

2024 FEE SCHEDULE

cgspectrum.institute

CG Spectrum Institute | ABN 18 085 501 837 | Provider Number PRV12023



cgspectrum
institute

Bachelor of Animation & VFX

Name of course	Bachelor of Animation & VFX
Duration	6 trimesters offered in part time, full time (3 years) or accelerated full time (2 years)
Delivery mode(s)	Online
Indicative Total Course Fees	\$49,992
Course Code	CRS1401507
Number of Subjects to complete	18
Total credit points	240
Intakes offered	January, May & September *dependent upon enrolments
FEE-HELP	Available for all subjects

Subject Name	Subject Code	Start date	Census date	End date	Credit points	EFTSL	Tuition fees
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Industry Overview: Pipeline and Production Processes	ICP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
3D Animation - 3D Animation Foundations	TCPANIM101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
3D Modeling - 3D Modelling Fundamentals	TCPMOD101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
FX - Visual FX Foundations	TCPF101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Compositing - VFX Compositing Foundations	TCPCOMP101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Virtual Production - Introduction to Virtual Production	TCPR101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Art and Design Concepts and Principles	CCP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Communicate! Mode, Purpose and Context	ICP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
3D Animation - Body Mechanics	TCPANIM102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
3D Modeling - Character and Environment Modelling	TCPMOD102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
FX - Rigid Body Dynamics and Pyro	TCPF102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Compositing - Compositing in Production	TCPCOMP102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Virtual Production - World Building	TCPR102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Concepts and Principles of Story and Visual Narrative	CCP201	9 September 2024	30 September 2024	13 December 2024	10	0.125	\$2,083
Identifying and Solving Problems	ICP201	9 September 2024	30 September 2024	13 December 2024	10	0.125	\$2,083
3D Animation - Storytelling for Animation	TCPANIM201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
3D Modeling - Creature and Hard Surface Modelling	TCPMOD201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
FX - Liquid and Vellum	TCPF201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
Compositing - Complex Compositing Workflows	TCPCOMP201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
Virtual Production - Real-time Cinematography	TCPR201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
Concepts and Principles of Lighting and Cinematography	CCP202	28 January 2025	10 February 2025	3 May 2025	10	0.125	\$2,083
Managing Projects and Creative Assets	ICP202	28 January 2025	10 February 2025	3 May 2025	10	0.125	\$2,083
3D Animation - Advanced Character Acting	TCPANIM202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
3D Modeling - Advanced Character Modelling	TCPMOD202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
FX - FX in Production	TCPF202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
Compositing - Studio Based Compositing Processes	TCPCOMP202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
Virtual Production - Real-time Cinematography	TCPR202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
Establishing/Sustaining Business	ICP301	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,083
Leading with Integrity	ICP302	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,083

No other Student Services and Amenities Fees (SSAF)

*The Indicative Total Course Fee reflects that students are charged fees on a per subject basis and the fee for a subject may increase from time to time, the indicative Total Course Fee does not take into account personal circumstances such as RPL, credit, repeats or changed electives.

**EFTSL means Equivalent Full Time Study Load. An EFTSL value for a subject of study represents the study load for that subject. A study load for a subject of study is expressed as a proportion of the standard study load for one full-time year of the course of study of which the subject forms part, as determined by CGSI. The aggregated EFTSL values for subjects of study undertaken by a full-time student doing a standard study load for one year of a course of study normally add up to 1.0. A standard study load means the student studies at a pace that enables the student to complete the course in the standard number of years on a full-time basis.

Bachelor of Animation & VFX

3D Animation - Creature Animation	TCPANIM303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Advanced Environment Modeling and Layout T5	TCPMOD303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
FX - Advanced FX Production	TCPFX303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Compositing - Episodic and Film Compositing	TCPCOMP303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Virtual Production - Scripting for Real Time Development	TCPRT303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,083
Marketing Yourself and Your Business	CAP302	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,083
Capstone Portfolio - 3D Animation Major	CAPANIM303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166
Capstone Portfolio - Modelling Major	CAPMOD303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166
Capstone Portfolio - FX	CAPFX303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166
Capstone Portfolio - Compositing Major	CAPCOMP303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166
Capstone Portfolio - Real time	CAPCOMP303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166

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Bachelor of Digital Art

Name of course	Bachelor of Digital Art
Duration	6 trimesters offered in part time, full time (3 years) or accelerated full time (2 years)
Delivery mode(s)	Online
Indicative Total Course Fees	\$49,992
Course Code	CRS1401508
Number of Subjects to complete	18
Total credit points	240
Intakes offered	January, May & September *dependent upon enrolments
FEE-HELP	Available for all subjects

Subject Name	Subject Code	Start date	Census date	End date	Credit points	EFTSL	Tuition fees
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Industry Overview: Pipeline and Production Processes	ICP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Concept Art - Developing Visual Concepts: Props and Characters	TCPCA101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Illustration - Developing Visual Concepts: Props and Characters	TCPILL101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
2D Animation - Fundamentals of 2D Animation	TCP2DANIM101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Art and Design Concepts and Principles	CCP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Communicate! Mode, Purpose and Context	ICP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Concept Art - Rendering Techniques& Character Drawing	TCPCA102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Illustration - Rendering Techniques& Character Drawing	TCPILL102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
2D Animation - Acting & Creature Animation	TCP2DANIM102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Concepts and Principles of Story and Visual Narrative	CCP201	9 September 2024	30 September 2024	13 December 2024	10	0.125	\$2,083
Identifying and Solving Problems	ICP201	9 September 2024	30 September 2024	13 December 2024	10	0.125	\$2,083
Concept Art - Layout, Level Design and Composition	TCPCA201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
Illustration - Layout, Level Design and Composition	TCPILL201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
2D Animation - Advanced Acting for 2D Animation	TCP2DANIM201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
Concepts and Principles of Lighting and Cinematography	CCP202	28 January 2025	10 February 2025	3 May 2025	10	0.125	\$2,083
Managing Projects and Creative Assets	ICP202	28 January 2025	10 February 2025	3 May 2025	10	0.125	\$2,083
Concept Art - Layout, Level Design and Composition	TCPCA202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
Illustration - Advanced Composition and Painting	TCPILL202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
2D animation - Cutout Animation	TCP2DANIM202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
Establishing/Sustaining Business	ICP301	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,083
Leading with Integrity	ICP302	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,083
Concept Art - 3D Concept Art Workflows	TCPCA303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Illustration - Entertainment Industry Application	TCPILL303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
2D Animation - Advanced Cutout Animation	TCP2DANIM303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,083
Marketing Yourself and Your Business	CAP302	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,083
Capstone Portfolio - 2D Animation Major	CAP2DANIM303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166
Capstone Portfolio - Concept Art Major	CAPCA303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166
Capstone Portfolio - Illustration Major	CAPILL303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166

No other Student Services and Amenities Fees (SSAF)

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Bachelor of Game Development

Name of course	Bachelor of Game Development
Duration	6 trimesters offered in part time, full time (3 years) or accelerated full time (2 years)
Delivery mode(s)	Online
Indicative Total Course Fees	\$49,992
Course Code	CRS1401509
Number of Subjects to complete	18
Total credit points	240
Intakes offered	January, May & September *dependent upon enrolments
FEE-HELP	Available for all subjects

Subject Name	Subject Code	Start date	Census date	End date	Credit points	EFTSL	Tuition fees
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Industry Overview: Pipeline and Production Processes	ICP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Game Design - Game Design Foundations	TCPGD101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Game Programming - Programming Foundations	TCPGPR101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Art and Design Concepts and Principles	CCP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Communicate! Mode, Purpose and Context	ICP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Game Design - Designing and Implementing Game Systems	TCPGD102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Game Programming - Game Engine Programming	TCPGPR102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Concepts and Principles of Story and Visual Narrative	CCP201	9 September 2024	30 September 2024	13 December 2024	10	0.125	\$2,083
Identifying and Solving Problems	ICP201	9 September 2024	30 September 2024	13 December 2024	10	0.125	\$2,083
Game Design - Action Game Development	TCPGD201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
Game Programming - Gameplay and AI Techniques	TCPGPR201	9 September 2024	30 September 2024	13 December 2024	20	0.25	\$4,166
Concepts and Principles of Lighting and Cinematography	CCP202	28 January 2025	10 February 2025	3 May 2025	10	0.125	\$2,083
Managing Projects and Creative Assets	ICP202	28 January 2025	10 February 2025	3 May 2025	10	0.125	\$2,083
Game Design - Level Design Pre-Production	TCPGD202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
Game Programming - Networking and Replication	TCPGPR202	28 January 2025	10 February 2025	3 May 2025	20	0.25	\$4,166
Establishing/Sustaining Business	ICP301	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,083
Leading with Integrity	ICP302	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,083
Game Design - Level Design Production	TCPGD303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Game Programming - Advanced AI, Animation and Game Mechanics	TCPGPR303	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,166
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,083
Marketing Yourself and Your Business	CAP302	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,083
Capstone Portfolio - Game Design	CAPGD303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166
Capstone Portfolio - Game Programming	CAPGPR303	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,166

No other Student Services and Amenities Fees (SSAF)

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Diploma of Animation & VFX

Name of course	Diploma of Animation & VFX
Duration	2 trimesters offered part time or full time (1 year)
Delivery mode(s)	Online
Indicative Total Course Fees	\$16,664
Course Code	CRS1401510
Number of Subjects to complete	6
Total credit points	80
Intakes offered	January, May & September *dependent upon enrolments
FEE-HELP	Available for all subjects

Subject Name	Subject Code	Start date	Census date	End date	Credit points	EFTSL	Tuition fees
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Industry Overview: Pipeline and Production Processes	ICP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
3D Animation - 3D Animation Foundations	TCPANIM101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
3D Modeling - 3D Modelling Fundamentals	TCPMOD101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
FX - Visual FX Foundations	TCPFX101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Compositing - VFX Compositing Foundations	TCPCOMP101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Virtual Production - Introduction to Virtual Production	TCPRT101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Art and Design Concepts and Principles	CCP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Communicate! Mode, Purpose and Context	ICP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
3D Animation - Body Mechanics	TCPANIM102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
3D Modeling - Character and Environment Modelling	TCPMOD102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
FX - Rigid Body Dynamics and Pyro	TCPFX102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Compositing - Compositing in Production	TCPCOMP102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Virtual Production - World Building	TCPRT102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166

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Diploma of Digital Art

Name of course	Diploma of Game Development
Duration	2 trimesters offered part time or full time (1 year)
Delivery mode(s)	Online
Indicative Total Course Fees	\$16,664
Course Code	CRS1401511
Number of Subjects to complete	6
Total credit points	80
Intakes offered	January, May & September *dependent upon enrolments
FEE-HELP	Available for all subjects

Subject Name	Subject Code	Start date	Census date	End date	Credit points	EFTSL	Tuition fees
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Industry Overview: Pipeline and Production Processes	ICP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
Game Design - Game Design Foundations	TCPGD101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Game Programming - Programming Foundations	TCPGPR101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Art and Design Concepts and Principles	CCP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Communicate! Mode, Purpose and Context	ICP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Game Design - Designing and Implementing Game Systems	TCPGD102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Game Programming - Game Engine Programming	TCPGPR102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166

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Diploma of Game Development

Name of course	Diploma of Game Development
Duration	2 trimesters offered part time or full time (1 year)
Delivery mode(s)	Online
Indicative Total Course Fees	\$16,664
Course Code	CRS1401512
Number of Subjects to complete	6
Total credit points	80
Intakes offered	January, May & September *dependent upon enrolments
FEE-HELP	Available for all subjects

Subject Name	Subject Code	Start date	Census date	End date	Credit points	EFTSL	Tuition fees
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	29 January 2024	16 February 2024	3rd May 2024	10	0.125	\$2,083
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Game Design - Game Design Foundations	TCPGD101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Game Programming - Programming Foundations	TCPGPR101	29 January 2024	16 February 2024	3rd May 2024	20	0.25	\$4,166
Art and Design Concepts and Principles	CCP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Communicate! Mode, Purpose and Context	ICP102	20 May 2024	7 June 2024	23 August 2024	10	0.125	\$2,083
Game Design - Designing and Implementing Game Systems	TCPGD102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166
Game Programming - Game Engine Programming	TCPGPR102	20 May 2024	7 June 2024	23 August 2024	20	0.25	\$4,166

No other Student Services and Amenities Fees (SSAF)

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Diploma of Business

Name of course	Diploma of Business
Duration	7 months
Delivery mode(s)	Online
Indicative Total Course Fees	\$16,664
Course Code	CRS1400948
Number of Units to complete	8
Total credit points	80
Intakes offered	February, May, September *dependent upon enrolments
FEE-HELP	Available for all units

Subject Name	Subject Code	Start date	Census date	End date	Credit points	EFTSL	Tuition fees
Principles of Management	MGT100	06 February 2024	27 Feb 2024	13 May 2024	10	0.0833	\$1,666.67
Professional business communication skills	BUS100	06 February 2024	27 Feb 2024	13 May 2024	10	0.0833	\$1,666.67
Foundations of entrepreneurship	ENT100	06 February 2024	27 Feb 2024	13 May 2024	10	0.0833	\$1,666.67
Understanding the Business Environment	ECO100	06 February 2024	27 Feb 2024	13 May 2024	10	0.0833	\$1,666.67
Using data for decision making	BUS101	22 May 2024	27 Feb 2024	26 Aug 2024	10	0.0833	\$1,666.67
Marketing foundations	MKT100	22 May 2024	12 June 2024	26 Aug 2024	10	0.0833	\$1,666.67
Accounting for decision making	ACT100	22 May 2024	12 June 2024	26 Aug 2024	10	0.0833	\$1,666.67
Business Law	LAW100	22 May 2024	12 June 2024	26 Aug 2024	10	0.0833	\$1,666.67

No other Student Services and Amenities Fees (SSAF)

*The Indicative Total Course Fee reflects that students are charged fees on a per subject basis and the fee for a subject may increase from time to time, the indicative Total Course Fee does not take into account personal circumstances such as RPL, credit, repeats or changed electives.

**EFTSL means Equivalent Full Time Study Load. An EFTSL value for a subject of study represents the study load for that subject. A study load for a subject of study is expressed as a proportion of the standard study load for one full-time year of the course of study of which the subject forms part, as determined by CGSI. The aggregated EFTSL values for subjects of study undertaken by a full-time student doing a standard study load for one year of a course of study normally add up to 1.0. A standard study load means the student studies at a pace that enables the student to complete the course in the standard number of years on a full-time basis.



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