



# MATERIALS GUIDE

## VISUAL EFFECTS COURSES

Helpful tips for planning your approach to buying materials for your course(s)

### 1. Start with what you need for the first class

- Bring a notebook and pen for taking notes.
- Focus on acquiring the items on your course list that are required for the first day of class. They are marked with an asterisk\* on the list.

### 2. Budget for your supplies

- Art supplies can vary greatly in quality and price. Take some time to understand the pacing of the course and your own learning goals to make informed decisions about what to buy. Instructors will provide more details about the specific materials needed for each course. Talk to them for advice!
- You may already have suitable materials at home; it is not necessary to purchase new materials for every course.
- **future skills grant students:** Courses that are eligible for the future skills grant will include information about the maximum approved reimbursement amount for material costs. Only materials purchased between Fall 2023 registration open (June 27) and reimbursement submission deadline for the term will be eligible for reimbursement. Please make sure to track your expenses, and keep all your original receipts. Expenses that exceed the \$3500 lifetime limit will not be reimbursed.

### 3. Set up any required software

- For courses that require software: purchase, download, and install the required software before the first day of class. This will allow you time to troubleshoot any potential installation issues. Most required software are free or have low-cost educational versions that are available to you as an ECU Continuing Studies student.

**Ready to Get Started? Look for your Course List**



## CSFX 100: Industry Intro: Visual Effects

Recommended Course Materials	Approximate Costs
Notebook and pen	\$10.00

*\*required for the first day of class*

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSFX 101: Innovations in Visual Effects

Recommended Course Materials	Approximate Costs
Notebook and pen	\$10.00

*\*required for the first day of class*

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$10.00**

## CSFX 102: Introductory Motion Graphics

Required Course Materials	Approximate Costs
<p>Adobe After Effects*</p> <p>Adobe Photoshop*</p> <p>Adobe Illustrator*</p> <p>The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to <a href="#">visit the Adobe Creative Cloud Education Plan webpage</a>.</p> <p>Download Adobe Creative Cloud on your computer and install <i>Adobe After Effects</i>, <i>Adobe Photoshop</i> and <i>Adobe Illustrator</i>.</p>	<p>\$311.88 for a 12-month educational license</p>
<p>Cinema 4D Lite*</p> <p>This software is available for free when installing Adobe After Effects. An Adobe Creative Cloud license is required to access Adobe After Effects.</p> <p>For students with an @ecuad.ca email account, Cinema 4D Lite is also available with a Maxon Educational license, approximately \$10.00 USD. Click to <a href="#">access the educational license for Maxon, including Cinema 4D Lite</a></p>	<p>Free when installing Adobe After Effects</p>
<b>Recommended</b>	
Notebook and pen	\$10.00

*\*required for the first day of class*

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$321.88**

## CSFX 110: Adobe CC for Visual Effects

Required Course Materials	Approximate Costs
<p>Adobe After Effects* Adobe Premiere Pro*</p> <p>The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to <a href="#">visit the Adobe Creative Cloud Education Plan webpage</a>.</p> <p>Download Adobe Creative Cloud on your computer and install <i>Adobe After Effects</i> and <i>Adobe Premiere Pro</i>.</p>	<p>\$311.88 for a 12-month educational license</p>
<b>Recommended</b>	
<p>Notebook and pen</p>	<p>\$10.00</p>

*\*required for the first day of class*

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **\$321.88**