



UOW  
COLLEGE  
AUSTRALIA

—  
PATHWAYS TO  
UNIVERSITY OF  
WOLLONGONG

# Stream: FX and Simulation

## COURSE DESCRIPTION

FX artists add suspense, excitement and realism to films and TV shows by creating computer-generated images (CGI) to add to live-action footage during the post production process. These effects could vary in scope from creating an entire alternate universe, to massive explosions and natural disasters, to more subtle “invisible FX” like smoke and dust.

The CUA60615 Advanced Diploma of Screen and Media with a focus on FX & Simulation will teach the fundamental skills used by film and game studios to create some of the biggest and most impressive visual effects.

The course will cover topics such as 3D theory and pipeline processes, simulation theory and techniques, and the procedural techniques of creating a library of functional VFX for film and games.

By studying this course, students will become proficient in industry programs such as Houdini FX and Autodesk Maya. Upon completion of the Advanced Diploma students will have developed a strong portfolio to showcase their work and contribute towards them pursuing a fulfilling career as an FX & simulation technical artist or director.

On successful completion of this qualification, students will:

- Know how to create believable FX and simulations
- Feel confident using industry software 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

As audience expectations grow and the global demand for high-quality content soars, the need for professionally trained FX artists increases, making it one of the most in-demand jobs in the film and games industry.

The Advanced Diploma of Screen and Media (FX & Simulation 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.

Successful completion of this course enables students to pursue a wide range of careers as an FX artist within the entertainment industry.

Careers this qualification can lead to:

- Game artist
- FX & simulation artist
- FX technical director
- FX supervisor

## 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

ICTGAM541 - Design and create advanced particles, fluids and bodies for 3D digital effects

CUAACD507 Refine 3D design ideas and processes

ICTGAM548 - Complete digital editing for the 3D and digital effects environment

CUADIG507 Design digital simulations

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