



# Advanced Diploma of Screen and Media (Digital Art and Animation)

State ID: AB78

## About this course

### Create and explore new worlds with this animation and games art qualification

Animation is a highly competitive industry, with a broad range of job opportunities existing world-wide.

This Advanced Diploma qualification provides you with high-end practical skills in **concept art**, **3D modelling**, **animation** and **visual effects**. 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 the course you will have created **a show reel of work**, and **a short animated film**.

After completing this course you'll be equipped to be competitive in the global market, using the same software and work practices employed by top **animation**, **VFX** and **games studios** all over the world.

### Gain these skills

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

- Concept art and visual development
- 3D character modelling, texturing and rigging
- Visual Effects
- Cinematography
- 2D and 3D character animation
- Short film production
- Software including Autodesk Maya, Toon Boom Harmony, Pixologic Zbrush, Substance Painter and Designer, Blackmagic Fusion 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

### Semester 1, 2020

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#### Perth (Northbridge) - On Campus



Duration: **2 Semester/s**



When: **Semester 1, 2020**



How: **On campus**

## Units

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### Core

| National ID | Unit Title                                    |
|-------------|---|
| CUAANM501   | Create 3D digital character animation         |
| CUAPPR505   | Establish and maintain safe creative practice |
| CUAPPR605   | Evolve ideas for professional creative work   |

### Elective

| National ID | Unit Title   |
|-------------|--|
| BSBDES501   | Implement design solutions                           |
| CUAANM402   | Create digital visual effects                        |
| CUAANM503   | Design animation and digital visual effects          |
| CUADRT601   | Establish the creative vision for screen productions |
| CUADRT604   | Devise camera coverage                               |
| CUALGT504   | Develop lighting designs                             |
| CUAPPR502   | Develop own sustainable professional practice        |

| National ID | Unit Title  |
|-------------|---|
| CUAPPR603   | Engage in the business of creative practice       |
| CUASOU505   | Implement sound designs                           |
| CUAWRT502   | Develop storylines and treatments                 |
| CUAWRT601   | Write scripts                                     |
| 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) or Diploma of Screen and Media (Animation & Visualisation), or equivalent.

## Job opportunities

- Animation Designer
- Animator
- 3D Modeller
- Visual Effects Artist
- Concept 2D/3D Artist
- Storyboard Artist
- Digital Artist

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

## 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

View our [Indicative Fees list](#)

### 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.**