Stream: 3D Animation

COURSE DESCRIPTION

From films and video games to TV shows and advertisements, animation is everywhere. As animators continue to delight and engage audiences by blurring the lines between the real and the unreal, and technology enables them to render faster than ever before, the medium is evolving quickly offering infinite possibilities for creativity and storytelling.

The universal appeal of animation assures its longevity as a career option, and as film and game studios work non-stop to meet audience demand, it's clear the need for highly skilled film and game animators is greater than ever.

The Advanced Diploma of Screen and Media CUA60615 with a focus on 3D animation will teach students the fundamental skills used by film and game studios to create a folio of 3D animation shots, both physical and theatrical, catered directly for a role in the 3D animation industry.

The course will cover topics such as 3D theory and pipeline processes, acting theory and techniques, and the process of bringing appealing and realistic physiology to animated work.

By studying this course, students will become proficient in industry programs such as Autodesk Maya with the ability to translate these skills to alternate 3D software. Upon completion of the Advanced Diploma, students will have developed a strong portfolio they can use to showcase their work and contribute towards them pursuing a fulfilling career as a professional animator for both film and games.

On successful completion of this qualification, students will:

- Know how to develop compelling and realistic animated shots
- Feel confident using industry software Autodesk Maya
- Be able to polish and present their work to a professional level
- Manage deadlines and complete projects to an industry standard
- Learn how to work with a client brief
- Use their accumulated knowledge and skills to expand their learning post graduation
- Have original pieces of work for their portfolio to showcase their skills

CAREER PROSPECTS

Successful completion of this course enables students to pursue a wide range of animation careers from feature films, TV shows, and video games, to production companies and advertising agencies that produce content for advertisements, mobile games, apps and websites.

The Advanced Diploma of Screen and Media (3D Animation stream) qualification focuses on the essential skills and knowledge necessary of individuals who analyse, design and execute judgements using wide-ranging technical, creative, or conceptual competencies in the film,

television, video game and interactive media industries. Graduates at this level will have broad knowledge and skills for paraprofessional / highly skilled work.

Careers this qualification can lead to:

- Animator
- Layout artist
- Previsualisation artist
- Animation director
- Technical animator

UNITS OF STUDY

BSBCRT501 Originate and develop concepts
CUAPPR505 Establish and maintain safe creative practice
CUAANM503 Design animation and digital visual effects
CUAANM402 Create digital visual effects
CUADIG506 Design interaction
CUAPPR603 Engage in the business of creative practice
CUAPPM502 Realise productions
ICTGAM545 - Manage technical art and rigging in 3-D animation
ICTGAM542 Animate 3-D characters for digital games
ICTGAM543 - Produce a digital animation sequence
CUAWRT502 Develop storylines and treatments
CUASOU505 Implement sound designs
TAEDES503A Design and develop e-learning resources
BSBPMG522 Undertake project work
CUAIND601 Work professionally in the creative arts industry
CUAPPR605 Evolve ideas for professional creative work