



CUA51015 Diploma of Screen and Media (Animation and Game Art)

National ID: CUA51015 | State ID: AB76

About this course

Create and explore new worlds with this animation & game art qualification

Through this course you'll gain skills in **producing professional animation and game art** using industry standard software.

This course prepares you for work, not just in the entertainment industries but also in advertising, architecture, visualisation and content creation for Virtual and Augmented Reality.

Gain these skills

This course is 100% practical and you will develop your creative abilities in:

- 3D modelling and texturing
- Concept art and storyboarding
- 2D and 3D animation
- Game art and design
- Film editing
- Visual effects
- Software such as Autodesk Maya, Toon Boom Harmony, Unity, and Adobe Photoshop Premiere Pro, After Effects and Animate

Is this course right for me?

I have the following attributes:

- Creative and imaginative
- Passionate
- Good analytical and spatial skills

- Technically minded
- Self motivated

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.

Semester 1, 2021

Perth - On Campus



Duration: **2 Semester/s**



When: **Semester 1, 2021**



How: **On campus**

Units

Core

National ID	Unit Title
BSBCRT501	Originate and develop concepts
CUAIND502	Maintain and apply creative arts industry knowledge
CUAPPR505	Establish and maintain safe creative practice

Elective

National ID	Unit Title
CUAANM301	Create 2D digital animations
CUAANM302	Create 3D digital animations
CUAANM303	Create 3D digital models
CUAANM401	Create advanced 3D digital models
CUAANM403	Create titles for screen productions

National ID	Unit Title
CUAANM502	Create 3D digital environments
CUADIG504	Design games
CUADIG506	Design interaction
CUAPPM407	Create storyboards
ICTDMT402	Produce interactive animation
ICTDMT501	Incorporate and edit digital video
ICTGAM525	Apply digital texturing for the 3-D environment in digital games

Entrance requirements

School Leaver	Non-School Leaver	AQF
Completion of WACE General or ATAR (Minimum C Grades) or equivalent	Completion of WACE General or ATAR or equivalent (minimum C Grades)	Certificate III

Job opportunities

- Concept Artist
- 2D/3D Animator
- Visual Effects Artist
- Special Effects Designer
- Instructional Designer
- Animation 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

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.