

DIGITAL MEDIA PATHWAY



Certificate II in Creative Industries (Media) (CUA20215)

3D Animation Foundations

Course Description:

This course is intended to introduce students to the many career opportunities available for 3D artists, animators and designers. It is run with a focus on 3D animation and gives understanding of the creative potential and application of 3D animation software in the games, film and visual effects industry. The course will conclude with a production unit where students will use the skills learnt in the course to work together to produce a short animated film.

National Competencies Delivered:

Competencies Delivered			
National Code	Unit Name	Hours	Core / Elective
BSBCRT101	Apply critical thinking techniques	20	CORE
CUFIND201	Develop and apply creative arts industry knowledge	20	CORE
BSBWOR203	Work effectively with others	15	CORE
CUAWHS302	Apply work health and safety practices	10	CORE
CUARES201	Collect and organise content for broadcast or publication	20	ELECTIVE
BSBDES201	Follow a design process	40	ELECTIVE
BSBCRT301	Develop and extend critical and creative thinking skills	40	ELECTIVE
CUAACD101	Use basic drawing techniques	50	ELECTIVE
CUADIG201	Maintain interactive content	30	ELECTIVE
CUADIG202	Develop digital imaging skills	50	ELECTIVE
Total Nominal Hours:		295	

Format:

1 day per week for a full year, no SWL required
Commencing Week 2, Term 1 2018

Course Fee: \$600 (covers resources, materials, RTO costs)

Student Requirements: None

SACE Stage & Credits: Stage 1, Up to 40 Credits

Max Class Size: 20 Students

When & Where:

Wednesday's 10:50am—3:30pm
Wirreanda Secondary School
105 Richards Drive, Morphett Vale SA 5162
Phone: 8329 7200

Contact:

Geoff Evans—Trainer
Anne McKinlay—VET Coordinator

RTO: AIE (Academy of Interactive Entertainment)

RTO National Code: 88021

Industry Partners: Academy of Interactive Entertainment



DIGITAL MEDIA PATHWAY



In choosing the **Digital Media Vocational Pathway** you will get opportunities to:

- Study and work with others with similar interests
- Become work ready
- Explore different career possibilities
- Consider furthering your study at TAFE once you complete your SACE or are in employment

Suggested SACE Subjects:

SUBJECTS	RECOMMENDED	COMPLEMENTARY
STAGE 1	Maths Pathways, English Pathways, PLP (year 10), Creative Arts Mixing Media	Information Publishing and Processing, Information Technology, Workplace Practices, Design & Technology (Communication Products)
STAGE 2	Research Project	Info Personal / Desktop, Business and Enterprise, English Pathways, Photography, Workplace Practices, Visual Arts, Music Ensemble, Music Solo Performance, Drama, Design & Technology (Communications Products)

Potential Career Pathways:

Game Engine Programmer, Graphics Programmer, Network Engineer, Gameplay Programmer, Software Engineer.

The **Digital Media Vocational Pathway** will enable you to gain modules towards a nationally accredited Certificate II in:

Creative Industries (Media)

As well as credits towards the South Australian Certificate of Education (SACE).

TAFE Pathways

Screen and Media	Screen Media (CGI & Visual Effects)
Screen Media (Game Art)	Digital & Interactive Games
Film & Television	Photo Imaging
Visual Arts (Digital Arts)	Interactive Digital Media
Screen & Design	Scenery & Set Construction
Media	Stage Management

University Pathways

Bachelor of Creative Arts (Screen) or (Creative Industries Management) or (3D Animation) or (Digital Media) or (Film & Television) or (Film & Digital Media)
 Bachelor of Information Technology (Digital Media)
 Bachelor of Creative Industries
 Bachelor of Communication
 Bachelor of Photography
 Bachelor of Interactive Media Design
 Bachelor of Film & Television
 Bachelor of Media Arts
 Bachelor of Multimedia
 Bachelor of Creative Technology (Audio Engineering & Sound)
 Bachelor of Theatre
 Bachelor of Game Design or Bachelor of Design (Games)
 Bachelor of Screen Production
 Bachelor of Digital Media (Web Communication) or (Interactive Digital Design)
 Bachelor of Creative Media (Interactive Media)
 Bachelor of Digital Media (Game Art & Design)

