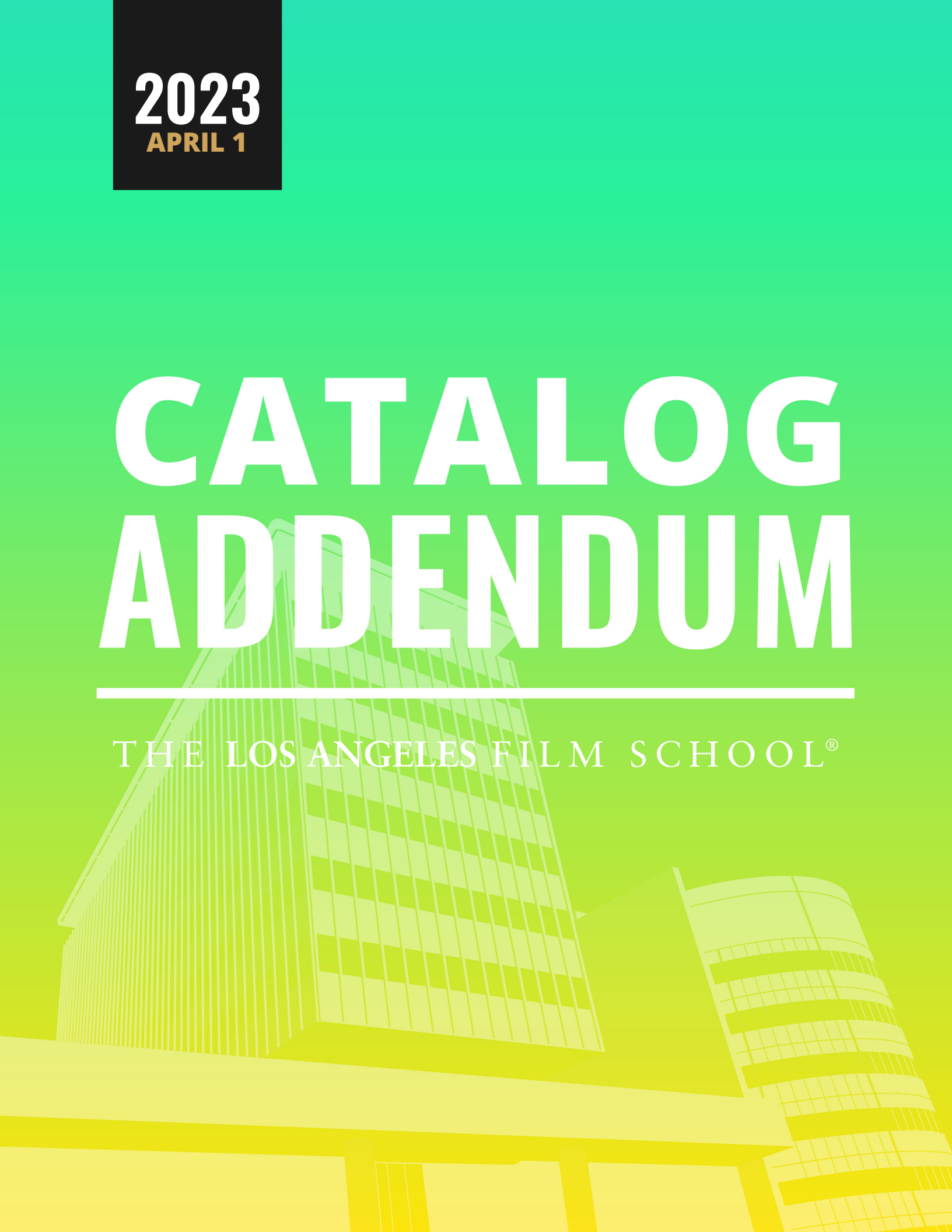**2023**
APRIL 1

CATALOG ADDENDUM

THE LOS ANGELES FILM SCHOOL®

CATALOG ADDENDUM

This addendum goes into effect April 1, 2023.

TUITION & FEES

Please visit our **Student Consumer Information** page to find the average time to completion for continuously enrolled students for each credential level offered. Students are charged tuition and fees on a per-semester (16-week) basis. A breakdown of total charges for each program by semester may be found in the section below.

ONLINE DEGREE PROGRAMS – NON-CALIFORNIA RESIDENT STUDENTS

PROGRAM	CREDIT HOURS	TUITION PER CREDIT HOUR[1]	TOTAL TUITION	TEXTBOOKS[2]	TECHNOLOGY FEE	TECHKIT	STRF[3]	TOTAL TUITION & FEES
Entertainment Business, B.S. Completion	60.00	$466.67	$28,000.00	$0.00	$630.00	$0.00	N/A	$28,630.00

ENTERTAINMENT BUSINESS, B.S. (COMPLETER)	SEMESTER 1	SEMESTER 2	SEMESTER 3	SEMESTER 4	SEMESTER 5	TOTAL
TUITION	$6,100.00	$6,500.00	$6,100.00	$6,500.00	$2,800.00	$28,000.00
TECHKIT	$0.00	$0.00	$0.00	$0.00	$0.00	$0.00
TECHNOLOGY FEE	$315.00	$0.00	$315.00	$0.00	$0.00	$630.00
TOTAL PER SEMESTER	$6,415.00	$6,500.00	$6,415.00	$6,500.00	$2,800.00	$28,630.00

ONLINE DEGREE PROGRAMS – CALIFORNIA RESIDENT STUDENTS

PROGRAM	CREDIT HOURS	TUITION PER CREDIT HOUR[1]	TOTAL TUITION	TEXTBOOKS[2]	TECHNOLOGY FEE	TECHKIT	STRF[3]	TOTAL TUITION & FEES
Entertainment Business, B.S. Completion	60.00	$466.67	$28,000.00	$0.00	$630.00	$0.00	$72.50	$28,702.50

ENTERTAINMENT BUSINESS, B.S. (COMPLETER)	SEMESTER 1	SEMESTER 2	SEMESTER 3	SEMESTER 4	SEMESTER 5	TOTAL
TUITION	$6,100.00	$6,500.00	$6,100.00	$6,500.00	$2,800.00	$28,000.00
TECHKIT	$0.00	$0.00	$0.00	$0.00	$0.00	$0.00
TEXTBOOKS	$0.00	$0.00	$0.00	$0.00	$0.00	$0.00
TECHNOLOGY FEE	$315.00	$0.00	$315.00	$0.00	$0.00	$630.00
STRF	$72.50	$0.00	$0.00	$0.00	$0.00	$72.50
TOTAL PER SEMESTER	$6,487.50	$6,500.00	$6,415.00	$6,500.00	$2,800.00	$28,702.50

NEW DEGREE PROGRAMS

ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE – ONLINE
Degree Completion Program

Program Description and Objectives

This completion program allows individuals who hold an associate degree to continue their education and earn a bachelor's degree in 18 months. The Entertainment Business degree program is designed to provide knowledge and understanding of the fundamentals of business needed to qualify for entry-level industry positions. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of business. As the program evolves, students explore topics that are specific to the business of entertainment — artist management, distribution, and more — providing insight into the inner workings of the industry. Throughout the degree program, students work in a professional, project-based environment designed to recreate the challenges and opportunities typical in the world of entertainment business.

Program Requirements

The B.S. in Entertainment Business completion program is 60 credit hours and 18 months in length. Students must successfully complete all required courses with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	HUM 223-O CULTURAL STUDIES	3
2	SBS 305-O LEADERSHIP & ORGANIZATIONAL BEHAVIOR	3
3	EBS 300-O ENTERTAINMENT BUSINESS MANAGEMENT	3
4	EBS 301-O ENTERTAINMENT MARKETING ENG 326-O PROFESSIONAL WRITING	3 3
5	EBS 325-O ENTERTAINMENT ADVERTISING	3
6	EBS 303-O ENTERTAINMENT BUSINESS ETHICS	3
7	EBS 411-O INTELLECTUAL PROPERTY	3
8	EBS 410-O ENTERTAINMENT BUSINESS LAW	3
9	EBS 302-O ENTERTAINMENT BUSINESS ACCOUNTING	3
10	EBS 425-O CREATIVE ENTREPRENEURSHIP HUM 420-O CONTEMPORARY ART	3 3
11	EBS 480-O ENTERTAINMENT CONTRACTS AND LICENSING	3
12	EBS 440-O ARTIST MANAGEMENT	3
13	EBS 416-O STRATEGIC PLANNING	3
14	EBS 460-O ENTERTAINMENT BUSINESS TECHNOLOGY	3
15	HUM 251-O HISTORICAL ARCHETYPES & MYTHOLOGY	3
16	EBS 441-O EVENT MANAGEMENT	3
17	EBS 470-O DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
18	EBS 490-O ENTERTAINMENT BUSINESS FINAL PROJECT	3

ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE – ONLINE

Music Business Concentration, Degree Completion Program

Program Description and Objectives

This completion program allows individuals who hold an associate degree to continue their education and earn a bachelor's degree in 18 months. The Entertainment Business degree program is designed to provide knowledge and understanding of the fundamentals of business needed to qualify for entry-level industry positions. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of business. Throughout the degree program, students work in a professional, project-based environment designed to recreate the challenges and opportunities typical in the world of entertainment business. Students selecting the Music Business concentration will take the core business courses that are relevant to all sectors of the entertainment industry as well as courses that focus on concepts specific to the music industry, including music supervision, music publishing, music evaluation for A&R, and the promotion and production of live music events.

Program Requirements

The B.S. in Entertainment Business completion program with a concentration in Music Business is 60 credit hours and 18 months in length. Students must successfully complete all required courses with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	EBS 300-O ENTERTAINMENT BUSINESS MANAGEMENT	3
2	HUM 223-O CULTURAL STUDIES	3
3	SBS 305-O LEADERSHIP & ORGANIZATIONAL BEHAVIOR	3
4	MBS 310-O MUSIC INDUSTRY MARKETING	3
5	ENG 326-O PROFESSIONAL WRITING EBS 303-O ENTERTAINMENT BUSINESS ETHICS	3 3
6	MBS 320-O A&R FOR THE MUSIC INDUSTRY	3
7	HUM 420-O CONTEMPORARY ART	3
8	MBS 410-O MUSIC BUSINESS LAW	3
9	EBS 302-O BUSINESS ACCOUNTING	3
10	MBS 330-O MUSIC SUPERVISION	3
11	EBS 425-O CREATIVE ENTREPRENEURSHIP HUM 251-O HISTORICAL ARCHETYPES & MYTHOLOGY	3 3
12	EBS 440-O ARTIST MANAGEMENT	3
13	EBS 480-O ENTERTAINMENT CONTRACTS AND LICENSING	3
14	EBS 441-O EVENT MANAGEMENT	3
15	EBS 416-O STRATEGIC PLANNING	3
16	MBS 440-O CONCERT AND TOUR MANAGEMENT	3
17	EBS 470-O DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
18	MBS 490-O MUSIC INDUSTRY FINAL PROJECT	3

UPDATED CURRICULUM

ANIMATION, BACHELOR OF SCIENCE – *Game Art Concentration*

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	ENG 101 FOUNDATIONS OF WRITING	3
3	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
4	CAN 110 DIGITAL PAINTING 1 MAT 121 QUANTITATIVE PRINCIPLES	3 3
5	AVE 150 3D FOUNDATIONS	3
6	AVE 160 MODEL CREATION	3
7	AVE 280 FUNDAMENTALS OF LIGHTING AND SHADING	3
8	AVE 180 COMPOSITING FUNDAMENTALS	3
9	AVE 210 FUNDAMENTALS OF ANIMATION	3
10	AVE 130 STORYBOARDING & PREVISUALIZATION	3
11	AVE 320 VIRTUAL PRODUCTION 1	3
12	CAN 295 FUNDAMENTALS OF SCRIPTING	3
13	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
14	AVE 290 VISUAL EFFECTS 1	3
15	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
16	AVE 100 THE FUNDAMENTALS OF SURFACE ANATOMY	3
17	AVE 190 DIGITAL SCULPTING 1	3
18	SPC 214 CREATIVE COMMUNICATION AVE 298 PORTFOLIO AND PROFESSIONAL DEVELOPMENT	3 3
19	HUM 310 ART OF VISUAL NARRATIVE	3
20	AVE 200 DIGITAL SCULPTING 2	3
21	AVE 170 ART CREATION FOR GAMES	3
22	AVE 230 CHARACTER ANIMATION	3
23	ENG 326 PROFESSIONAL WRITING	3
24	AVE 375 SPECIALIZED PRODUCTION APPLICATIONS METHODOLOGY	3
25	AVE 385 VIRTUAL PRODUCTION 2	3
26	MAT 310 STATISTICAL APPLICATIONS HUM 420 CONTEMPORARY ART	3 3
27	AVE 310 VISUAL EFFECTS 2	3
28	AVE 380 LIGHTING AND RENDERING	3
29	AGA 360 ENVIRONMENT ART	3
30	AGA 370 TEXTURING AND SHADING	3
31	AGA 380 TECHNICAL GAME ARTS	3
32	AVE 450 PROJECT MANAGEMENT FOR PRODUCTION	3
33	ENG 331 ELEMENTS OF NARRATIVE AVE 470 PORTFOLIO PREPARATION	3 3
34	AVE 480 PORTFOLIO CONTENT CREATION 1	3
35	AVE 485 PORTFOLIO CONTENT CREATION 2	3
36	AVE 490 PORTFOLIO CONTENT CREATION 3	3

ANIMATION, BACHELOR OF SCIENCE – *Visual Effects Concentration*

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	ENG 101 FOUNDATIONS OF WRITING	3
3	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
4	CAN 110 DIGITAL PAINTING 1 MAT 121 QUANTITATIVE PRINCIPLES	3 3
5	AVE 150 3D FOUNDATIONS	3
6	AVE 160 MODEL CREATION	3
7	AVE 280 FUNDAMENTALS OF LIGHTING AND SHADING	3
8	AVE 180 COMPOSITING FUNDAMENTALS	3
9	AVE 210 FUNDAMENTALS OF ANIMATION	3
10	AVE 130 STORYBOARDING & PREVISUALIZATION	3
11	AVE 320 VIRTUAL PRODUCTION 1	3
12	CAN 295 FUNDAMENTALS OF SCRIPTING	3
13	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
14	AVE 290 VISUAL EFFECTS 1	3
15	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
16	AVE 100 THE FUNDAMENTALS OF SURFACE ANATOMY	3
17	AVE 190 DIGITAL SCULPTING 1	3
18	SPC 214 CREATIVE COMMUNICATION AVE 298 PORTFOLIO AND PROFESSIONAL DEVELOPMENT	3 3
19	HUM 310 ART OF VISUAL NARRATIVE	3
20	AVE 355 MATCHMOVING AND INTEGRATION	3
21	FMP 140 CINEMATOGRAPHY I	3
22	ENG 326 PROFESSIONAL WRITING	3
23	AVE 420 ADVANCED LIGHTING, LENSING, AND COLOR THEORY	3
24	AVE 375 SPECIALIZED PRODUCTION APPLICATIONS METHODOLOGY	3
25	AVE 385 VIRTUAL PRODUCTION 2	3
26	HUM 420 CONTEMPORARY ART MAT 310 STATISTICAL APPLICATIONS	3 3
27	AVE 310 VISUAL EFFECTS 2	3
28	AVE 380 LIGHTING AND RENDERING	3
29	AVE 350 COMPOSITING AND SCENE FINISHING 2	3
30	AVE 345 VISUAL EFFECTS PRODUCTION 1	3
31	AVE 346 VISUAL EFFECTS PRODUCTION 2	3
32	AVE 450 PROJECT MANAGEMENT FOR PRODUCTION	3
33	ENG 331 ELEMENTS OF NARRATIVE AVE 470 PORTFOLIO PREPARATION	3 3
34	AVE 480 PORTFOLIO CONTENT CREATION 1	3
35	AVE 485 PORTFOLIO CONTENT CREATION 2	3
36	AVE 490 PORTFOLIO CONTENT CREATION 3	3

NEW AND/OR MODIFIED COURSES

AGA 320 GAME CHARACTERS *(3 Credits)*
The Game Characters course focuses on the elements of accurate high-resolution character sculpting. The course material covers proper anatomy, proportion, and fine details. Students will create assets implementing advanced techniques while maintaining realistic surface quality and likeness of reference. Students completing this course will develop a deeper understanding of digital sculpting, topology, texturing, and the use of generated maps.

AGA 340 GAME ANIMATION *(3 Credits)*
The Game Animation course provides students with their first opportunity to produce animated sequences and cycles for gameplay. Students will develop an overall understanding of animation as it applies to the game industry with a focus on game-engine constraints and requirements. Students will pay special attention to character anatomy, rigging constraints, and reusability within all aspects of a game.

AVE 285 VIRTUAL PRODUCTION 1 *(3 Credits)*
This course is designed to introduce students to the concepts and principles of Virtual Production through lectures, discussion, and exercises showing how real-time feedback, integration, and visualization affect storytelling. Using industry-standard software, such as Unreal Engine, students will learn techniques used in real-time visualization and production.

AVE 298 PORTFOLIO AND PROFESSIONAL DEVELOPMENT *(3 Credits)*
This course will help students cultivate their portfolios, resumes, and their professional social media presence. The course is designed to prepare students for their careers and how to present themselves professionally. Students will also be familiarized with freelance contracts and non-disclosure agreements.

AVE 375 SPECIALIZED PRODUCTIONS APPLICATION METHODOLOGY *(3 Credits)*
This course is designed for the use and implementation of production tools such as mocap, photogrammetry, and other specialized production tools. Students will research tools, develop processes, and employ techniques that could be utilized in visual effects, and CG/game production.

AVE 380 LIGHTING AND RENDERING *(3 Credits)*
This course bridges the roles of a lighter/compositor technical director, expanding on practical lighting techniques to seamlessly blend CG into practical environments. Focusing on matching real-world lighting, students will learn to acquire reference HDRI imaging, apply it to 3D assets, create multi-passes for photorealistic renders, and composite elements into live-action footage.

AVE 385 VIRTUAL PRODUCTION 2 *(3 Credits)*
This course continues building upon the knowledge gained from AVE 285 VIRTUAL PRODUCTION 1 by focusing on the application of learned techniques in the creation of a Virtual Production project. Students will collaborate throughout the Virtual Production pipeline, starting with a script and working all the way through working with the sequencer in Unreal Engine.

AVE 420 ADVANCED LIGHTING, LENSING, AND COLOR THEORY *(3 Credits)*
This course will combine elements of cinematic lensing, advanced lighting techniques, color theory, color correction, and camera movement from a cinematographer's perspective and will also incorporate the use of LED screens and/or rear projection. Students will work with DaVinci Resolve, an industry-wide color correction software that utilizes color correction, visual effects, and motion graphics.

AVE 450 PROJECT MANAGEMENT FOR PRODUCTION *(3 Credits)*
This course is designed to instruct students on tracking and managing art assets, as well as managing interdepartmental communication on a production. Using industry-standard software such as Autodesk ShotGrid will not only help the students organize their own work, but prepare them for production assistant, production coordination, and visual effects coordination jobs.

EBS 300-O ENTERTAINMENT BUSINESS MANAGEMENT *(3 Credits)*
In this course, students learn the complex skills managers must master to be effective leaders. Students learn how managers set goals, then make decisions and implement actions to achieve the goals. Skills learned include planning, problem-solving, managing communications, leading teams, and managing performance as they relate to the management of entertainment and media companies. Students explore in-depth management of people, processes, and resources to achieve goals, minimize risk, and foster success in the workplace.

EBS 301-O ENTERTAINMENT MARKETING *(3 Credits)*
This course explores new marketing concepts as they relate to the nuances of the entertainment business field. Students construct strategic plans in the selection and development of digital and new media products and are introduced to various promotional methods and avenues. In addition, this course strengthens students' understanding of analytical tools and strategic analysis of the entertainment business, which is knowledge that can facilitate the success of their creative work. An extensive review of consumer behavior and the effect it has on the success of entertainment products are also examined.

NEW AND/OR MODIFIED COURSES (CONT.)

EBS 325-O ENTERTAINMENT ADVERTISING *(3 Credits)*
This course is designed to give students a deeper into the entertainment advertising business along with hands-on experience creating professional-type deliverables. Focus is provided for key aspects of the industry, including Media, Creative, Business, and Launch. Students will gain a detailed understanding of the entertainment advertising landscape and various roles open to them for entry-level opportunities.

NEW GENERAL EDUCATION COURSES

HUM 310 ART OF VISUAL NARRATIVE *(3 Credits)*
Art of Visual Narrative serves as an introduction to the development of the visual narrative arts from a cultural, artistic, and commercial perspective. The course will explore the historical links between artwork of ancient cultures, illustrated novels in the era of the printing press, and the comic book industry from its inception in the early 1940s to its current state in multimedia corporate franchises. From an artistic perspective, the course will examine the creative processes behind the development of a sequential narrative, from conception to final product, as it applies to multiple genres in modern entertainment.