

COMMUNICATION ARTS, BACHELOR OF FINE ARTS (B.F.A.) WITH A CONCENTRATION IN VISUAL EFFECTS

The B.F.A. in Communication Arts with a concentration in visual effects is designed for students seeking a specialization in the artistic, technical and narrative production of digital visual effects for live-action footage.

The communication arts courses for the concentration mirror those for the non-concentration B.F.A., with additional requirements focused on 2D and 3D software, digital filming, compositing, motion-capture and applicable post-production workflows. The approved cinema course will focus on the mechanics of screenwriting to serve as a foundation for interpreting narrative storytelling into a visual effects storyboard.

The 18 credits required in the concentration will combine art and technology to develop a broad understanding of digital visual effects. A student who intends to establish a professional career in post-production and visual effects will benefit from this concentration.

Student learning outcomes

Communication arts core outcomes

- Students will demonstrate proficiency in drawing, including the figure.
- Students will demonstrate conceptual and critical thinking.
- Students will articulate conceptual and visual ideas to communicate content.
- Students will demonstrate competence in the use of traditional media.
- Students will demonstrate competence in the use of digital media and emerging technologies.
- Students will demonstrate knowledge of the historical and current context of communication arts.
- Students will demonstrate ethical and professional practices.

Visual effects concentration-specific outcomes

- Students will be able to develop visual effects, from a variety of sources, to completion.
- Students will demonstrate technical proficiency setting up scenes for visual effects.

Special requirements

A cumulative GPA of 2.0 in the major is expected for continuance in the program.

Degree requirements for Communication Arts, Bachelor of Fine Arts (B.F.A.) with a concentration in visual effects

Course	Title	Hours
General education (https://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/)		
Select 30 credits of general education courses in consultation with an adviser.		30
Major requirements		

• Major core requirements		
COAR 201	Figure Drawing I	3
COAR 202	Figure Drawing II	3
COAR 203	Digital 3D Studio	3
COAR 300	Illustration: Drawing and Painting	3
COAR 320	Concept Drawing	3
COAR 321	Sequential Imaging	3
COAR 352	History of Visual Communications I	3
COAR 353	History of Visual Communications II	3
COAR 464	Senior Portfolio	3
CREA 350	Piloting the Enterprise	3
• Additional major requirements		
COAR 210	Visual Studies: Design	3
• Concentration requirements		
COAR 308	Cut Scene	3
COAR 332	Digital Drawing	3
COAR 432	3D Image and Movement	3
COAR 435	3D Modeling for Concept Design	3
COAR 436	Visual Effects I	3
COAR 437	Visual Effects II	3
• Major electives		
COAR upper-division electives		3
Ancillary requirements		
Art Foundation Program		
ARTF 131	Drawing Studio	3
ARTF 132	Surface Research	3
ARTF 133	Space Research	3
ARTF 134	Time Studio	3
ARTF 139	Project Studio	2
or ARTF 138	Project Seminar	
ARTH 103 & ARTH 104	Survey of Art I and Survey of Art II	6
Additional requirements		
CINE 217	Mechanics of Screenwriting	3
Arts upper-division electives		6
Upper-division electives		7
Total Hours		120

The minimum number of credit hours required for this degree is 120.

What follows is a sample plan that meets the prescribed requirements within a four-year course of study at VCU. Please contact your adviser before beginning course work toward a degree.

Freshman year		
Fall semester		Hours
ARTF 131	Drawing Studio	3
ARTF 132	Surface Research	3
ARTF 139	Project Studio	1
or	or Project Seminar	
ARTF 138		
ARTH 103	Survey of Art I	3

UNIV 111	Focused Inquiry I (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry I		
General education course		3

Term Hours: 16

Spring semester

ARTF 133	Space Research	3
ARTF 134	Time Studio	3
ARTF 139 or ARTF 138	Project Studio or Project Seminar	1
ARTH 104	Survey of Art II	3
UNIV 112	Focused Inquiry II (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry II		
General education course		3

Term Hours: 16

Sophomore year

Fall semester

COAR 201	Figure Drawing I	3
COAR 203	Digital 3D Studio	3
COAR 352	History of Visual Communications I	3
UNIV 200	Advanced Focused Inquiry: Literacies, Research and Communication (satisfies general education UNIV foundations)	3
General education course		3

Term Hours: 15

Spring semester

CINE 217	Mechanics of Screenwriting	3
COAR 202	Figure Drawing II	3
COAR 210	Visual Studies: Design	3
COAR 353	History of Visual Communications II	3
General education course		3

Term Hours: 15

Junior year

Fall semester

COAR 300	Illustration: Drawing and Painting	3
COAR 320	Concept Drawing	3
COAR 321	Sequential Imaging	3
COAR 432	3D Image and Movement	3
General education course		3

Term Hours: 15

Spring semester

COAR 308	Cut Scene	3
COAR 332	Digital Drawing	3
COAR 435	3D Modeling for Concept Design	3
Arts upper-division elective		3
General education course		3

Term Hours: 15

Senior year

Fall semester

COAR 436	Visual Effects I	3
CREA 350	Piloting the Enterprise	3
COAR upper-division elective		3
General education course		3

Term Hours: 12

Spring semester

COAR 437	Visual Effects II	3
COAR 464	Senior Portfolio	3
Arts upper-division elective		3
Upper-division electives		7

Term Hours: 16

Total Hours: 120

The minimum number of credit hours required for this degree is 120.