Certificate IV in Screen & Media (Animation)

Careers
This qualification reflects the role of individuals who use well-developed skills and a broad knowledge base in a wide variety of contexts in the film, television, radio and digital media industries. They apply solutions to a defined range of unpredictable problems, and analyse and evaluate information from a variety of sources. They may provide leadership and guidance to others with some limited responsibility for the output of others. Job roles include animation/visual effects designer, and digital artist.

Hamilton Senior Campus caters for adult students returning to formal secondary and vocational education. Hamilton welcomes students of all ages and has an enrolment of over 500 adult students.

Vocational Qualifications
Certificates – Level I to Level IV
- Certificate I in Education and Skills Development 40625SA
- Certificate II in Creative Industries CUF20107
- Certificate III in Media CUF30207
- Certificate IV in Screen & Media (Animation) CUF40107
- Certificate II and III in Information, Digital Media and Technology ICA20111/ICA30111
- Certificate II in Community Services/Certificate III in Community Services Work CHC20112/CHC30112
- Certificate II in Tourism/Certificate III in Travel SIT20107/SIT30112
- Certificate II in Sport & Recreation SIS20910
- Certificate II in Hospitality (Kitchen Operations) SIT20307
- Certificate in Food Processing (Cellar Operations, Viticulture) PFD20111 under Auspice with TAFESA

Diploma & Advanced Diploma
- Diploma of Screen & Media (Film-making – Media Arts Production Skills) CUF50107
- Advanced Diploma of Screen & Media (Film-making – Media Arts Production Skills) CUF60107

ASQA Scope Registration pending
- Certificate II in Education and Skills Development 40625SA

Other Courses
A wide range of other courses including:
- Specialised IT courses
- Computing courses
- SACE Stage 1 subjects
Certificate IV in Screen & Media (Animation)
CUF40107

Course Structure
The course is offered over one year full-time.
To complete this course students study three full-year topics:
- Animation 1
- Animation 2
- Animation 3
- Plus
- Cel Animation
- 3D Computer Animation

Core module outlines
- Animation 1 & 2
  These subjects comprise studio sessions where animation exercises and occasionally larger projects, are used to explore core animation values and techniques, such as anticipation, exaggeration, framing and posing. Initially key software such as Adobe Flash and After Effects will be developed as tools for this exploration.
- Animation 3
  This subject will also be run as a studio session, often sharing subject matter with Animation 1 & 2, however, the emphasis here will be on imaging and sound, as well as design issues.
- Cel Animation
  Starting from drawings on paper, students will explore traditional animation values to produce a complete video animation.
- 3D Computer Animation
  3D animation techniques for computer games or video production, with a special emphasis on character animation.

Projects
The prime objective for students is to achieve competencies in each subject. These are achieved by means of group projects and exercises. However, since the course is intensely industry oriented, students work on at least one long-term major piece for public showing.

Delivery
Students should understand that the timetable will need to be flexible on some occasions. It is anticipated that some after-hours workshops, conducted by specialist practitioners in the media industry, will be part of the program and students will be expected to attend.

About Certificate
This Level IV accredited vocational certificate explores a full range of animation techniques. It is offered to school leavers and to adults who wish to develop skills relevant to gaining employment in animated media for film, video or the web.

The course aims to introduce students to:
- the ability to create intellectual property
- the ability to contribute to group projects as well as to work independently
- sound animation creation and production processes
- technical skills related to animation and interactive multimedia, including drawing and design skills
- an understanding of industry expectations

Industry links
The course has strong links with industry, with a number of industry practitioners presenting aspects of their work. The ability to work in teams is an important aspect of work in this industry and is therefore a skill cultivated in this course. Students present finished work in linear and occasionally in interactive media and then screen this work publicly.

Past students have gained employment in animation, graphic simulation and television industries and some produce their own independent animations.

Pathways
The qualification leads to skill development leading to gaining employment in animated media for film, video or the web.

Competencies
Core units
- BSBCRT301A Develop and extend critical and creative thinking skills
- CUFIND301B Work effectively in screen and media industries
- CUSOHS301A Follow occupational health and safety procedures

Elective units – 10 required
- 3D course
  - CUFANM302A Create 3D digital animations
  - CUFANM303A Create titles for screen productions
  - CUFANM403A Create 3D digital models

- CUFPPM404A Create storyboards
- CUFIND402A Develop screen and media specialist expertise
- CUVACD201A Develop drawing skills to communicate ideas

Software
Almost all software is Windows based. It includes Maya, Adobe Flash, Adobe Premiere, Adobe Photoshop, Adobe Illustrator and Adobe After Effects.

Prospective students
There are no formal prerequisites for applying to join Certificate IV in Screen and Media.

Applicants who have:
- been involved in media-related activities
- made independent films or animation
- media work experience
- produced personal artworks
- derive the most benefit from the course.

Computer competence is essential and some computer graphics is useful.

The ability to work well in groups is essential as this is an intensely collaborative industry.