



# fxphd curriculum grid

Courses planned for repeating in the April10 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	Jan10	Apr10
AFX203	After Effects: Project A to Z	Danny Princz Mark Christiansen	•	
AFX205	After Effects Motion Graphics II	Tim Clapham	•	
AFX207	After Effects From the Archives	Mark Coleran		•
AFX210	Introduction to After Effects Scripting	Lloyd Alvarez	•	
AFX222	After Effects Broadcast Design	Tim Clapham	•	
C4D101	Introduction to Cinema 4D I	Tim Clapham	•	•
C4D102	Introduction to Cinema 4D II	Tim Clapham	•	•
C4D201	Cinema 4D and Design	Tim Clapham		•
C4D202	Cinema4D and After Effects in Production	Tim Clapham	•	
C4D203	Cinema4D and AE in Production II	Tim Clapham		•
CLR202	Grading with Apple Color II	Kelly Armstrong	•	
CMP201	Special Ops: The VFX of Red Dwarf	Various Profs	•	
DIR301	Directing	Jason Wingrove		•
DOP202	On-Set Lighting	Tom Gleeson	•	
DOP210	DSLR Cinematography	Stu Maschwitz	•	
DOP301	On Set Day and Night with RED One	Mike Seymour	•	
EDT201	The Craft of Editing	Liz Tate		•
FCP213	FCP Techniques and Creative Editing	Enzo Tedeschi	•	
FLM102	Introduction to Flame	John Montgomery	•	•
FLM205	Flame on Red Dwarf	Jeff Heusser	•	
FLM206	Flame and Smoke in Production	John Montgomery Brian Mulligan	•	
FUS202	Intermediate Fusion 6	Matt Leonard	•	
HOU101	Introduction to Houdini	Valerie Cripps		•
HOU202	Intermediate Techniques for Houdini TDs	Andrew Lowell	•	
MOC101	Introduction to Mocha	David Blum	•	
MRY201	Production Rendering Techniques with Mental Ray	Hakan "Zap" Andersson	•	
MSV101	Introduction to Massive	Geoff Tobin		•
MSV201	Massive in Production	Geoff Tobin	•	
MYA101	Introduction to Maya	Matt Leonard	•	•
MYA206	Maya Animation and Compositing: Red Dwarf	Matt Leonard		•
MYA211	Maya Rendering and Lighting	Matt Leonard	•	
MYA301	Maya in Production: Moving Day	Matt Leonard		•
NUK102	Introduction to Nuke	Sean Deveraux	•	•
NUK203	Nuke and Stereoscopic	Daniel Smith		•
NUK204	Intermediate Nuke	Sean Deveraux	•	•
NUK210	Nuke in Production	Tahl Niran	•	
NUK211	3D Relighting Techniques in Nuke	Michael Garrett	•	
NUK301	Advanced Nuke	Sean Deveraux		•
NUK302	Advanced Nuke II	Sean Deveraux Tahl Niran	•	
PFT202	PFTrack in Production	Victor Wolansky		•
PFT302	Advanced PFTrack II	Victor Wolansky	•	
PST201	Building a Post Boutique: Hootenanny Case Study	Liz Tate Jim Annerino		•
PYT101	Python for Compositors	Michael Morehouse		•
RED102	Comprehensive Guide to RED Post Workflow	Mike/John	•	
RED206	Red Tales from Production	Mike Seymour	•	
RED207	RED Digital Cinematography	Mike Seymour		•
RFL201	Particles and Dynamics using RealFlow	Mark Stasiuk	•	
RND101	Introduction to RenderMan	Manuel Kraemer	•	
RTO210	Secrets of Paint and Roto	Wes Ball	•	
SCR202	Grading with Scratch	John Tissavary		•
SHK102	Introduction to Shake	Tahl Niran	•	
SHK201	Intermediate Shake I	Tahl Niran	•	
SHK301	Advanced Shake I	Tahl Niran		•
SHK302	Shake (and More) in Production	Tahl Niran	•	
SMK101	Introduction to Smoke on Mac	Brian Higgins Brian Mulligan	•	
STR101	Introduction to Stereoscopic Production and Post	Peter Moxom Arnaud Paris Daniel Smith	•	
SYN101	Introduction to SynthEyes	Victor Wolansky	•	
SYN202	Intermediate SynthEyes	Victor Wolansky		•
VFX101	Intro to Compositing with Ron Brinkmann	Ron Brinkmann		•