



2027 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	\$24,199
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	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Industry Overview: Pipeline and Production Processes	ICP101	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
3D Animation - 3D Animation Mechanics	TCP3DANIM101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
3D Modeling - 3D Art and Asset Production	TCPMOD101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
FX - Building FX Workflows	TCPEFX101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Virtual Production - Real-time 3D Essentials	TCPRT3D101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Art and Design Concepts and Principles	CCP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Communicate! Mode, Purpose and Context	ICP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
3D Animation - Body Mechanics	TCP3DANIM102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
3D Modeling - Character and Environment Modeling	TCPMOD102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
FX - Rigid Body Dynamics and Pyro	TCPEFX102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Virtual Production - Introduction to Virtual Production	TCPRT3D102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050

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	\$72,571
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	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Industry Overview: Pipeline and Production Processes	ICP101	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
3D Animation - 3D Animation Mechanics	TCP3DANIM101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
3D Modeling - 3D Art and Asset Production	TCPMOD101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
FX - Building FX Workflows	TCPFX101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Virtual Production - Real-time 3D Essentials	TCPRT3D101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Art and Design Concepts and Principles	CCP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Communicate! Mode, Purpose and Context	ICP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
3D Animation - Body Mechanics	TCP3DANIM102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
3D Modeling - Character and Environment Modeling	TCPMOD102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
FX - Rigid Body Dynamics and Pyro	TCPFX102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Virtual Production - Introduction to Virtual Production	TCPRT3D102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Concepts and Principles of Story and Visual Narrative	CCP201	13 September 2027	05 October 2027	20 December 2027	10	0.125	\$3,025
Identifying and Solving Problems	ICP201	13 September 2027	05 October 2027	20 December 2027	10	0.125	\$3,025
3D Animation - Storytelling for Animation	TCP3DANIM201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
3D Modeling - Creature and Hard Surface Modeling	TCPMOD201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
FX - Liquid and Vellum FX	TCPFX201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
Virtual Production - World Building	TCPRT3D201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
Concepts and Principles of Lighting and Cinematography	CCP202	31 January 2028	22 February 2028	9 May 2028	10	0.125	\$3,025
Managing Projects and Creative Assets	ICP202	31 January 2028	22 February 2028	9 May 2028	10	0.125	\$3,025
3D Animation - Advanced Character Acting	TCP3DANIM202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
3D Modeling - Advanced Character Modeling	TCPMOD202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
FX - FX in Production	TCPFX202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
Virtual Production - Real-time Cinematography	TCPRT3D202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
Establishing and Sustaining Your Business	ICP301	22 May 2028	13 June 2028	27 August 2028	10	0.125	\$3,025
Leading with Integrity	ICP302	22 May 2028	13 June 2028	27 August 2028	10	0.125	\$3,025
3D Animation - Creature Animation	TCP3DANIM301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
Advanced Environment Modeling and Layout	TCPMOD301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
FX - Advanced FX Production	TCPFX301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
Virtual Production - Advanced Material Development	TCPRT3D301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	11 September 2028	03 October 2028	22 December 2028	10	0.125	\$3,025
Marketing Yourself and Your Business	CAP302	11 September 2028	03 October 2028	22 December 2028	10	0.125	\$3,025
Capstone Portfolio - 3D Animation	CAP3DANIM301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050
Capstone Portfolio - Modeling	CAPMOD301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050
Capstone Portfolio - FX	CAPFX301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050
Capstone Portfolio - Real-time 3D and Virtual Production Technology	CAPRT3D301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050

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	\$24,199
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	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Industry Overview: Pipeline and Production Processes	ICP101	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Concept Art - Developing Visual Concepts: Props and Characters	TCPCA101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Illustration - Developing Visual Concepts: Props and Characters	TCPCA101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
2D Animation - The Principles of 2D Animation	TCP2DANIM101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Art and Design Concepts and Principles	CCP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Communicate! Mode, Purpose and Context	ICP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Concept Art - Rendering Techniques& Character Drawing	TCPCA102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Illustration - Rendering Techniques& Character Drawing	TCPCA102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
2D Animation - Acting & Creature Animation	TCP2DANIM102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050

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	\$72,571
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	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Industry Overview: Pipeline and Production Processes	ICP101	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Concept Art - Developing Visual Concepts: Props and Characters	TCPCA101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Illustration - Developing Visual Concepts: Props and Characters	TCPCA101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
2D Animation - The Principles of 2D Animation	TCP2DANIM101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Art and Design Concepts and Principles	CCP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Communicate! Mode, Purpose and Context	ICP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Concept Art - Rendering Techniques& Character Drawing	TCPCA102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Illustration - Rendering Techniques& Character Drawing	TCPCA102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
2D Animation - Acting & Creature Animation	TCP2DANIM102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Concepts and Principles of Story and Visual Narrative	CCP201	13 September 2027	05 October 2027	20 December 2027	10	0.125	\$3,025
Identifying and Solving Problems	ICP201	13 September 2027	05 October 2027	20 December 2027	10	0.125	\$3,025
Concept Art - Layout, Level Design and Composition	TCPCA201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
Illustration - Layout, Level Design and Composition	TCPCA201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
2D Animation - Advanced Acting for 2D Animation	TCP2DANIM201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
Concepts and Principles of Lighting and Cinematography	CCP202	31 January 2028	22 February 2028	9 May 2028	10	0.125	\$3,025
Managing Projects and Creative Assets	ICP202	31 January 2028	22 February 2028	9 May 2028	10	0.125	\$3,025
Concept Art - Characters, Creatures & Enhanced Workflows	TCPCA202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
Illustration - Advanced Composition and Painting	TCPILL202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
2D animation - Cutout Animation	TCP2DANIM202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
Establishing and Sustaining Your Business	ICP301	22 May 2028	13 June 2028	27 August 2028	10	0.125	\$3,025
Leading with Integrity	ICP302	22 May 2028	13 June 2028	27 August 2028	10	0.125	\$3,025
Concept Art - 3D Concept Art Workflows	TCPCA301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
Illustration - Entertainment Industry Application	TCPILL301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
2D Animation - Advanced Cutout Animation	TCP2DANIM301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	11 September 2028	03 October 2028	22 December 2028	10	0.125	\$3,025
Marketing Yourself and Your Business	CAP302	11 September 2028	03 October 2028	22 December 2028	10	0.125	\$3,025
Capstone Portfolio - 2D Animation	CAP2DANIM301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050
Capstone Portfolio - Concept Art	CAPCA301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050
Capstone Portfolio - Illustration	CAPILL301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050

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	\$24,199
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	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Industry Overview: Pipeline and Production Processes	ICP101	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Game Design - Game Design and Development	TCPGD101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Game Programming - Programming for Games	TCPGPR101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Art and Design Concepts and Principles	CCP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Communicate! Mode, Purpose and Context	ICP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Game Design - Designing and Implementing Game Systems	TCPGD102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Game Programming - Game Engine Programming	TCPGPR102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050

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	\$72,571
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	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Industry Overview: Pipeline and Production Processes	ICP101	01 February 2027	23 February 2027	10 May 2027	10	0.125	\$3,025
Game Design - Game Design and Development	TCPGD101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Game Programming - Programming for Games	TCPGPR101	01 February 2027	23 February 2027	10 May 2027	20	0.25	\$6,050
Art and Design Concepts and Principles	CCP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Communicate! Mode, Purpose and Context	ICP102	24 May 2027	15 June 2027	30 August 2027	10	0.125	\$3,025
Game Design - Designing and Implementing Game Systems	TCPGD102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Game Programming - Game Engine Programming	TCPGPR102	24 May 2027	15 June 2027	30 August 2027	20	0.25	\$6,050
Concepts and Principles of Story and Visual Narrative	CCP201	13 September 2027	05 October 2027	20 December 2027	10	0.125	\$3,025
Identifying and Solving Problems	ICP201	13 September 2027	05 October 2027	20 December 2027	10	0.125	\$3,025
Game Design - Action Game Development	TCPGD201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
Game Programming - Gameplay and AI Techniques	TCPGPR201	13 September 2027	05 October 2027	20 December 2027	20	0.25	\$6,050
Concepts and Principles of Lighting and Cinematography	CCP202	31 January 2028	22 February 2028	9 May 2028	10	0.125	\$3,025
Managing Projects and Creative Assets	ICP202	31 January 2028	22 February 2028	9 May 2028	10	0.125	\$3,025
Game Design - Level Design Pre-Production	TCPGD202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
Game Programming - Advanced AI, Animation and Game Mechanics	TCPGPR202	31 January 2028	22 February 2028	9 May 2028	20	0.25	\$6,050
Establishing and Sustaining Your Business	ICP301	22 May 2028	13 June 2028	27 August 2028	10	0.125	\$3,025
Leading with Integrity	ICP302	22 May 2028	13 June 2028	27 August 2028	10	0.125	\$3,025
Game Design - Level Design Production	TCPGD301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
Game Programming - Networking and Replication	TCPGPR301	22 May 2028	13 June 2028	27 August 2028	20	0.25	\$6,050
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	11 September 2028	03 October 2028	22 December 2028	10	0.125	\$3,025
Marketing Yourself and Your Business	CAP302	11 September 2028	03 October 2028	22 December 2028	10	0.125	\$3,025
Capstone Portfolio - Game Design	CAPGD301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050
Capstone Portfolio - Game Programming	CAPGPR301	11 September 2028	03 October 2028	22 December 2028	20	0.25	\$6,050

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.