CUA41215 Certificate IV in Screen and Media (Animation and Game Art)

National ID: CUA41215 | State ID: AB74

About this course

Enter the gateway to the creative world of animation and games art

Through this entry-level course you'll gain a range of skills in designing and producing digital art, animation and games and will be engaged in real life animation challenges. You'll gain art and design skills that will put you on the path to be competitive in the global entertainment industry.

Through this qualification you will be introduced to 3D modeling, digital art, animation and game design using industry standard software. The skills and knowledge you'll gain from this certificate will put you on the right track to gaining an exciting and satisfying career in animation and you'll also be equipped to continue with your studies with North Metropolitan TAFE's Diploma of Screen and Media (Animation and Games Art).

Gain these skills

This course is 100% practical and you will learn the basics of:

- 3D modelling
- Digital art
- 2D animation
- Game design
- Software including Autodesk Maya, Toon Boom Harmony, Unity and Adobe Photoshop, Premiere Pro and After Effects

Is this course right for me?

I have the following attributes:

- Creatively driven and imaginative
- Self motivated and passionate
• Good analytical and spatial skills

**Details**

During your course of study, NMTAFE may use a variety of learning practices to ensure you get the best outcome for your learning journey. This may include online learning, face-to-face classroom, laboratory/workshop delivery, work placement or a combination of these, depending on which is most appropriate.

**Entrance requirements**

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<th>School Leaver</th>
<th>Non-School Leaver</th>
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<td>C Grades in Year 11 WACE General English, and OLNA or NAPLAN 9 Band 8</td>
<td>C Grades in Year 11 English and Maths or equivalent</td>
<td>Certificate II or Certificate III</td>
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**Further study**

North Metropolitan TAFE offers you a range of further study opportunities, see below for a list of related courses.

**Job opportunities**

- Concept Artist
- Visual Effects Artist
- Digital Artist
- 2D/3D Animator
- Animation/Visual Effects Designer
- Motion Graphics Artist (Film, TV, Advertising & Games industries)

*Please note this list should be used as a guide only as job titles and qualification requirements may vary between organisations.*

For information about jobs and pathways, please see [joboutlook.gov.au](http://joboutlook.gov.au)

**Important information**

Other costs for consideration:

- External Hard-drive (approx. $50)
- USB 2.0 (minimum) with at least 100GB storage

Typical timetable:

- 3 days per week plus Student Lab Time

**Fees and charges**
Local full time students

Course fees are made up of two components, tuition fees and resource fees.

Tuition fees are determined by multiplying the course fee rate by the nominal hours, which is the number of hours in which an average student could be expected to complete each unit. They are not the hours of training or instruction.

Resource fees are charges for material that are essential to a course or unit, and are purchased by NMT to be used by students during the course.

Fees may vary depending on the units you are enrolled in so an approximate amount has been shown. You will be given the exact amount of your fees at enrolment. Part time student fees will vary depending on the number of units you are enrolled in.

Please note, you may also need to buy textbooks or equipment for your course.

International Students

Check [TAFE International WA](#) to confirm this course is available to international students. You will pay your tuition fees to TIWA.

Please note, fees are subject to change.