

2025 FEE SCHEDULE

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



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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	\$19,992
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	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Industry Overview: Pipeline and Production Processes	ICP101	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
3D Animation - 3D Animation Foundations	TCPANIM101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
3D Modeling - 3D Modelling Fundamentals	TCPMOD101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
FX - Visual FX Foundations	TCPFX101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Compositing - VFX Compositing Foundations	TCPCOMP101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Virtual Production - Introduction to Virtual Production	TCPRT101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Art and Design Concepts and Principles	CCP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Communicate! Mode, Purpose and Context	ICP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
3D Animation - Body Mechanics	TCPANIM102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
3D Modeling - Character and Environment Modelling	TCPMOD102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
FX - Rigid Body Dynamics and Pyro	TCPFX102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Compositing - Compositing in Production	TCPCOMP102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Virtual Production - World Building	TCPRT102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998

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	\$59,976
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	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Industry Overview: Pipeline and Production Processes	ICP101	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
3D Animation - 3D Animation Foundations	TCPANIM101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
3D Modeling - 3D Modelling Fundamentals	TCPMOD101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
FX - Visual FX Foundations	TCPFX101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Compositing - VFX Compositing Foundations	TCPCOMP101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Virtual Production - Introduction to Virtual Production	TCPRT101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Art and Design Concepts and Principles	CCP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Communicate! Mode, Purpose and Context	ICP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
3D Animation - Body Mechanics	TCPANIM102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
3D Modeling - Character and Environment Modelling	TCPMOD102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
FX - Rigid Body Dynamics and Pyro	TCPFX102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Compositing - Compositing in Production	TCPCOMP102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Virtual Production - World Building	TCPRT102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Concepts and Principles of Story and Visual Narrative	CCP201	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,499
Identifying and Solving Problems	ICP201	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,499
3D Animation - Storytelling for Animation	TCPANIM201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
3D Modeling - Creature and Hard Surface Modelling	TCPMOD201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
FX - Liquid and Vellum	TCPFX201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
Compositing - Complex Compositing Workflows	TCPCOMP201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
Virtual Production - Real-time Cinematography	TCPRT201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
Concepts and Principles of Lighting and Cinematography	CCP202	27 January 2026	16 February 2026	1 May 2026	10	0.125	\$2,499
Managing Projects and Creative Assets	ICP202	27 January 2026	16 February 2026	1 May 2026	10	0.125	\$2,499
3D Animation - Advanced Character Acting	TCPANIM202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
3D Modeling - Advanced Character Modelling	TCPMOD202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
FX - FX in Production	TCPFX202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
Compositing - Studio Based Compositing Processes	TCPCOMP202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998

Virtual Production - Real-time Cinematography	TCPRT202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
Establishing/Sustaining Business	ICP301	18 May 2026	8 June 2026	21 August 2026	10	0.125	\$2,499
Leading with Integrity	ICP302	18 May 2026	8 June 2026	21 August 2026	10	0.125	\$2,499
3D Animation - Creature Animation	TCPANIM303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Advanced Environment Modeling and Layout T5	TCPMOD303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
FX - Advanced FX Production	TCPFX303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Compositing - Episodic and Film Compositing	TCPCOMP303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Virtual Production - Scripting for Real Time Development	TCPRT303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	7 September 2026	28 September 2026	11 December 2026	10	0.125	\$2,499
Marketing Yourself and Your Business	CAP302	7 September 2026	28 September 2026	11 December 2026	10	0.125	\$2,499
Capstone Portfolio - 3D Animation Major	CAPANIM303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998
Capstone Portfolio - Modelling Major	CAPMOD303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998
Capstone Portfolio - FX	CAPFX303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998
Capstone Portfolio - Compositing Major	CAPCOMP303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998
Capstone Portfolio - Real time	CAPCOMP303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998

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	\$19,992
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

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	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Industry Overview: Pipeline and Production Processes	ICP101	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Concept Art - Developing Visual Concepts: Props and Characters	TCPCA101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Illustration - Developing Visual Concepts: Props and Characters	TCPILL101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
2D Animation - Fundamentals of 2D Animation	TCP2DANIM101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Art and Design Concepts and Principles	CCP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Communicate! Mode, Purpose and Context	ICP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Concept Art - Rendering Techniques& Character Drawing	TCPCA102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Illustration - Rendering Techniques& Character Drawing	TCPILL102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
2D Animation - Acting & Creature Animation	TCP2DANIM102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998

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	\$59,976
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	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Industry Overview: Pipeline and Production Processes	ICP101	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Concept Art - Developing Visual Concepts: Props and Characters	TCPCA101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Illustration - Developing Visual Concepts: Props and Characters	TCPILL101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
2D Animation - Fundamentals of 2D Animation	TCP2DANIM101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Art and Design Concepts and Principles	CCP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Communicate! Mode, Purpose and Context	ICP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Concept Art - Rendering Techniques& Character Drawing	TCPCA102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Illustration - Rendering Techniques& Character Drawing	TCPILL102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
2D Animation - Acting & Creature Animation	TCP2DANIM102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Concepts and Principles of Story and Visual Narrative	CCP201	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,499
Identifying and Solving Problems	ICP201	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,499
Concept Art - Layout, Level Design and Composition	TCPCA201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
Illustration - Layout, Level Design and Composition	TCPILL201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
2D Animation - Advanced Acting for 2D Animation	TCP2DANIM201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
Concepts and Principles of Lighting and Cinematography	CCP202	27 January 2026	16 February 2026	1 May 2026	10	0.125	\$2,499
Managing Projects and Creative Assets	ICP202	27 January 2026	16 February 2026	1 May 2026	10	0.125	\$2,499
Concept Art - Layout, Level Design and Composition	TCPCA202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
Illustration - Advanced Composition and Painting	TCPILL202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
2D animation - Cutout Animation	TCP2DANIM202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
Establishing/Sustaining Business	ICP301	18 May 2026	8 June 2026	21 August 2026	10	0.125	\$2,499
Leading with Integrity	ICP302	18 May 2026	8 June 2026	21 August 2026	10	0.125	\$2,499
Concept Art - 3D Concept Art Workflows	TCPCA303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Illustration - Entertainment Industry Application	TCPILL303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
2D Animation - Advanced Cutout Animation	TCP2DANIM303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	7 September 2026	28 September 2026	11 December 2026	10	0.125	\$2,499
Marketing Yourself and Your Business	CAP302	7 September 2026	28 September 2026	11 December 2026	10	0.125	\$2,499

Capstone Portfolio - 2D Animation Major	CAP2DANIM303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998
Capstone Portfolio - Concept Art Major	CAPCA303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998
Capstone Portfolio - Illustration Major	CAPILL303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998

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	\$19,992
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

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	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Industry Overview: Pipeline and Production Processes	ICP101	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Game Design - Game Design Foundations	TCPGD101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Game Programming - Programming Foundations	TCPGPR101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Art and Design Concepts and Principles	CCP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Communicate! Mode, Purpose and Context	ICP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Game Design - Designing and Implementing Game Systems	TCPGD102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Game Programming - Game Engine Programming	TCPGPR102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998

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	\$59,976
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	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Industry Overview: Pipeline and Production Processes	ICP101	28 January 2025	17 February 2025	2 May 2025	10	0.125	\$2,499
Game Design - Game Design Foundations	TCPGD101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Game Programming - Programming Foundations	TCPGPR101	28 January 2025	17 February 2025	2 May 2025	20	0.25	\$4,998
Art and Design Concepts and Principles	CCP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Communicate! Mode, Purpose and Context	ICP102	19 May 2025	9 June 2025	22 August 2025	10	0.125	\$2,499
Game Design - Designing and Implementing Game Systems	TCPGD102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Game Programming - Game Engine Programming	TCPGPR102	19 May 2025	9 June 2025	22 August 2025	20	0.25	\$4,998
Concepts and Principles of Story and Visual Narrative	CCP201	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,499
Identifying and Solving Problems	ICP201	8 September 2025	29 September 2025	12 December 2025	10	0.125	\$2,499
Game Design - Action Game Development	TCPGD201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
Game Programming - Gameplay and AI Techniques	TCPGPR201	8 September 2025	29 September 2025	12 December 2025	20	0.25	\$4,998
Concepts and Principles of Lighting and Cinematography	CCP202	27 January 2026	16 February 2026	1 May 2026	10	0.125	\$2,499
Managing Projects and Creative Assets	ICP202	27 January 2026	16 February 2026	1 May 2026	10	0.125	\$2,499
Game Design - Level Design Pre-Production	TCPGD202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
Game Programming - Networking and Replication	TCPGPR202	27 January 2026	16 February 2026	1 May 2026	20	0.25	\$4,998
Establishing/Sustaining Business	ICP301	18 May 2026	8 June 2026	21 August 2026	10	0.125	\$2,499
Leading with Integrity	ICP302	18 May 2026	8 June 2026	21 August 2026	10	0.125	\$2,499
Game Design - Level Design Production	TCPGD303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Game Programming - Advanced AI, Animation and Game Mechanics	TCPGPR303	18 May 2026	8 June 2026	21 August 2026	20	0.25	\$4,998
Stepping Into Industry: Becoming a Proactive Practitioner	CAP301	7 September 2026	28 September 2026	11 December 2026	10	0.125	\$2,499
Marketing Yourself and Your Business	CAP302	7 September 2026	28 September 2026	11 December 2026	10	0.125	\$2,499
Capstone Portfolio - Game Design	CAPGD303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998
Capstone Portfolio - Game Programming	CAPGPR303	7 September 2026	28 September 2026	11 December 2026	20	0.25	\$4,998



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