| | Common Core - | Tech-Know | Understand | Design Games, | Build | Write & | Tell Stories | Make Media | Navigate | Practice | Create | Create Your |
|-------------------------|--|--|--|--|---|--|--|---|---|---|--|-------------|
| | Required | Training Micro- credits | Cultures of Media Art | Cinema & Media Art | Interactive Cinematic Spaces | Produce for Platforms | with Games | as Art | Network Cultures | Camera Craft | Animation & VFX | Own Path |
| 1st Year | | | | | Ориссо | | | | | | | |
| | FILM 1001 3.0 Making Media | FILM 1100A 1.0 Video & Sound Editing with Davinci Resolve | | FILM 1100B 1.0 3D with Blender | | FILM 1120 3.0 Introduction to Screenwriting | FILM1123 3.0 Writing for Games and Interactive Media I | FILM 1100C 1.0 Web Coding HTML/CSS/JS | FILM 1100C 1.0 Web Coding HTML/CSS/JS | | FILM 1100A 1.0 Video & Sound Editing with Davinci Resolve | |
| | FILM 1101 8.0 Media Practice I | FILM 1100B 1.0 3D with Blender | | | | FILM1123 3.0 Writing for Games and Interactive Media I | | | | | FILM 1100B 1.0 3D with Blender | |
| | FILM 1123 1.0 Writing for Games and Interactive Media I | FILM 1100C 1.0 Web Coding HTML/CSS/JS | | | | | | | | | | |
| | FILM 1400 6.0 Film Art: An Introduction | | | | | | | | | | | |
| 2nd Year | | | | | | | | | | | | |
| Ziid itali | FILM 2101 8.0 Media Practice II | FILM 2100A 1.0 Unreal Engine Introduction | FILM 2200 3.0 Cinema, Modernity and Technology | DATT 2500 3.0 Introduction to 3D Modelling | FILM 3853 3.0 Motion Capture | FILM 2120 6.0 Screenwriting Fundamentals | FILM 2123 3.0 Writing for Games and Interactive Media II | VISA 2056 3.0 Introduction to Video Art | DATT 2100 3.0 Publishing in Digital Media | VISA 2065 3.0 Photography: Camera to Print | DATT 2500 3.0 Introduction to 3D Modelling | |
| | FILM 2841 3.0 Digital Culture: History, Theory & Critical Practice | FILM 2100B 1.0 Animation & VFX with Fusion | FILM 2230 3.0 Film and Television as Mass Culture, 1920s-1960s | DATT 2501 3.0 Introduction to 3D Animation | FILM 2100A 1.0 Unreal Engine Introduction | FILM 2123 3.0 Writing for Games and Interactive Media II | ARTH 3347 Comics and Social Justice | | | | DATT 2501 3.0 Introduction to 3D Animation | |
| Choose 6 credits | Any course in green | | | FILM 2100A 1.0 Unreal Engine Introduction | | ARTH 3347 Comics and Social Justice | FILM 2100A 1.0 Unreal Engine Introduction | | | | FILM 2100A 1.0 Unreal Engine Introduction | |
| 3rd Year | | | | | | | | | | | | |
| ord real | FILM 3101 8.0 Media Practice III | | FILM 3200 3.0 New Waves: 1960s - 1980s | FILM 3840 3.0 Games and Media | FILM 3853 3.0 Motion Capture | FILM 3205 3.0 Exploring Media Industries | FILM 3840 3.0 Games and Media | VISA 3056 3.0 Sound for Artists | FILM 3123 3.0 Transmedia Storytelling | | FILM 3844 3.0 Art of Animating | |
| Choose 12 credits | Select from courses in green | | FILM 3230 3.0 Contemporary Directions in Cinema and Media Studies: 1980s - present | FILM 3844 3.0 Art of Animating | FILM 3852 3.0 Virtual Cinematograph y | FILM 3123 3.0 Transmedia Storytelling | | VISA 3057 3.0 Time-Based Art: Video in the Expanded Field | FILM 3102 3.0 Hybrid Stories | | FILM 3852 3.0 Virtual Cinematograph y | |
| | | | FILM 3205 3.0 Exploring Media Industries | FILM 3850 3.0 Virtual Worldbuilding | FILM 3854 3.0 Virtual Worldbuilding | FILM 3102 3.0 Hybrid Stories | | FILM 3845 3.0 Sonic Cinema | FILM 3843 3.0 Podcasting | | FILM 3853 3.0 Motion Capture | |
| | | | FILM 3401 3.0 Canadian Cinema | | FILM 3851 3.0 Virtual Environment Design | FILM 3843 3.0 Podcasting | | | FILM 3845 1.0 Sonic Cinema | | VISA 3088 Sequential Art, Comics | |
| | | | | | FILM 3845 1.0 Sonic Cinema | FILM 3205 3.0 Exploring Media Industries | | | FILM 3103.0 The Interactive Documentary | | ARTH 3347 Comics and Social Justice | |
| | | | | | | | | | | | FILM 3842 3.0 Animation and New Media | |
| 4th Year | | | | | | | | | | | | |
| Choose 12 credits | FILM 4101 6.0 Fourth Year Projects | | | | | FILM 4230 3.0 The Business of Film and | | | | PANF 4045 3.0 Shooting the Set | | |
| | FILM 4191 3.0 or 6.0 Field Placement | | | | | Television FILM 4102 3.0 Creative Producing: | | | | | | |
| | FILM 4901 3.0 or 6.0 Independent Studies / Cross Campus Capstone Course (C4) | | | | | New Directions | | | | | | |