



UOW  
COLLEGE  
AUSTRALIA

—  
PATHWAYS TO  
UNIVERSITY OF  
WOLLONGONG

# Stream: 3D Modelling

## COURSE DESCRIPTION

From characters and creatures to props and complex environments, 3D modellers build believable 3D worlds and assets for film and video game production, giving audiences an engaging and immersive experience.

When it is not possible or practical to film a scene in real life, actors are recorded against a green screen and have their surroundings replaced by computer-generated environments and assets built by 3D artists. In video games, these virtual environments and props have an additional layer of complexity: They must function and react according to the laws of physics and within the rules of the game universe (e.g. characters cannot walk through walls, objects should react to gravity). Therefore, 3D modellers must be both creative and technical, with a keen eye for detail and unbridled imagination.

The Advanced Diploma of Screen and Media CUA60615 with a focus on 3D modelling will teach the fundamental skills used by film and game studios to create a folio of strong and versatile 3D modelling work using industry-standard software.

The course will cover topics such as 3D theory and pipeline processes, effective polygonal modelling techniques, high end texturing and shader creation, and shader baking, retopology and other highly sought after skills.

By studying this course, students will become proficient in industry software such as Autodesk Maya, Pixologic Zbrush and Houdini FX, with the ability to translate these skills to alternate 3D software.

Upon completion of the Advanced Diploma students will have developed a strong portfolio to showcase their work. This will contribute towards them pursuing a fulfilling career as a professional 3D modeller for film, games, or design.

On successful completion of this qualification, students will:

- Know how to model and texture 3D assets and environments
- Feel confident using industry software Maya, Zbrush and Houdini FX
- 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 careers as a 3D artist within the film and games development industries.

The Advanced Diploma of Screen and Media (3D Modelling 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 specialised skills and knowledge.

Careers this qualification can lead to:

- 3D modeller
- Layout artist
- Texturing/shader artist
- Art director
- Game artist

## 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  
CUALGT504 Develop lighting designs  
ICTGAM552 Create complex 3D characters for games  
CUAACD505 Work with the human form in creative practice  
ICTGAM540 Design and create models for a 3D and digital effects environment  
CUADES502 Realise production 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