



BACHELOR OF **3D ART AND ANIMATION**

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TAFE NSW

BACHELOR OF 3D ART AND ANIMATION

Course Code: HE20520

The Bachelor of 3D Art and Animation develops highly creative, technically skilled 3D design professionals by providing students with the creative, technical, communication and analytical skills needed for a successful career in this exciting industry.

Graduates of this course can establish themselves across a range of industries, including:

- filmmaking
- game design and development
- television
- online content development
- advertising

Delivered at the TAFE NSW Design Centre Enmore, the Bachelor of 3D Art and Animation has a strong emphasis on the development of technical knowledge and practical skills.

This course will prepare you for a career as a 3D and visual effects artist and animator. It can also lead to roles such as a 3D concept or pre-visualisation artist, a 3D modeller on interactive games, or an animator or visual effects coordinator on a feature film.

COURSE REQUIREMENTS

A two-year Associate Degree of 3D Art and Animation, requiring the completion of 17 subjects and 160 credit points, and a one-year Diploma of 3D Art and Animation, requiring the completion of 8 subjects and 80 credit points, are also available.

FAST TRACK YOUR STUDIES

If you have extensive and current industry experience or have completed a diploma or advanced diploma in digital media and screen and media you may be entitled to exemption from subjects in the Bachelor of 3D Art and Animation. Talk to the course coordinator if you think you may be entitled to recognition of prior learning.

STUDY MODE AND DURATION

Three years full time or part time equivalent

COURSE DELIVERY LOCATION

- TAFE NSW Design Centre Enmore

ENTRY REQUIREMENTS

All applicants will be invited to a pre-admission interview prior to being offered a place in this course. All applicants will also have to submit a 500 word essay as well as a portfolio of art or design work.

Domestic applicants must have completed:

- the NSW HSC or equivalent, or
- a Tertiary Preparation Certificate, or
- a Certificate IV or higher qualification

If you do not meet the entry requirements, you can apply under special admission provisions (such as mature age or disadvantage). You will be required to submit documentation to support your application for special admission.

International applicants must have an overall IELTS score of 6.5 (with no band less than 6.0) to apply. The IELTS test must have been completed in the last two years.

TUITION FEES

Domestic students:

\$1,075 per 5 credit point subject
\$2,150 per 10 credit point subject
\$4,300 per 20 credit point subject
\$51,600 indicative full course fee

International students:

\$1,380 per 5 credit point subject
\$2,760 per 10 credit point subject
\$5,520 per 20 credit point subject
\$66,240 indicative full course fee



**DESIGN INSTITUTE
OF AUSTRALIA
RECOGNISED COURSE™**

HOW IS THE COURSE STRUCTURED?

This structure is the typical study pattern for a full-time student. Elective choice and study pattern is determined by the location. Subjects are worth 5, 10 or 20 credit points (CP).

YEAR 1 - LEVEL 100: FOUNDATION KNOWLEDGE AND SKILLS

SEMESTER 1: Complete all subjects	
3DART102A	3D Artistry 1 (10CP)
3DCAM101A	Cameras & Lighting (10CP)
3DSST101A	Screen Studies (10CP)
3DVAS101A	Visual Arts 1 (10CP)
SEMESTER 2: Complete all subjects	
3DANI101A	Animation 1 (10CP)
3DART103A	3D Artistry 2 (10CP)
3DMOD102A	3D Modelling 1 (10CP)
3DVAS102A	Visual Arts 2 (10CP)

80 credit points required to complete Diploma of 3D Art and Animation

YEAR 2 - LEVEL 200: APPLICATION AND DEVELOPMENT

SEMESTER 1: Complete all subjects	
3DMAT201A	Digital Matte Painting (10CP)
3DMOD201A	3D Modelling 2 (10CP)
3DPRG202A	3D Programming (5CP)
3DRET201A	Texturing & Shading (10CP)
3DRIG202A	3D Rigging (5CP)
SEMESTER 2: Complete all subjects plus one elective	
3DRET202A	Rendering & Lighting (10CP)
3DSTU201A	3D Production Studio 1 (10CP)
3DTCH201A	Digital Compositing 1 (10CP)
Plus one elective selected from the following:	
3DANI201A	Animation 2 (10CP)
3DDAT201A	3D Data Capture (10CP)
3DTCH201A	3D Technical Art 1 (10CP)

160 credit points required to complete Associate Degree of 3D Art and Animation

YEAR 3 - LEVEL 300: SYNTHESIS

SEMESTER 1: Complete 2 core plus one elective	
3DPRT301A	3D Portfolio 1 (10CP)
3DSTU302A	3D Production Studio 2 (20CP)
Plus one elective selected from the following:	
3DANI301A	3D Animation 1 (10CP)
3DAST301A	Asset Creation 1 (10CP)
3DDIG301A	Digital Compositing 2 (10CP)
3DLDV301A	3D Look Development 1 (10CP)
3DTCH301A	3D Technical Art 2 (10CP)
	Other TAFE NSW subject at Level 300 (10CP) (Open Elective)
SEMESTER 2: Complete 2 core plus one elective	
3DPRT302A	Portfolio 2 (10 CP)
3DSTU303A	Production Studio 3 (20CP)
Plus one elective selected from the following:	
3DANI302A	Animation 2 (10CP)
3DAST302A	Asset Creation 2 (10CP)
3DDIG302A	Digital Compositing 3 (10CP)
3DLDV302A	3D Look Development 2 (10CP)
3DTCH302A	3D Technical Art 3 (10CP)
	Other TAFE NSW subject at Level 300 (10CP) (Open Elective)

TERMS AND CONDITIONS

This document is intended as a general guide only. Information in this document is current as of September 2020. Prospective students should contact TAFE NSW for more information, and to confirm admission requirements and availability of courses. Note that tuition fees are reviewed annually and are subject to change. For current fee information visit: [tafensw.edu.au/degrees/applying-and-fees/fees-and-payment](https://www.tafensw.edu.au/degrees/applying-and-fees/fees-and-payment). Fees payable by the student are the tuition fees valid for that semester, and not the tuition fees that were in place the first time the student enrolled. Additional fees may be payable for equipment and resources.