
The Foundation of Your Creative Intelligence Evolution

PRE-ENTRY PROGRAM

For Admission into the Creative Intelligence & Digital Futures (CIDF) Program

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Program Overview

- **Total Hours**: 142 (flexible range: 120–180)
- **Credits Equivalent**: 6–10
- **Assessment Structure**:
  - Portfolio (40%)
  - Python/Tools Assignments (30%)
  - AI Literacy & Reflection (20%)
  - Studio Participation & Pipeline Hygiene (10%)

1. PROGRAM OBJECTIVES (What the Pre-Entry Program Intends to Achieve)

The Pre-Entry Program is designed as a **bridging curriculum** to prepare students with the foundational creative, technical, and cognitive skills required to succeed in the rigorous CIDF diploma. Its objectives include:

Objective 1 — Build Foundational Digital Literacy for Creative Intelligence

Students gain:

- Basic understanding of computers, files, cloud systems
- Initial exposure to AI tools (T2I, chat-based LLMs, simple multimodal tools)
- Awareness of the Creative Intelligence Economy (CIE)

Purpose:
CIDF demands AI-native thinking. Pre-entry ensures students understand digital tools before learning advanced AI production.

Objective 2 — Strengthen Visual, Narrative & Creative Foundations

Students develop:

- Design basics (color, shapes, composition)
- Introductory storytelling and worldbuilding
- Early creative problem-solving capabilities
- Hands-on visual creation using beginner-friendly tools

Purpose:
CIDF modules (3D, VFX, XR, Game) require creative reasoning. Pre-entry builds the creative “muscle memory” needed later.

Objective 3 — Develop Technical Readiness for 3D, XR, and AI Pipelines

Students learn:

- What 3D is (vertices, meshes, lighting, cameras)

- Basic interface of Blender or equivalent
- Simple animation, rendering exercises
- Introduction to real-time game engines (Godot basics)

Purpose:
CIDF expects prior familiarity with DCC tools. Pre-entry ensures students don't start from zero.

Objective 4 — Strengthen Learning Discipline, Collaboration & Project Mindset

Students practice:

- Working in teams
- Receiving feedback
- Completing deliverables
- Presenting creative work
- Documenting process and iteration

Purpose:
CIDF requires students to behave like junior studio artists. Pre-entry helps build that studio mindset early.

Objective 5 — Evaluate Students' Commitment & Readiness

The program serves as:

- A readiness check
- A portfolio builder
- A competency filter
- A motivation test

Purpose:
CIDF is a high-intensity, production-grade program. Pre-entry ensures only committed and prepared students advance.

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2. EXPECTED LEARNING OUTCOMES (What Students Will Be Able to Do)

By the end of the Pre-Entry Program, students will demonstrate:

Outcome 1 — Basic AI Literacy

Students can:

- Use LLMs to generate ideas and improve writing
- Use simple text-to-image tools
- Understand AI ethics and responsible usage

Outcome 2 — Foundational Creative Skills

Students can:

- Design simple posters, icons, mood boards
- Create a simple storyboard
- Develop a basic narrative or creative concept

Outcome 3 — Introductory Technical Skills

Students can:

- Navigate Blender interface
- Model simple low-poly objects
- Create a basic animation
- Render a simple scene
- Build simple interactions in a 2D/3D game engine
- Manage files, naming, and project folders

Outcome 4 — Early Pipeline Awareness

Students understand:

- What a pipeline is

- Why file structure and naming matter
- The basics of ACES color consistency
- Introduction to GCGPS concepts (AIA, PPS) at a beginner level

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Outcome 5 — A Portfolio-Ready Starter Project

Every student must complete ONE portfolio piece such as:

- A simple 3D render
- A 10-second animated clip
- A small interactive game prototype
- A worldbuilding poster
- A character concept board

This becomes the student's first item in their CIDF portfolio.

Outcome 6 — Studio Readiness & Learning Discipline

Students can:

- Follow instructions
- Meet timelines
- Present their work
- Collaborate in small groups
- Receive and apply feedback

This shows students are ready for CIDF's studio-style learning.

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3. RATIONALE (Why This Pre-Entry Program Exists)

1. CIDF is Advanced — Students Cannot Start from Zero

CIDF contains:

- 3D modeling
- Motion systems

- ACES/OCIO color management
- XR prototyping
- AI pipelines
- Python automation
- Web development tools
- Transmedia integration

Without a pre-entry foundation, failure rates would be high.

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2. Students Come From Different Backgrounds

Students may:

- Have no design experience
- Have no coding experience
- Have never used Blender
- Be unfamiliar with AI tools

Pre-entry eliminates inequality in preparedness.

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3. Industry Requires Multi-Disciplinary Mindsets

CIDF graduates are expected to become:

- AI Technical Artists
- XR Designers
- CG Generalists
- Pipeline TDs
- Creative Technologists

Pre-entry helps students decide whether this career path truly fits them.

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4. Ensures Motivation & Commitment

CIDF is intensive. Pre-entry ensures only dedicated, serious students move forward.

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4. ASSESSMENT CRITERIA (To Determine Advancement into CIDF Program)

Students must meet **4 assessment categories**, each scored 1–4 points:

Criterion 1 — Creative Skills (25%)

Assessed by:

- Originality
- Visual clarity
- Effort and exploration
- Ability to combine ideas with visuals

Passing Threshold:
Score ≥ 3

Criterion 2 — Technical Skills (30%)

Assessed by:

- Ability to model simple objects
- Understanding of navigation in Blender
- Basic animation or rendering competency
- Ability to follow instructions and maintain files

Passing Threshold:
Score ≥ 3

Criterion 3 — AI Literacy & Reasoning (20%)

Assessed by:

- Ability to use AI tools ethically
- Understanding of prompts
- Ability to refine AI outputs
- Interpretation of AI-generated materials

Passing Threshold:
Score ≥ 2

Criterion 4 — Work Discipline & Collaboration (25%)

Assessed by:

- Attendance
- Class participation
- Team contribution
- Responsiveness to feedback
- Completion of tasks

Passing Threshold:
Score ≥ 3

ADVANCEMENT REQUIREMENTS (To Enter CIDF Program)

✓ **Total Score ≥ 70%**
✓ **Portfolio starter project completed**
✓ **All assignments submitted**
✓ **Attendance ≥ 80%**
✓ **Clear demonstration of motivation and growth**

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5. FINAL DECISION FACTORS

The admissions panel will look at:

Required

- Pre-entry final score
- Starter portfolio quality
- Learning attitude

Preferred

- Creativity beyond tasks
- Curiosity for AI tools

- Passion for digital creation

Is CIDF Right for You?

Creative Intelligence & Digital Futures

Have you never done 3D?

Is design new to you?

Is design new to you?

Is coding unfamiliar?

ASK THESE QUESTIONS

Do you need digital literacy?

Do you want multi-skills?

Do you want multi-skills

Does making XR interest you?

Do you want digital literacy?

Would you like to learn 3D?

Does making XR interest you?

Would you like to learn?

The Pre-Entry Program designed for students with zero background?

Yes.
The entire Pre-Entry Program was intentionally engineered as an **on-ramp** for students who:

- have **never used Blender**
- have **never done 3D or animation**
- have **never touched Python**
- have **no design background**
- have **never used AI tools before**
- have **no knowledge of color science**
- have **no experience in game engines**
- have **limited digital literacy**

This is *exactly* why the Pre-Entry Program exists — to ensure students **do not start CIDF from zero**.

Why the Pre-Entry Program is Necessary

The CIDF program teaches advanced AI + CG production, including:

- 3D modeling & rigging
- Lighting, rendering, ACES/OCIO
- AI-driven motion & VFX
- Real-time engines (Godot)
- XR spatial computing
- Python automation
- Web frameworks (Django)
- Transmedia storytelling
- GCGPS pipeline governance (AIA, PPS)

Without pre-entry preparation, **most beginners would fail or struggle heavily**.

The Pre-Entry Program acts as a **bridge**.

What the Pre-Entry Program Does for Total Beginners

1. Builds basic digital literacy

Students learn:

- file management
- cloud use
- beginner AI tools
- basic digital workflow

2. Builds visual & storytelling fundamentals

- drawing simple shapes
- color basics
- composition
- mood boards
- storyboards
- narrative thinking

3. Builds beginner 3D & engine familiarity

- what a mesh is
- how to orbit/pan in Blender
- simple modeling
- simple animation
- rendering a scene
- simple interactive Godot prototype

4. Builds discipline & studio habits

- teamwork
- feedback
- iteration
- presenting work
- meeting deadlines

5. Evaluates readiness for CIDF

- creativity
- technical comprehension
- AI literacy
- discipline
- motivation

Outcome: A student with zero background becomes:

✨ Able to operate basic tools
✨ Able to think visually
✨ Able to use simple AI tools
✨ Able to do simple 3D tasks
✨ Able to build a small game prototype
✨ Ready for studio-style learning
✨ Ready to succeed in CIDF Phase I

This is exactly the purpose of the program.

The Pre-Entry Program was intentionally created for students with absolutely no prior experience in 3D, AI, XR, coding, or design.

It ensures everyone enters CIDF on an equal, prepared foundation.

CIDF PRE-ENTRY PROGRAM

CURRICULUM OVERVIEW

CPF006

MINI STUDIO PROJECT & PORTFOLIO LAB

Team Mini-Project + Process Documentation + Final Portfolio

- 10–20 sec micro-story or vignette
- Starter portfolio

CPF005

OPEN-SOUBCE CREATIVE TOOLS ONBOARDING

Tool Sampler Portfolio (Blender Still + Krita Art + Godot Scene)

- Intro to Blender, Krita, Godot
- Outputs in 3D, 2D & interactive

CPF004

PYTHON & LOGIC FOR CREATORS

Python Mini-Automation Script + Debug Log

- Programming basics
- Logic thinking

CPF002

VISUAL LITERACY, DESIGN BASICS & STORY THINKING

1 Cinematic Poster +1 Storyboard Sequence

- File structures & naming
- Studio reandiness

CPF001

DIGITAL & STUDIO FOUNDATIONS FOR CREATIVE TECH

Asset Organization Exercise + Pipeline Hygiene

CIF-Prep — Pre-Entry Creative Intelligence Foundation Program

(Formal Curriculum Table · 120–180 Hours · 6–10 Credits Equivalent)

Code	Module Title	Hours	Credits	Key Assessment	Module Outcomes (Summary)
CPF001	*Digital & Studio Foundations for Creative Tech*	20	1	Asset Organization Exercise + Pipeline Hygiene Check	• Understand file structures, naming conventions, and version control basics. • Demonstrate readiness for studio workflows and collaborative production environments. • Basic digital literacy for creative pipelines.
CPF002	*Visual Literacy, Design Basics & Story Thinking*	24	1	1 Cinematic Poster + 1 Storyboard Sequence	• Apply core principles of visual design, composition, color, and framing. • Create simple storyboards and narrative visuals. • Build foundational creative reasoning aligned with CIE1003 & CIE1004.
CPF003	*AI & Creative Intelligence Primer*	20	1	AI-Assisted Creative Mini Project + Ethics Reflection	• Explain the fundamentals of Creative Intelligence (CIE). • Use basic T2I/T2V/T2M tools with responsible AI documentation. • Understand human–AI teaming and foundational prompt engineering.
CPF004	*Python & Logic for Creators*	30	2	Python Mini-Automation Script + Debug Log	• Write simple Python programs using loops, conditions, and functions. • Apply logic thinking to solve creative tasks. • Prepare for CIE1005 (Python Programming for Creative Media).
CPF005	*Open-Source Creative Tools Onboarding*	24	1	Tool Sampler Portfolio (Blender Still + Krita Art + Godot Scene)	• Navigate Blender, Krita, and Godot with confidence. • Produce simple 3D, 2D,

Code	Module Title	Hours	Credits	Key Assessment	Module Outcomes (Summary)
					and interactive outputs. **• Demonstrate readiness for Phase I modules requiring tool literacy.**
CPF006	***Mini Studio Project & Portfolio Lab***	**24**	**2**	**Team Mini-Project + Process Documentation + Final Portfolio**	**• Collaborate in a studio-style production team.** **• Produce a 10–20 sec micro-story or interactive vignette.** **• Submit a starter portfolio suitable for CIDF admission interviews.**

CIF-Prep Program Summary

Total Hours	Credits Equivalent	Assessment Structure
142 Hours (120–180 flexible range)	**6–10 Credits**	**• Portfolio (40%)** **• Python / Tools Assignments (30%)** **• AI Literacy & Reflection (20%)** **• Studio Participation & Pipeline Hygiene (10%)**