

# Postgraduate Diploma in Virtual Production\* (PGDipVirProd – 120 points)

\* Subject to CUAP and TEC approval.

These regulations must be read in conjunction with the General Regulations for the University.

## 1. Version

- (a) These Regulations came into force on 1 January 2026.
- (b) This diploma was first offered in 2026.

## 2. Variations

In exceptional circumstances the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate may approve a personal programme of study which does not conform to these regulations.

## 3. The structure of the qualification

To qualify for the Postgraduate Diploma in Virtual Production, a student must be credited with 120 points towards the qualification from courses listed in Schedule C to these regulations.

## 4. Admission to the qualification

To be admitted to the Postgraduate Certificate of Virtual Production, a student must have:

- (a) satisfied the Admission Regulations for admission to the University; and
- (b) either:
  - i. qualified for a bachelor's degree in a relevant subject from an Aotearoa New Zealand university, with at least a B average grade at 300 level; or
  - ii. qualified for a bachelor's degree and provided evidence to the satisfaction of the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate of relevant professional or other work experience; or
  - iii. qualified for the Postgraduate Certificate in Virtual Production, with a B average grade or better; or
  - iv. been admitted with Academic Equivalent Standing as entitled to enrol for the Postgraduate Diploma in Virtual Production; and
- (c) been approved as a student for the degree by the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate.

## 5. Subjects

The subject for this qualification is Virtual Production.

## 6. Time limits

The time limits for this qualification are:

- (a) minimum completion time of 12 months
- (b) maximum completion time of 2 years

## 7. Transfers of credit, substitutions and cross-credits

This qualification adheres to the General Conditions for Credit and Transfer Regulations, with no additional stipulations.

## 8. Progression

- (a) If a student fails up to 30 points for the Postgraduate Diploma in Virtual Production degree, they may, with the permission of the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate, repeat that course or courses, or substitute another course or courses of equal weight.
- (b) A student who fails more than 30 points will be withdrawn from the qualification.

## 9. Honours, Distinction and Merit

This qualification adheres to the General Regulations for the University and may be awarded with distinction and merit.

## 10. Exit and Upgrade Pathways to other Qualifications

- (a) A student who has completed the requirements for the Postgraduate Diploma in Virtual Production with a B average grade or better, but has not yet graduated, may apply to the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate to be admitted to the Master of Virtual Production and have credits transferred.
- (b) A student who has graduated with the Postgraduate Diploma in Virtual Production, and achieved a B average grade or better, may apply to the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate to be admitted to the Master of Virtual Production and have their qualification subsumed in accordance with the General Regulations to the University.
- (c) A student who has not completed the requirements for the Postgraduate Diploma in Virtual Production may apply to the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate to be admitted to the Postgraduate Certificate in Virtual Production and have their credits transferred to that qualification.

## Schedule C: Compulsory Courses for the Postgraduate Diploma in Virtual Production

For full course information, go to [courseinfo.canterbury.ac.nz](http://courseinfo.canterbury.ac.nz)

Course Code	Course Title	Pts	2026	Location	P/C/R/RP/EQ
DISC611	Foundations of Virtual Production	30	S1	Campus	P: Permission of the Programme Director.
			S1	Distance Learning	
DISC612	Story, Design, and Creative Context	30	S1	Campus	P: Permission of the Programme Director.
			S1	Distance Learning	
DISC613	Virtual Production Studio	30	S2	Campus	P: DISC611; and Permission of the Programme Director
			S2	Distance Learning	
DISC614	Story Development Studio	30	S2	Campus	P: DISC612; and Permission of the Programme Director
			S2	Distance Learning	