

DIPLOMA IN ADVANCED VFX (VIRTUAL PRODUCTION)

At a Glance

Faculty

www.kpu.ca/arts/ (<http://www.kpu.ca/arts/>)

Area of Study:

www.kpu.ca/arts/entertainment-arts (<http://www.kpu.ca/arts/entertainment-arts/>)

Academic Level:

Undergraduate

Credential Granted:

Diploma

Start Date:

Fall (September)

Spring (January)

Summer (May)

Intake Type:

- Limited

Minimum Credits Required:

96

Curriculum Effective Date:

01-May-2022

The Summer 2024 intake has been cancelled. 2024 intakes for this program are Spring and Fall. Fall 2024 applications will open on October 1, 2023.

Advanced VFX (Virtual Production) is a full-time, two-year, cohort program focused on the fundamentals of Visual Effects and the integration of Virtual Production workflows and pipelines. Students will study numerous specializations in VFX, such as modeling, sculpting, texturing/surfacing, lighting, compositing, and FX. The program also integrates virtual production into these departments and courses by introducing emerging workflows. Virtual production processes and tools are used in the preparation, modification, and filming of VFX assets, in-camera. By replicating real-world fundamentals of virtual production and its fast-paced work environment of real-time rendering, artists are trained to be equipped both artistically and technically in the realm of quick problem solving, teamwork and collaboration. The fundamentals of cinematography, data acquisition, matchmove, photography and real-world lighting are also explored before they are taken into the 3D, virtual space. In advanced studies, 3D matte painting is introduced as a hybrid of 2D and 3D images for set extensions, for use in both traditional VFX and VFX for virtual production. Basic scripting is used in various software packages, such as Unreal, Nuke, Houdini and other industry leading software to optimize artists' workflows. The program also teaches students the fundamentals of pre- and post-production, critical analysis and review, realistic production schedules, team work and soft skills. It

also teaches students how to interact with other VFX departments, both on set and in studio.

A wide range of industry standard software and tools, processes, and workflows are taught to the students for both traditional VFX and VFX for virtual production. Students will create a portfolio of VFX shots in the form of a demo reel. Demo reel shots may be solely the student's own creations, or the result of a collaborative group project(s).

The Advanced VFX (Virtual Production) program is best suited for students that display an artistic or creative background. A foundation in technical and or software skills is also beneficial. These artistic, creative and technical skills serve as a foundation for challenging roles in the VFX industries.

Requirements

Admission Requirements

In addition to the Faculty's Admission Requirements, which consist of KPU's undergraduate English Proficiency Requirement (<https://calendar.kpu.ca/admissions/english-proficiency-requirements/>), the following program admission requirements apply:

- Portfolio review. Faculty will review the eligibility of candidates based on the contents of their portfolio and suitability for the program.

Portfolio Review

Faculty members will review and select candidates based on the contents of their portfolio. For detailed information about portfolio requirements, visit the department website at kpu.ca/arts/entertainment-arts/portfolio-requirements (<https://www.kpu.ca/arts/entertainment-arts/portfolio-requirements/>)

Continuance Requirements

Seat availability is based on priority for students who continue in all courses as per the prescribed program plan. Students must achieve a minimum grade of D in all required courses. Non-adherence to these requirements will result in removal from the program. Re-admission into the program will be based on seat availability and approval by the program.

Curricular Requirements

Students must achieve a minimum grade of C in all required courses.

Students must complete all of the following requirements.

Term 1		Credits
ENTA 1110	Animation Principles for VFX	4
ENTA 1112	Cinematography for VFX	4
ENTA 1113	Photography for VFX	4
ENTA 1121	Introduction to 3D in Entertainment Arts	4
Credits		16
Term 2		
ENTA 1211	Introduction to Compositing for VFX	4
ENTA 1212	Data Acquisition for VFX	4
ENTA 1213	Introduction to Preproduction and Production Principles for VFX	4
ENTA 1221	Introduction to Modelling in Entertainment Arts	4
Credits		16
Term 3		
ENTA 1311	Intermediate Compositing for VFX	4
ENTA 1312	Introduction to Lighting for VFX	4

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ENTA 1321	Intermediate Modelling in Entertainment Arts	4
ENTA 1323	Industry Preparation in Entertainment Arts	4
Credits		16
Term 4		
ENTA 2110	Scripting for VFX	4
ENTA 2111	Matte Painting for VFX	4
ENTA 2112	Introduction to FX	4
ENTA 2113	Intermediate Lighting for VFX	4
Credits		16
Term 5		
ENTA 2210	3D Matchmove	4
ENTA 2211	Advanced Compositing for VFX	4
ENTA 2212	Intermediate FX	4
ENTA 2213	Advanced Lighting for VFX	4
Credits		16
Term 6		
ENTA 2311	VFX Project: Preproduction	4
ENTA 2312	VFX Project: Production	4
ENTA 2313	VFX Project: Production Finals	4
ENTA 2314	VFX Portfolio	4
Credits		16
Total Credits		96

Credential Awarded

Upon successful completion of this program, students are eligible to receive a **Diploma in Advanced VFX (Virtual Production)**.