



fxphd curriculum grid

Courses planned for repeating in the October10 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	Oct10	Jul10
AFX205	After Effects Motion Graphics II	Tim Clapham		•
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		•
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	•	
C4D204	MoGraph and More	Tim Clapham	•	
C4D205	Cinema 4D and Design II	Tim Clapham		•
CLR201	Grading with Apple Color	Kelly Armstrong		•
CLR202	Grading with Apple Color II	Kelly Armstrong	•	
CMP201	Special Ops: The VFX of Red Dwarf	Various Profs		•
DCT101	Digital Color Theory	Lorne Meiss		•
DIR301	Directing	Jason Wingrove	•	
DOP202	On-Set Lighting	Tom Gleeson		•
DOP203	Tools of the DOP	Tom Gleeson		•
DOP211	DSLR Cinematography: Nature	Mike Seymour Tyler Ginter	•	•
EDT201	The Craft of Editing	Liz Tate	•	
FCP213	FCP Techniques and Creative Editing	Enzo Tedeschi		•
FUS202	Intermediate Fusion 6	Matt Leonard		•
HOU202	Intermediate Techniques for Houdini TDs	Andrew Lowell	•	
LST201	Intermediate Lustre	Ivar Beer		•
MKY201	Intermediate Mokey	David Blum	•	
MOC101	Introduction to Mocha	David Blum	•	•
MRY201	Production Rendering Techniques with Mental Ray	Hakan "Zap" Andersson		•
MSV201	Massive in Production	Geoff Tobin		•
MTH101	Mathematics for Visual Effects and Design	Mike Seymour	•	•
MYA102	Introduction to Maya 2011	Matt Leonard	•	•
MYA211	Maya Rendering and Lighting	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		•
NUK212	Nuke 2D to 3D Stereo Conversion	Daniel Smith	•	
NUK302	Advanced Nuke II	Sean Deveraux Tahl Niran		•
NUK303	Nuke Stereoscopic Master Class	Russell Dodgson		•
PFT202	PFTTrack in Production	Victor Wolansky	•	
PFT302	Advanced PFTTrack II	Victor Wolansky		•
PNT204	Matte Painting and Digital Environments	Michael James	•	
PRM201	Intermediate Premiere Pro CS5	Tim Kolb		•
PYT101	Python for Compositors	Michael Morehouse		•
RED210	Comprehensive Guide to RED Shooting & Post	Mike Seymour		•
RFL202	Real Flow 5 Project Workshop	Mark Stasiuk		•
RGT201	Red Giant for FCP	Simon Walker		•
RND101	Introduction to RenderMan	Manuel Kraemer		•
RND201	Intermediate RenderMan	Manuel Kraemer	•	
RTO210	Secrets of Paint and Roto	Wes Ball		•
SHK302	Shake (and More) in Production	Tahl Niran		•
SMK103	Introduction to Smoke on Mac	Brian Higgins Brian Mulligan		•
SMK203	Intermediate Smoke/Flame II	John Montgomery Brian Mulligan Victor Wolansky Paul Carlin	•	
SMK204	Intermediate Smoke/Flame III	Jeff Heusser John Montgomery Randy McEntee		•
SYN101	Introduction to SynthEyes	Victor Wolansky		•
SYN202	Intermediate SynthEyes	Victor Wolansky	•	
VUE201	A Comprehensive Guide to Vue	Eran Dinur		•