



VR/AR Design & Development Transcript

Diego Kaleb Valenzuela Carrillo
 53697 VAR02-11

Lomas del Convento #87
 Alvaro Obregon Mexico
 Mexico 01620

Credit Value	Term 1 2020-01-06 to 2020-02-28	Grade
3.00	Asset Creation 2020-01-06 to 2020-04-24	92.80
3.00	Data Structures & Algorithms	99.60
3.00	Human Centered Design 2020-01-06 to 2020-04-24	91.50
3.00	Production Team 2020-01-06 to 2020-04-24	93.61
3.00	Trends in VR/AR Development 2020-01-06 to 2020-04-24	94.15
3.00	Unreal 1 2020-01-06 to 2020-04-24	90.50
18	Term Average	93.69

Credit Value	Term 2 2020-03-02 to 2020-04-24	Grade
3.00	Unity 1	100.00
3	Term Average	100.00

Credit Value	Term 3 2020-05-04 to 2020-06-26	Grade
3.00	Data Visualization 2020-05-04 to 2020-08-21	94.00
3.00	Final Project 2020-05-04 to 2020-08-21	100.00
3.00	Understanding VR/AR 2020-05-04 to 2020-08-21	88.05
3.00	Unity 2 2020-05-04 to 2020-08-21	100.00
3.00	Unreal 2 2020-05-04 to 2020-08-21	87.75
3.00	User Experience and Interface Design 2020-05-04 to 2020-08-21	95.93
3.00	VR/AR Client Project 2020-05-04 to 2020-08-21	88.22
21	Term Average	93.42

Total Credits:
42

Final Average:
94.01

Absences:
7

Lates:
4

The passing grade for each course at Vancouver Film School is 64.5%. Students are required to maintain a 64.5% cumulative grade average each term. Vancouver Film School issues Diplomas and Certificates in accordance with the following Cumulative Grade Average standards:

- Diploma with Honours: 89.5% - 100%
- Diploma: 64.5% – 89.4%
- Certificate (ACE and ECA programs): 64.5% - 100%
- Incomplete: Less than 64.5%

Graduation Comment: Student graduated from the program on the 21st of August, 2020, and has received a diploma for successfully completing the VR/AR Design & Development program.