



CUA60615 Advanced Diploma of Screen and Media (Game Art and Design)

National ID: CUA60615 | State ID: AB77

About this course

Let your artistic skills take you to the next level

Game artists build the **environments**, **characters** and the **vehicles/props for games**.

As well as providing hands-on **artistic and technical** training in game art, this Advanced Diploma delves into **designing games** and **scripting game interactions**. You'll benefit from our strong industry connections and have the opportunity to showcase your work to many of the largest studios in Perth at the end of year Expo. By the end of this course you'll have created **a showreel of work** and produced **a game** of your own.

You will be equipped to be competitive in the global market, using the same software and work practices employed by top games and animation studios all over the world.

Gain these skills

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

- 3D character modelling, texturing and rigging
- Environment and prop creation
- Concept art
- Level design and gameplay
- Game scripting and interactivity
- Software including Autodesk Maya, Unity, Pixologic Zbrush, Substance Painter and Designer and Adobe Photoshop, Premiere Pro and After Effects

Is this course right for me?

I have the following attributes:

- Creative flair and strong designing abilities

- Aptitude for solving complex technical problems
- Ability to perform under pressure
- Good communication skills
- Able to work individually and as part of a team

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
CUAPPR505	Establish and maintain safe creative practice
CUAPPR603	Engage in the business of creative practice
CUAPPR605	Evolve ideas for professional creative work

Elective

National ID	Unit Title
BSBDES501	Implement design solutions
BSBMKG609	Develop a marketing plan
CUAANM503	Design animation and digital visual effects

National ID	Unit Title
CUADIG403	Create user interfaces
CUADIG501	Coordinate the testing of interactive media products
CUADIG502	Design digital applications
CUADIG507	Design digital simulations
CUADRT601	Establish the creative vision for screen productions
CUAPPR502	Develop own sustainable professional practice
CUASOU505	Implement sound designs
CUAWRT502	Develop storylines and treatments
ICTGAM519	Manage technical art and rigging in 3-D animation
ICTGAM526	Create complex 3-D characters for 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

Preferred pathway is completion of a relevant diploma e.g. Diploma of Screen and Media (Animation & Game Art), Diploma of Screen and Media (Animation & Visualisation), or equivalent.

Job opportunities



[Electronic Game Developer](#)

Other job titles may include:

- Games Designer
- Games Artist
- Level Designer
- 3D Modeller
- Animator
- Technical Artist
- Gameplay Programmer

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

organisations.

Important information

Typically 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.