

COURSE STRUCTURE & DELIVERY

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



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Anticipated delivery model for CGSI Core Subjects - 2024-2026

Subject Name	Subject Code	Credit Points	Year	Trimester of Offer	Year	Trimester of Offer	Year	Trimester of offer
Core Subjects								
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	10	2024	1 and 3	2025	1 and 3	2026	1
Industry Overview: Pipeline and Production Processes	ICP101	10	2024	1 and 3	2025	1 and 3	2026	1
Art and Design Concepts and Principles	CCP102	10	2024	2	2025	1 and 2	2026	1
Communicate! Mode, Purpose and Context	ICP 102	10	2024	2	2025	1 and 2	2026	2
Concepts and Principles of Story and Visual Narrative	CCP201	10	2024	3	2025	1 and 3	2026	1
Identifying and Solving Problems	ICP201	10	2024	3	2025	1 and 3	2026	3
Concepts and Principles of Lighting and Cinematography	CCP202	10			2025	1, 2 and 3	2026	1 and 3
Managing Projects and Creative Assets	ICP202	10			2025	1, 2 and 3	2026	1 and 3
Establishing/Sustaining Business	ICP301	10			2025	2 and 3	2026	1, 2 and 3
Leading with Integrity	ICP302	10			2025	2 and 3	2026	1, 2 and 3
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	10			2025	3	2026	1, 2 and 3
Marketing Yourself and Your Business	CAP302	10			2025	3	2026	1, 2 and 3

2024 Course Structure - CGSI Bachelor Degrees*

Students enrolled full time in any of the CGSI Bachelor Degrees must take 2 x 10 Credit Point Core Subjects and 1 x 20 Credit Point subject from their chosen major per trimester. Students must undertake the major subjects in the correct sequence. Core subjects CCP 102 and ICP 102 may be taken PRIOR to CCP 101 and ICP 101. Part time students must take at least 20 CP per trimester, commencing with 20CP from the core subjects and then alternating between core and major subjects.

Subject Name	Subject Code	Credit Points	Year	Trimester of Offer				
Core Subjects								
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	10	2024	1 and 3				
Industry Overview: Pipeline and Production Processes	ICP101	10	2024	1 and 3				
Art and Design Concepts and Principles	CCP102	10	2024	2				
Communicate! Mode, Purpose and Context	ICP 102	10	2024	2				
Concepts and Principles of Story and Visual Narrative	CCP201	10	2024	3				
Identifying and Solving Problems	ICP201	10	2024	3				
Bachelor of Animation and VFX								
3D Modelling Major								
3D Modelling Fundamentals	TCPMOD101	20	2024	1, 2 and 3				
Character and Environment Modelling	TCPMOD102	20	2024	2 and 3				
Creature and Hard Surface Modelling	TCPMOD201	20	2024	3				
FX Major								
FX Foundations	TCPFX101	20	2024	1, 2 and 3				
Rigid Body Dynamics and Pyro	TCPFX102	20	2024	2 and 3				
Liquid and Velum FX	TCPFX201	20	2024	3				
Bachelor of Digital Art								
2D Animation Major								
Fundamentals of 2D Animation	TCPANIM101	20	2024	1, 2 and 3				
Acting and Creature Animation	TCPANIM102	20	2024	2 and 3				
Advanced Acting for 2D Animation	TCPANIM201	20	2024	3				
Concept Art Major								
Developing Visual Concepts, Props and Characters	TCPCA101	20	2024	1, 2 and 3				
Rendering Techniques and Character Drawing	TCPCA102	20	2024	2 and 3				
Layout, Level Design and Composition	TCPCA201	20	2024	3				
Bachelor of Game Design								
Game Design Major								
Game Design Foundations	TCPGD101	20	2024	1, 2 and 3				
Designing and Implementing Game Systems	TCPGD102	20	2024	2 and 3				
Action Gameplay Development	TCPGD201	20	2024	3				
*This delivery model may be varied dependent upon student enrolments. Please check the CGSI website for updates.								

2024 Course Structure - CGSI DIPLOMAS *

Students enrolled full time in any of the CGSI Diplomas must take 2 x 10 Credit Point Core Subjects and 1 x 20 Credit Point subject from their chosen specialisation per trimester. Students must undertake the two specialisation subjects in the correct sequence. Core subjects CCP 102 and ICP 102 may be taken PRIOR to CCP 101 and ICP 101. Part time students must take at least 20 CP per trimester, commencing with 20CP from the core subjects and then alternating between core and specialisation subjects.

Subject Name	Subject Code	Credit Points	Year	Trimester of Offer				
Core Subjects								
Film and Game Principles, Concepts and Innovations: Learning from History	CCP101	20	2024	1 and 3				
Industry Overview: Pipeline and Production Processes	ICP101	20	2024	1 and 3				
Art and Design Concepts and Principles	CCP102	20	2024	2				
Communicate! Mode, Purpose and Context	ICP 102	20	2024	2				
Bachelor of Animation and VFX								
3D Modelling Major								
3D Modelling Fundamentals	TCPMOD101	20	2024	1 and 2				
Character and Environment Modelling	TCPMOD102	20	2024	2 and 3				
FX Major								
FX Foundations	TCPEFX101	20	2024	1 and 2				
Rigid Body Dynamics and Pyro	TCPEFX102	20	2024	2 and 3				
Bachelor of Digital Art								
2D Animation Major								
Fundamentals of 2D Animation	TCPANIM101	20	2024	1 and 2				
Acting and Creature Animation	TCPANIM102	20	2024	2 and 3				
Concept Art Major								
Developing Visual Concepts, Props and Characters	TCPCA101	20	2024	1 and 2				
Rendering Techniques and Character Drawing	TCPCA102	20	2024	2 and 3				
Bachelor of Game Design								
Game Design Major								
Game Design Foundations	TCPGD101	20	2024	1 and 2				
Designing and Implementing Game Systems	TCPGD102		2024	2 and 3				
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