

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.

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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	CR51401512
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

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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
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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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