CG spectrum
Institute

2026
Fee Schedule

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

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	$21,991
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

*Tuition fees are subject to an annual review and may be adjusted each academic year

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	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Industry Overview: Pipeline and Production Processes	ICP101	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
3D Animation - 3D Animation Foundations	TCP3DANIM101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
3D Modeling - 3D Modeling Fundamentals	TCPMOD101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
FX - FX Foundations	TCPFX101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Virtual Production - Real-time 3D Essentials	TCPRT3D101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Art and Design Concepts and Principles	CCP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Communicate! Mode, Purpose and Context	ICP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
3D Animation - Body Mechanics	TCP3DANIM102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
3D Modeling - Character and Environment Modeling	TCPMOD102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
FX - Rigid Body Dynamics and Pyro	TCPFX102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Virtual Production - Introduction to Virtual Production	TCPRT3D102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498

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	$65,973
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

*Tuition fees are subject to an annual review and may be adjusted each academic year

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	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Industry Overview: Pipeline and Production Processes	ICP101	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
3D Animation - 3D Animation Foundations	TCP3DANIM101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
3D Modeling - 3D Modeling Fundamentals	TCPMOD101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
FX - FX Foundations	TCPFX101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Virtual Production - Real-time 3D Essentials	TCPRT3D101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Art and Design Concepts and Principles	CCP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Communicate! Mode, Purpose and Context	ICP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
3D Animation - Body Mechanics	TCP3DANIM102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
3D Modeling - Character and Environment Modeling	TCPMOD102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
FX - Rigid Body Dynamics and Pyro	TCPFX102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Virtual Production - Introduction to Virtual Production	TCPRT3D102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Concepts and Principles of Story and Visual Narrative	CCP201	14 September 2026	06 October 2026	20 December 2026	10	0.125	$2,749
Identifying and Solving Problems	ICP201	14 September 2026	06 October 2026	20 December 2026	10	0.125	$2,749
3D Animation - Storytelling for Animation	TCP3DANIM201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
3D Modeling - Creature and Hard Surface Modeling	TCPMOD201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
FX - Liquid and Vellum FX	TCPFX201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
Virtual Production - World Building	TCPRT3D201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
Concepts and Principles of Lighting and Cinematography	CCP202	1 February 2027	23 February 2027	9 May 2027	10	0.125	$2,749
Managing Projects and Creative Assets	ICP202	1 February 2027	23 February 2027	9 May 2027	10	0.125	$2,749
3D Animation - Advanced Character Acting	TCP3DANIM202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
3D Modeling - Advanced Character Modeling	TCPMOD202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
FX - FX in Production	TCPFX202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
Virtual Production - Real-time Cinematography	TCPRT3D202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
Establishing and Sustaining Your Business	ICP301	24 May 2027	21 June 2027	29 August 2027	10	0.125	$2,749
Leading with Integrity	ICP302	24 May 2027	21 June 2027	29 August 2027	10	0.125	$2,749
3D Animation - Creature Animation	TCP3DANIM301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
Advanced Environment Modeling and Layout	TCPMOD301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
FX - Advanced FX Production	TCPFX301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
Virtual Production - Advanced Material Development	TCPRT3D301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	13 September 2027	05 October 2027	19 December 2027	10	0.125	$2,749
Marketing Yourself and Your Business	CAP302	13 September 2027	05 October 2027	19 December 2027	10	0.125	$2,749
Capstone Portfolio - 3D Animation	CAP3DANIM301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498
Capstone Portfolio - Modeling	CAPMOD301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498
Capstone Portfolio - FX	CAPFX301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498
Capstone Portfolio - Real-time 3D and Virtual Production Technology	CAPRT3D301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498

Diploma of Digital Art

Name of course	Diploma of Digital Art
Duration	2 trimesters offered part time or full time (1 year)
Delivery mode(s)	Online
Indicative Total Course Fees	$21,991
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

*Tuition fees are subject to an annual review and may be adjusted each academic year

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	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Industry Overview: Pipeline and Production Processes	ICP101	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Concept Art - Developing Visual Concepts: Props and Characters	TCPCA101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Illustration - Developing Visual Concepts: Props and Characters	TCPCA101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
2D Animation - Fundamentals of 2D Animation	TCP2DANIM101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Art and Design Concepts and Principles	CCP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Communicate! Mode, Purpose and Context	ICP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Concept Art - Rendering Techniques& Character Drawing	TCPCA102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Illustration - Rendering Techniques& Character Drawing	TCPCA102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
2D Animation - Acting & Creature Animation	TCP2DANIM102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498

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	$65,973
Course Code	CRS1401508
Number of Subjects to complete	18
Total credit points	240
Intakes offered	January, May & September *subjects offered dependent upon enrolments
FEE-HELP	Available for all subjects

*Tuition fees are subject to an annual review and may be adjusted each academic year

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	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Industry Overview: Pipeline and Production Processes	ICP101	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Concept Art - Developing Visual Concepts: Props and Characters	TCPCA101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Illustration - Developing Visual Concepts: Props and Characters	TCPCA101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
2D Animation - Fundamentals of 2D Animation	TCP2DANIM101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Art and Design Concepts and Principles	CCP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Communicate! Mode, Purpose and Context	ICP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Concept Art - Rendering Techniques& Character Drawing	TCPCA102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Illustration - Rendering Techniques& Character Drawing	TCPCA102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
2D Animation - Acting & Creature Animation	TCP2DANIM102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Concepts and Principles of Story and Visual Narrative	CCP201	14 September 2026	06 October 2026	20 December 2026	10	0.125	$2,749
Identifying and Solving Problems	ICP201	14 September 2026	06 October 2026	20 December 2026	10	0.125	$2,749
Concept Art - Layout, Level Design and Composition	TCPCA201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
Illustration - Layout, Level Design and Composition	TCPCA201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
2D Animation - Advanced Acting for 2D Animation	TCP2DANIM201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
Concepts and Principles of Lighting and Cinematography	CCP202	1 February 2027	23 February 2027	9 May 2027	10	0.125	$2,749
Managing Projects and Creative Assets	ICP202	1 February 2027	23 February 2027	9 May 2027	10	0.125	$2,749
Concept Art - Characters, Creatures & Enhanced Workflows	TCPCA202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
Illustration - Advanced Composition and Painting	TCPILL202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
2D animation - Cutout Animation	TCP2DANIM202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
Establishing and Sustaining Your Business	ICP301	24 May 2027	21 June 2027	29 August 2027	10	0.125	$2,749
Leading with Integrity	ICP302	24 May 2027	21 June 2027	29 August 2027	10	0.125	$2,749
Concept Art - 3D Concept Art Workflows	TCPCA301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
Illustration - Entertainment Industry Application	TCPILL301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
2D Animation - Advanced Cutout Animation	TCP2DANIM301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	13 September 2027	05 October 2027	19 December 2027	10	0.125	$2,749
Marketing Yourself and Your Business	CAP302	13 September 2027	05 October 2027	19 December 2027	10	0.125	$2,749
Capstone Portfolio - 2D Animation	CAP2DANIM301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498
Capstone Portfolio - Concept Art	CAPCA301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498
Capstone Portfolio - Illustration	CAPILL301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498

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	$21,991
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

*Tuition fees are subject to an annual review and may be adjusted each academic year

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	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Industry Overview: Pipeline and Production Processes	ICP101	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Game Design - Game Design Foundations	TCPGD101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Game Programming - Progamming Foundations	TCPGPR101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Art and Design Concepts and Principles	CCP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Communicate! Mode, Purpose and Context	ICP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Game Design - Designing and Implementing Game Systems	TCPGD102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Game Programming - Game Engine Programming	TCPGPR102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498

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	$65,973
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

*Tuition fees are subject to an annual review and may be adjusted each academic year

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	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Industry Overview: Pipeline and Production Processes	ICP101	02 February 2026	24 February 2026	10 May 2026	10	0.125	$2,749
Game Design - Game Design Foundations	TCPGD101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Game Programming - Progamming Foundations	TCPGPR101	02 February 2026	24 February 2026	10 May 2026	20	0.25	$5,498
Art and Design Concepts and Principles	CCP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Communicate! Mode, Purpose and Context	ICP102	25 May 2026	23 June 2026	30 August 2026	10	0.125	$2,749
Game Design - Designing and Implementing Game Systems	TCPGD102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Game Programming - Game Engine Programming	TCPGPR102	25 May 2026	23 June 2026	30 August 2026	20	0.25	$5,498
Concepts and Principles of Story and Visual Narrative	CCP201	14 September 2026	06 October 2026	20 December 2026	10	0.125	$2,749
Identifying and Solving Problems	ICP201	14 September 2026	06 October 2026	20 December 2026	10	0.125	$2,749
Game Design - Action Game Development	TCPGD201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
Game Programming - Gameplay and AI Techniques	TCPGPR201	14 September 2026	06 October 2026	20 December 2026	20	0.25	$5,498
Concepts and Principles of Lighting and Cinematography	CCP202	1 February 2027	23 February 2027	9 May 2027	10	0.125	$2,749
Managing Projects and Creative Assets	ICP202	1 February 2027	23 February 2027	9 May 2027	10	0.125	$2,749
Game Design - Level Design Pre-Production	TCPGD202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
Game Programming - Advanced AI, Animation and Game Mechanics	TCPGPR202	1 February 2027	23 February 2027	9 May 2027	20	0.25	$5,498
Establishing and Sustaining Your Business	ICP301	24 May 2027	21 June 2027	29 August 2027	10	0.125	$2,749
Leading with Integrity	ICP302	24 May 2027	21 June 2027	29 August 2027	10	0.125	$2,749
Game Design - Level Design Production	TCPGD301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
Game Programming - Networking and Replication	TCPGPR301	24 May 2027	21 June 2027	29 August 2027	20	0.25	$5,498
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	13 September 2027	05 October 2027	19 December 2027	10	0.125	$2,749
Marketing Yourself and Your Business	CAP302	13 September 2027	05 October 2027	19 December 2027	10	0.125	$2,749
Capstone Portfolio - Game Design	CAPGD301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498
Capstone Portfolio - Game Programming	CAPGPR301	13 September 2027	05 October 2027	19 December 2027	20	0.25	$5,498

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.