkbox"/> Lighting and Rendering I	Texture Mapping
<input checked="" type="checkbox"/> Character Workflow Techniques	Portfolio review by instructor
<input checked="" type="checkbox"/> Character Animation II	Character Animation I
ANALOG CLASSES	PREREQUISITES
<input type="checkbox"/> Visual Communications I	None
<input type="checkbox"/> Figure Drawing	None
<input type="checkbox"/> Writing for Animation/Games	None
<input checked="" type="checkbox"/> Cinematography for Visual Effects	None
<input checked="" type="checkbox"/> Storyboarding and Animatics	Visual Communications I
<input checked="" type="checkbox"/> Gesture Drawing	Figure Drawing
<input checked="" type="checkbox"/> Production Design I	Visual Communications I
<input type="checkbox"/> Character Design	Production Design I. Strong drawing skills are recommended.
<input type="checkbox"/> Dynamic Poses for Animation	Strong Figure Drawing Skills
<input type="checkbox"/> Anatomy Design	Lighting & Rendering. Strong understanding of traditional perspective. Working knowledge of Photoshop and/or Illustrator
<input type="checkbox"/> Acting for Animators	None
<input type="checkbox"/> Character Maquette Sculpture	Figure Drawing Recommended
<input checked="" type="checkbox"/> Creature Design	Figure Drawing or Visual Communications
<input checked="" type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE REAL-TIME GAME CHARACTERS AND CINEMATIC ANIMATION

Term 1	
<input checked="" type="checkbox"/> Intro to Maya	<input checked="" type="checkbox"/> Visual Communications I
<input checked="" type="checkbox"/> Texture Mapping I	<input checked="" type="checkbox"/> Figure Drawing
	<input checked="" type="checkbox"/> Writing for Animation/Games
Term 2	
<input checked="" type="checkbox"/> Polygon Modeling I	<input checked="" type="checkbox"/> Cinematography for Visual Effects
<input checked="" type="checkbox"/> 2D Texture for 3D Art	<input checked="" type="checkbox"/> Storyboarding and Animatics
<input checked="" type="checkbox"/> Animation and Visual Effects I	<input checked="" type="checkbox"/> Gesture Drawing
	<input checked="" type="checkbox"/> Production Design I
Term 3	
<input type="checkbox"/> Z-Brush	<input type="checkbox"/> Character Design
<input type="checkbox"/> Character Creation for Games	<input type="checkbox"/> Dynamic Poses for Animation
<input type="checkbox"/> Polygon Modeling II	
<input type="checkbox"/> Kinematics	
Term 4	
<input type="checkbox"/> Intro to Unreal Editor	<input type="checkbox"/> Anatomy Design
<input type="checkbox"/> 3D Texture Painting	<input type="checkbox"/> Acting for Animators
<input type="checkbox"/> Character Animation I	<input type="checkbox"/> Character Maquette Sculpture
<input type="checkbox"/> Video Game Animation/Character Construction	
Term 5	
<input type="checkbox"/> Lighting and Rendering I	<input type="checkbox"/> Creature Design
<input type="checkbox"/> Character Workflow Techniques	<input type="checkbox"/> Career Realities
<input type="checkbox"/> Character Animation II	

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



PRE-VISUALIZATION

DIGITAL CLASSES	PREREQUISITES
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Intro to Compositing	None
<input checked="" type="checkbox"/> Texture Mapping I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> Polygon Modeling I	Texture Mapping I
<input checked="" type="checkbox"/> Animation Visual Effects I	Intro to Maya
<input type="checkbox"/> Lighting and Rendering I	Polygon Modeling I
<input type="checkbox"/> Essentials of Shooting DV	Animation VFX I
<input type="checkbox"/> Character Kinematics	Polygon Modeling I, Texture Mapping I
<input type="checkbox"/> Particles and Dynamics I	Kinematics, Visual Effects I
<input type="checkbox"/> Character Skinning	Polygon Modeling I
<input type="checkbox"/> Match Moving and Integration	Animation VFX I, Essentials of Shooting DV
<input type="checkbox"/> Machinima	Texturing, Polygon Modeling
<input type="checkbox"/> Character Animation I	Animation Visual Effects I
<input checked="" type="checkbox"/> Character Animation II	Polygon Modeling I
<input checked="" type="checkbox"/> Particles and Dynamics II	Kinematics, Visual Effects I
<input checked="" type="checkbox"/> Pre-visualization and Animatics	Animation VFX I, Storyboarding, Recommend Modeling, Texture, Lighting, and Compositing
ANALOG CLASSES	PREREQUISITES
<input type="checkbox"/> Visual Communications	None
<input type="checkbox"/> History of Visual Effects	None
<input type="checkbox"/> Writing for Animation/Games	None
<input checked="" type="checkbox"/> History and Principles of Animation	None
<input checked="" type="checkbox"/> Storyboarding and Animatics	None
<input type="checkbox"/> Production Design I	None
<input type="checkbox"/> Cinematography for Visual Effects	None
<input type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input type="checkbox"/> Visual Structure	Production Design I
<input type="checkbox"/> Acting for Animators	None
<input checked="" type="checkbox"/> Principles of Cinematic Composition	Lighting and Rendering, Strong understanding of traditional perspective. Working knowledge of Photoshop
<input checked="" type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE PRE-VISUALIZATION

Term 1

- | | |
|---|--|
| <input type="checkbox"/> Intro to Maya | <input type="checkbox"/> Visual Communications |
| <input type="checkbox"/> Intro to Compositing | <input type="checkbox"/> History of Visual Effects |
| | <input type="checkbox"/> Writing for Animation/Games |

Term 2

- | | |
|--|---|
| <input checked="" type="checkbox"/> Texture Mapping I | <input checked="" type="checkbox"/> History and Principles of Animation |
| <input checked="" type="checkbox"/> Polygon Modeling I | <input checked="" type="checkbox"/> Storyboarding and Animatics |
| <input checked="" type="checkbox"/> Animation Visual Effects I | |

Term 3

- | | |
|--|---|
| <input type="checkbox"/> Lighting and Rendering I | <input type="checkbox"/> Production Design I |
| <input type="checkbox"/> Essentials of Shooting DV | <input type="checkbox"/> Cinematography for Visual Effects |
| <input type="checkbox"/> Character Kinematics | <input type="checkbox"/> Basic Filmmaking & CGI Productions |

Particles and Dynamics I

Term 4

- | | |
|---|---|
| <input type="checkbox"/> Character Skinning | <input type="checkbox"/> Visual Structure |
| <input type="checkbox"/> Match Moving and Integration | <input type="checkbox"/> Acting for Animators |
| <input type="checkbox"/> Machinima | |
| <input type="checkbox"/> Character Animation I | |

Term 5

- | | |
|---|---|
| <input checked="" type="checkbox"/> Character Animation II | <input checked="" type="checkbox"/> Principles of Cinematic Composition |
| <input checked="" type="checkbox"/> Particles and Dynamics II | <input checked="" type="checkbox"/> Career Realities |
| <input checked="" type="checkbox"/> Pre-visualization and Animatics | |

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



EFFECTS ANIMATION

DIGITAL CLASSES	PREREQUISITES
<input checked="" type="checkbox"/> Intro to Maya	None
<input checked="" type="checkbox"/> Intro to Compositing	None
<input checked="" type="checkbox"/> Texture Mapping I	Intro to Maya
<input checked="" type="checkbox"/> Animation Visual Effects I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> Lighting and Rendering I	Texture Mapping I
<input type="checkbox"/> Maya: Fur, Hair and Paint Effects	Animation VFX I
<input type="checkbox"/> Essentials of Shooting DV	Animation VFX I
<input type="checkbox"/> Particles and Dynamics I	Animation VFX I
<input type="checkbox"/> Expressions and Scripting with MEL	Intro to Maya, Intermediate Knowledge of Maya Recommended
<input type="checkbox"/> Particles and Dynamics II	Particles and Dynamics I
<input type="checkbox"/> Fluid Dynamics	Particles and Dynamics I
<input type="checkbox"/> Match-Moving and Integration	Essentials of Shooting DV
<input type="checkbox"/> The Art of Compositing with Shake	Intro to Compositing
<input type="checkbox"/> Maya: Cloth	Animation VFX I
<input type="checkbox"/> Advanced Compositing with Shake	The Art of Compositing with Shake
<input type="checkbox"/> MEL Programming Language	Expressions and Scripting with MEL
ANALOG CLASSES	PREREQUISITES
<input checked="" type="checkbox"/> History of Visual Effects	None
<input checked="" type="checkbox"/> Visual Communications	None
<input checked="" type="checkbox"/> Production Design I	Visual Communications
<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input type="checkbox"/> Visual Math for Artists	None
<input type="checkbox"/> Cinematography for VFX	None
<input type="checkbox"/> Principles of Cinematic Composition	Lighting and Rendering. Strong understanding of traditional perspective. Working knowledge of Photoshop
<input type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE EFFECTS ANIMATION

Term 1

- | | |
|--|---|
| <input checked="" type="checkbox"/> Intro to Maya | <input checked="" type="checkbox"/> History of Visual Effects |
| <input checked="" type="checkbox"/> Intro to Compositing | <input checked="" type="checkbox"/> Visual Communications |
| <input checked="" type="checkbox"/> Texture Mapping I | |

Term 2

- | | |
|--|--|
| <input checked="" type="checkbox"/> Animation Visual Effects I | <input checked="" type="checkbox"/> Production Design I |
| <input checked="" type="checkbox"/> Lighting and Rendering I | <input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions |

Term 3

- | | |
|---|--|
| <input type="checkbox"/> Maya: Fur, Hair and Paint Effects | <input type="checkbox"/> Visual Math for Artists |
| <input type="checkbox"/> Essentials of Shooting DV | <input type="checkbox"/> Cinematography for VFX |
| <input type="checkbox"/> Particles and Dynamics I | |
| <input type="checkbox"/> Expressions and Scripting with MEL | |

Term 4

- | | |
|--|--|
| <input type="checkbox"/> Particles and Dynamics II | <input type="checkbox"/> Principles of Cinematic Composition |
| <input type="checkbox"/> Fluid Dynamics | |
| <input type="checkbox"/> Match-Moving and Integration | |
| <input type="checkbox"/> The Art of Compositing with Shake | |

Term 5

- | | |
|--|---|
| <input type="checkbox"/> Maya: Cloth | <input type="checkbox"/> Career Realities |
| <input type="checkbox"/> Advanced Compositing with Shake | |
| <input type="checkbox"/> MEL Programming Language | |



CHARACTER ANIMATION AND CHARACTER RIGGING

DIGITAL CLASSES	PREREQUISITES
<input checked="" type="checkbox"/> Intro to Maya	None
<input checked="" type="checkbox"/> Animation Visual Effects 1	Intro to Maya
<input checked="" type="checkbox"/> Character Kinematics	Animation Visual Effects 1
<input checked="" type="checkbox"/> Polygon Modeling	Intro to Maya
<input checked="" type="checkbox"/> Character Animation I	Character Kinematics or Concurrent
<input type="checkbox"/> Character Skinning	Character Kinematics
<input type="checkbox"/> Character Animation II	Character Animation I
<input type="checkbox"/> Character Techniques in Animation	Character Animation II
<input type="checkbox"/> MEL Programming Language	Expressions and Scripting with MEL
<input checked="" type="checkbox"/> Character Techniques in Animation II (retake)	Character Animation II
<input checked="" type="checkbox"/> Machinima (Optional)	3D Software Experience
ANALOG CLASSES	PREREQUISITES
<input checked="" type="checkbox"/> History & Principles of Animation	None
<input checked="" type="checkbox"/> Figure Drawing	None
<input checked="" type="checkbox"/> Writing for Animation/Games	None
<input checked="" type="checkbox"/> History of Visual Effects	None
<input checked="" type="checkbox"/> Visual Communications	None
<input checked="" type="checkbox"/> Acting for Animators	None
<input type="checkbox"/> Gesture Drawing	Figure Drawing
<input type="checkbox"/> Storyboarding	None
<input type="checkbox"/> Timing for Animation: Character	History & Principles of Animation, Drawing Skills
<input type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input type="checkbox"/> Cinematography for Visual Effects	None
<input type="checkbox"/> Dynamic Poses for Animation	Figure Drawing
<input checked="" type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE CHARACTER ANIMATION AND CHARACTER RIGGING

Term 1

- | | |
|--|---|
| <input checked="" type="checkbox"/> Intro to Maya | <input checked="" type="checkbox"/> History & Principles of Animation |
| <input checked="" type="checkbox"/> Animation Visual Effects 1 | <input checked="" type="checkbox"/> Figure Drawing |
| | <input checked="" type="checkbox"/> Writing for Animation/Games |

Term 2

- | | |
|---|---|
| <input checked="" type="checkbox"/> Character Kinematics | <input checked="" type="checkbox"/> History of Visual Effects |
| <input checked="" type="checkbox"/> Character Animation I | <input checked="" type="checkbox"/> Visual Communications |
| <input checked="" type="checkbox"/> Polygon Modeling | <input checked="" type="checkbox"/> Acting for Animators |

Term 3

- | | |
|---|--|
| <input type="checkbox"/> Character Skinning | <input type="checkbox"/> Gesture Drawing |
| <input type="checkbox"/> Character Animation II | <input type="checkbox"/> Storyboarding |
| | <input type="checkbox"/> Timing for Animation: Character |

Term 4

- | | |
|--|---|
| <input type="checkbox"/> Character Techniques in Animation | <input type="checkbox"/> Basic Filmmaking & CGI Productions |
| <input type="checkbox"/> MEL Programming Language | <input type="checkbox"/> Cinematography for Visual Effects |
| | <input type="checkbox"/> Dynamic Poses for Animation |

Term 5

- | | |
|---|--|
| <input checked="" type="checkbox"/> Character Techniques in Animation II (retake) | <input checked="" type="checkbox"/> Career Realities |
| <input checked="" type="checkbox"/> Machinima (Optional) | |

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



OBJECT ANIMATION (PROPS, CAMERAS, LOGOS)

DIGITAL CLASSES	PREREQUISITES
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Texture Mapping I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> Intro to Compositing	None
<input checked="" type="checkbox"/> Polygon Modeling	Intro to Maya
<input type="checkbox"/> Lighting and Rendering I	Texture Mapping I
<input type="checkbox"/> Principles of Cinematic Composition	Lighting and Rendering. Strong understanding of traditional perspective. Working knowledge of Photoshop
<input type="checkbox"/> Animation Visual Effects I	Intro to Maya
ANALOG CLASSES	PREREQUISITES
<input type="checkbox"/> History & Principles of Animation	None
<input type="checkbox"/> Visual Communications	None
<input checked="" type="checkbox"/> History of Visual Effects	None
<input checked="" type="checkbox"/> Storyboarding	None
<input type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input type="checkbox"/> Cinematography for Visual Effects	None
<input type="checkbox"/> Career Realities	None



SAMPLE SCHEDULE OBJECT ANIMATION (PROPS, CAMERAS, LOGOS)

Term 1	
<input type="checkbox"/> Intro to Maya	<input type="checkbox"/> History & Principles of Animation
<input type="checkbox"/> Texture Mapping I	<input type="checkbox"/> Visual Communications
Term 2	
<input checked="" type="checkbox"/> Intro to Compositing	<input checked="" type="checkbox"/> History of Visual Effects
<input checked="" type="checkbox"/> Polygon Modeling	<input checked="" type="checkbox"/> Storyboarding
Term 3	
<input type="checkbox"/> Lighting and Rendering I	<input type="checkbox"/> Basic Filmmaking & CGI Productions
<input type="checkbox"/> Principles of Cinematic Composition	<input type="checkbox"/> Cinematography for Visual Effects
Term 4	
<input type="checkbox"/> Animation Visual Effects I	<input type="checkbox"/> Career Realities

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



TEXTURE MAPPING

DIGITAL CLASSES	
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Intro to Compositing	None
<input checked="" type="checkbox"/> Texture Mapping I	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> Polygon Modeling	Intro to Maya
<input checked="" type="checkbox"/> 2D Texture for 3D Art	Texture Mapping I
<input type="checkbox"/> Lighting and Rendering I	Texture Mapping I
<input type="checkbox"/> Polygon Modeling II	Polygon Modeling
<input type="checkbox"/> Z-Brush	Polygon Modeling
<input type="checkbox"/> Environment Workflow Techniques	Digital Portfolio Review by Instructor
<input type="checkbox"/> Texture Mapping II	Texture Mapping I
<input type="checkbox"/> 3D Texture Painting	Texture Mapping I
<input type="checkbox"/> Principles of Cinematic Composition	Lighting and Rendering. Strong understanding of traditional perspective. Working knowledge of Photoshop
<input type="checkbox"/> Character Workflow Techniques	Digital Portfolio Review by Instructor
<input checked="" type="checkbox"/> Digital Sculpting & Texturing in Z-Brush	Z-Brush
<input checked="" type="checkbox"/> Digital Matte Painting	Knowledge of traditional painting techniques, basic color theory and multi-point perspective are essential. Photoshop and Familiar with any 3d package (Maya recommended)
ANALOG CLASSES	PREREQUISITES
<input type="checkbox"/> History of Visual Effects	None
<input type="checkbox"/> Visual Communications	None
<input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions	None
<input checked="" type="checkbox"/> Cinematography for Visual Effects	None
<input checked="" type="checkbox"/> Production Design I	Visual Communications
<input type="checkbox"/> Production Design II	
<input checked="" type="checkbox"/> Career Realities	None

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



SAMPLE SCHEDULE TEXTURE MAPPING

Term 1

- | | |
|--|---|
| <input checked="" type="checkbox"/> Intro to Maya | <input checked="" type="checkbox"/> History of Visual Effects |
| <input checked="" type="checkbox"/> Intro to Compositing | <input checked="" type="checkbox"/> Visual Communications |

Term 2

- | | |
|---|--|
| <input checked="" type="checkbox"/> Texture Mapping I | <input checked="" type="checkbox"/> Basic Filmmaking & CGI Productions |
| <input checked="" type="checkbox"/> Polygon Modeling | <input checked="" type="checkbox"/> Cinematography for Visual Effects |
| <input checked="" type="checkbox"/> 2D Texture for 3D Art | <input checked="" type="checkbox"/> Production Design I |

Term 3

- | | |
|--|---|
| <input type="checkbox"/> Lighting and Rendering I | <input type="checkbox"/> Production Design II |
| <input type="checkbox"/> Polygon Modeling II | |
| <input type="checkbox"/> Z-Brush | |
| <input type="checkbox"/> Environment Workflow Techniques | |

Term 4

- | | |
|--|--|
| <input type="checkbox"/> Texture Mapping II | <input type="checkbox"/> Character Workflow Techniques |
| <input type="checkbox"/> 3D Texture Painting | |
| <input type="checkbox"/> Principles of Cinematic Composition | |

Term 5

- | | |
|---|---|
| <input type="checkbox"/> Digital Sculpting & Texturing in Z-Brush | <input type="checkbox"/> Career Realities |
| <input type="checkbox"/> Digital Matte Painting | |

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



LIGHTING AND RENDERING

DIGITAL CLASSES	PREREQUISITES
<input checked="" type="checkbox"/> Intro to Maya	None
<input checked="" type="checkbox"/> Intro to Compositing	None
<input checked="" type="checkbox"/> Texture Mapping	Intro to Maya or Concurrent
<input checked="" type="checkbox"/> Polygon Modeling	Intro to Maya
<input checked="" type="checkbox"/> Lighting and Rendering I	Texture Mapping
<input checked="" type="checkbox"/> Pixar Renderman	Texture Mapping I
<input type="checkbox"/> Lighting and Rendering II	Lighting and Rendering I
<input type="checkbox"/> Image-Based Techniques	Texture Mapping, Polygon Modeling
<input type="checkbox"/> Shader Writing with Renderman	Texture Mapping I
ANALOG CLASSES	PREREQUISITES
<input checked="" type="checkbox"/> History of Visual Effects	None
<input checked="" type="checkbox"/> Visual Communications I	None
<input checked="" type="checkbox"/> Production Design I	None
<input checked="" type="checkbox"/> Filmmaking & CGI Productions	None
<input type="checkbox"/> Cinematography for VFX	None
<input type="checkbox"/> Visual Structure	None
<input type="checkbox"/> Principle of Cinematic Composition	Lighting and Rendering. Strong understanding of traditional perspective. Working knowledge of Photoshop
<input type="checkbox"/> Career Realities	None



SAMPLE SCHEDULE LIGHTING AND RENDERING

Term 1	
<input checked="" type="checkbox"/> Intro to Maya	<input checked="" type="checkbox"/> History of Visual Effects
<input checked="" type="checkbox"/> Intro to Compositing	<input checked="" type="checkbox"/> Visual Communications I
<input checked="" type="checkbox"/> Texture Mapping	
Term 2	
<input checked="" type="checkbox"/> Polygon Modeling	<input checked="" type="checkbox"/> Production Design I
<input checked="" type="checkbox"/> Lighting and Rendering I	<input checked="" type="checkbox"/> Filmmaking & CGI Productions
<input checked="" type="checkbox"/> Pixar Renderman	
Term 3	
<input type="checkbox"/> Lighting and Rendering II	<input type="checkbox"/> Cinematography for VFX
<input type="checkbox"/> Image-Based Techniques	<input type="checkbox"/> Visual Structure
Term 4	
<input type="checkbox"/> Shader Writing with Renderman	<input type="checkbox"/> Principle of Cinematic Composition
	<input type="checkbox"/> Career Realities

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION



COMPOSITING AND 3D INTEGRATION

DIGITAL CLASSES	PREREQUISITES
<input type="checkbox"/> Intro to Maya	None
<input type="checkbox"/> Intro to Compositing	None
<input type="checkbox"/> Texture Mapping I	Intro to Maya
<input checked="" type="checkbox"/> Polygon Modeling I	Intro to Maya
<input checked="" type="checkbox"/> Lighting and Rendering I	Texture Mapping
<input checked="" type="checkbox"/> Animation and Visual Effects	Intro to Maya
<input type="checkbox"/> Lighting and Rendering II	Lighting and Rendering I
<input type="checkbox"/> Essentials of Shooting DV	Animation and Visual Effects
<input type="checkbox"/> Art of Compositing with Shake	Intro to Compositing
<input type="checkbox"/> Match Moving and Integration	Essentials of Shooting DV
<input type="checkbox"/> Advanced Compositing with Shake	Art of Compositing with Shake
ANALOG CLASSES	PREREQUISITES
<input type="checkbox"/> History of Visual Effects	None
<input checked="" type="checkbox"/> Filmmaking & CGI Productions	None
<input type="checkbox"/> Cinematography for Visual Effects	None
<input type="checkbox"/> Career Realities	None



SAMPLE SCHEDULE COMPOSITING AND 3D INTEGRATION

Term 1	
<input type="checkbox"/> Intro to Maya	<input type="checkbox"/> History of Visual Effects
<input type="checkbox"/> Intro to Compositing	
<input type="checkbox"/> Texture Mapping I	
Term 2	
<input checked="" type="checkbox"/> Polygon Modeling I	<input checked="" type="checkbox"/> Filmmaking & CGI Productions
<input checked="" type="checkbox"/> Lighting and Rendering I	
<input checked="" type="checkbox"/> Animation and Visual Effects	
Term 3	
<input type="checkbox"/> Lighting and Rendering II	<input type="checkbox"/> Cinematography for VFX
<input type="checkbox"/> Essentials of Shooting DV	
<input type="checkbox"/> Art of Compositing with Shake	
Term 4	
<input type="checkbox"/> Match Moving and Integration	<input type="checkbox"/> Career Realities
<input type="checkbox"/> Advanced Compositing with Shake	

Class Projection

Name _____ Date _____

Track _____

Term 1

Digital

Analog

Term Total _____

Term 2

Digital

Analog

Term Total _____

Term 3

Digital

Analog

Term Total _____

Term 4

Digital

Analog

Term Total _____

GNOMON SCHOOL OF VISUAL EFFECTS -COURSE TRACK SELECTION

Class Projection

Name _____ Date _____

Track _____

Term 5

Digital

Analog

Term Total _____

Term 6

Digital

Analog

Term Total _____

Term 7

Digital

Analog

Term Total _____

Term 8

Digital

Analog

Term Total _____