



fxphd curriculum grid

Courses planned for repeating in the Jan12 Term

This grid only includes planned repeat courses (repeat courses are courses that have run in the past). More repeat courses may be added to the terms based upon requests from members. In addition to repeats, there are approximately 12 new courses each term. New courses are announced at the start of the new term, generally on the first day of the month. fxphd reserves the right to change which courses are repeated or not -- but we try to make sure this doesn't happen.

course	course name	Professor	Jan12	Oct11
AFX210	Introduction to After Effects Scripting	Lloyd Alvarez	•	
AFX211	After Effects Project - The Open, Part 1	Danny Princz Mark Christiansen John Montgomery		•
AFX212	After Effects Project - The Open, Part 2	John Montgomery Danny Princz Lloyd Alvarez Mark Christiansen		•
AFX213	After Effects Broadcast Design with Red Giant	Harry Frank	•	
AFX215	AE Compositing for PROJECT ARBITER	Mark Christiansen		•
AFX216	Motion Graphics Project Workshop	Various		•
ANI101	Introduction to Character Animation	Kai Pedersen		•
AUD102	An Audio Production Primer	Corey Coken	•	
AVD201	Avid Media Composer 5.5	Liz Tate		•
C4D101	Introduction to Cinema 4D I	Tim Clapham	•	•
C4D102	Introduction to Cinema 4D II	Tim Clapham	•	•
C4D204	MoGraph and More	Tim Clapham		•
C4D205	Cinema 4D and Design II	Tim Clapham	•	
C4D211	Intermediate Cinema 4D	Tim Clapham	•	
GRD201	The Craft of Color Grading	Various		•
MAR101	Introduction to Mari	Gareth Jensen		•
MAR301	Advanced Mari	Gareth Jensen		•
MAX202	Visual Effects Techniques with 3DSMax	Hristo Velev	•	
MOD301	Advanced Environment Modeling	Wayne Robson	•	
MOG203	Broadcast Mograph Integration	Mark Bowey		•
MOG210	The Broadcast Ident	Tim Clapham	•	
MTH101	Mathematics for Visual Effects and Design	Mike Seymour		•
MYA103	Introduction to Maya 2012 I	Matt Leonard	•	•
MYA213	Maya Rendering and Lighting	Matt Leonard	•	
MYA214	Maya Lighting and Rendering in Production	Robert Harrington		•
MYA301	Maya in Production: Moving Day	Matt Leonard		•
NUK103	Introduction to Nuke	Sean Deveraux	•	•
NUK204	Intermediate Nuke	Sean Deveraux	•	•
NUK212	Nuke 2D to 3D Stereo Conversion	Daniel Smith		•
NUK213	Nuke Stereoscopic Workshop	Daniel Smith	•	
NUK214	Nuke and the VFX Pipeline	Sean Deveraux Jeremy Brown		•

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NUK215	Nuke Zombie Apocalypse	Daniel Smith		•
NUK303	Nuke Stereoscopic Master Class	Russell Dodgson	•	
NUK304	Advanced Nuke III	Sean Deveraux		•
NUK305	Project Masterclass: The Machine	Russell Dodgson		•
PFM101	Introduction to PFMatchIt	Victor Wolansky	•	•
PFT203	PFTTrack 2011: Tracking Challenges	Victor Wolansky		•
PRM202	Premiere Pro for the Filmmaker	Tyler Ginter		•
PYT101	Python for Compositors	Michael Morehouse		•
PYT201	Python Fundamentals for the Pipeline	Michael Morehouse		•
RED302	RED EPIC Grading Workflow	Mike Seymour		•
RMS101	Introduction to RenderMan Studio	Manuel Kraemer		•
RND101	Introduction to RenderMan	Manuel Kraemer		•
SIL202	Intermediate Silhouette Roto	Ben Brownlee		•
SMK104	Introduction to Smoke on Mac	Randy McEntee	•	•
SMK205	Intermediate Smoke/Flame IV	Brian Mulligan Randy McEntee Victor Wolansky Paul Carlin John Montgomery	•	
SMK206	Intermediate Smoke/Flame 2012	Brian Mulligan Randy McEntee Victor Wolansky Ivar Beer		•
SMK207	Creative Editing and Graphics with Smoke on Mac	Brian Mulligan		•
SYN102	Introduction to SynthEyes 2011	Victor Wolansky	•	•
SYN203	Intermediate SynthEyes 2011	Victor Wolansky		•
VUE301	Advanced Vue Techniques	Eran Dinur		•