

DIGITAL MEDIA PATHWAY

Certificate III in Screen & Media (CUA31015)

Course Description:

This course will introduce students to the many career opportunities available for 3D artists, animators and designers. The units are designed 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.

National Competencies Delivered:

National Code	Unit Name	Hours
BSBCRT301	Develop and extend critical and creative thinking skills	40
BSBWHS201	Contribute to health and safety of self and others	20
CUAIND301	Work effectively in the creative arts industry	20
BSBDES201	Follow a design process	40
BSBDES303	Explore and apply creative design process to 3D forms	50
CUAACD201	Develop drawing skills to communicate ideas	60
CUAANM302	Create 3D digital animations	75
CUAANM303	Create 3D digital models	75
CUASOU304	Prepare audio assets	30
ICTICT308	Use advanced features of computer applications	40
BSBDES301	Explore use of colour	40
Total Nominal Hours:		490

Format:

1 day per week for a full year

Commencing Week 2, Term 1—Tuesday 7th February 2018

Course Fee: \$600-650 depending on student numbers. Includes the delivery of the certificate, a USB and processing of assessments.

Student Requirements: A deposit of half of the course cost is required by the end of Week 1, Term 1 with the balance to be paid by the end of Term 1.

SACE Stage & Credits: Stage 2, 70 Credits

Max Class Size: 15 students

When & Where:

Tuesday's 8:50am—12:40pm

Seaford Secondary College—M11 Media Suite

Phone: 8327 5200

Contact:

Matt Freeman—Trainer

Deb Scotton—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 III in:

Screen and Media

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

TAFE Pathways

Screen and Media
Screen Media (Game Art)
Film & Television
Visual Arts (Digital Arts)
Screen & Design
Media

Screen Media (CGI & Visual Effects)
Digital & Interactive Games
Photo Imaging
Interactive Digital Media
Scenery & Set Construction
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)