

Certificate IV in Screen & Media (Animation)

CUF40107

Length of course

One year full-time

About the course

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.

Prospective students

While there are no formal prerequisites for applying to join the Screen IV (Animation) course, we have found that applicants who can demonstrate involvement in media-related activities, making independent films or animation, or media work experience, or even personal art work, derive the most benefit from the course.

Computer competence is essential and some computer graphics experience is useful.

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

Course fees

The fee for one year full-time is \$1275.

Fees are required to be paid in full before the course begins.

HAMILTON adult campus

Hamilton Adult Campus is an adult college catering for over 1600 adult students ranging in age from 18 to 60+. Hamilton welcomes adult students of all ages and backgrounds, regardless of previous educational experiences.

Vocational qualifications

Certificates – Level I to Level IV

- Business II & Business Admin III
- Community Services Work II/III (TAFE SA)
- Hospitality I
- Information Technology II/III
- Screen & Media IV (Animation)
- Sport and Recreation II
- Tourism II/III
- Visual Arts & Contemporary Craft II/III

Diploma & Advanced Diploma

- Diploma of Screen & Media (Media Arts Production Skills – film making)
- Advanced Diploma of Screen & Media (Media Arts Production Skills – film making)

Other courses

The huge range of other courses includes

- Specialised IT courses
- Computing courses
- Vocational subjects
- Bridging subjects/courses, eg Access 10
- Foundation studies (pre SACE Stage 2)
- SACE Stage 2 studies
- UniSA-PAL – university bridging program

To find out more, contact us at the Adult Campus Information Centre.



people *skills* ideas

Adult Campus Information Centre

815 Marion Road
Mitchell Park SA 5043

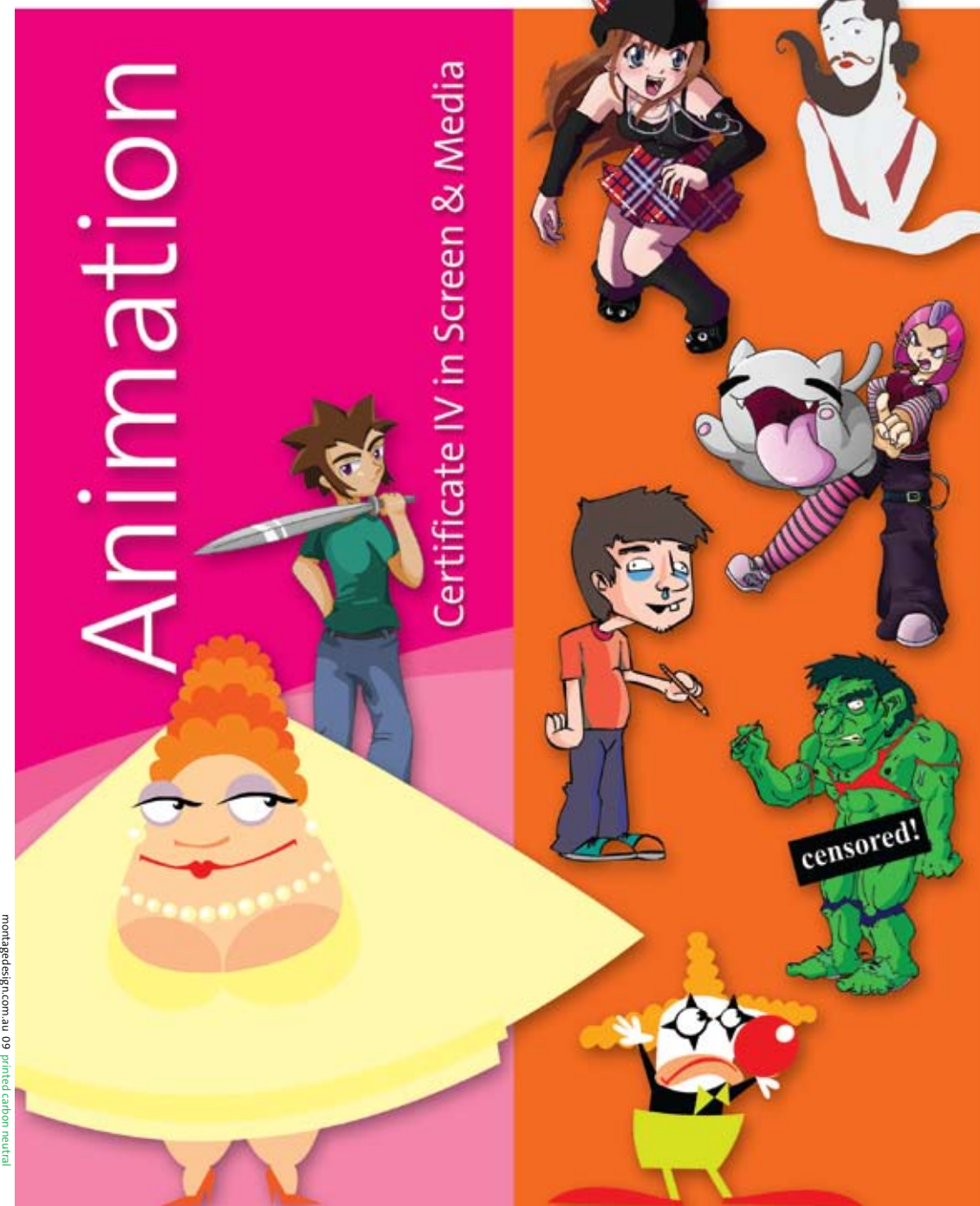
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International students should visit the South Australian International Student Program website www.internationalstudents.sa.edu.au
South Australian Government School Provider Number CRICOS 00018A

HAMILTON adult campus



Government of South Australia
Department of Education and
Children's Services



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Aims of the course

The course aims to introduce students to:

- a full range of animation methods – 2D and 3D computer animation and cel animation
- an understanding of the place of animation within media technologies, both linear and interactive
- a knowledge of local employment opportunities and employers in linear media (video and TV) as well as in digital multimedia, and some understanding of the employment structure of the national and international industry
- an understanding of animation processes and systems
- appropriate levels of drawing and design
- opportunities for subsequent skills development
- creation of animation product
- photo imaging and illustration software

The course aims to develop in students:

- the ability to set realistic goals and meet deadlines
- 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

Certificate IV structure

To complete this course students study three full-year topics:

- Animation 1
- Animation 2
- Animation 3

plus one of the following:

- Cel Animation, OR
- 3D Computer Animation

Some students choose to do both electives.

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.

Specialist module outlines

Students will be assisted to make decisions about these choices early in the program.

■ 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.

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 are encouraged to present finished work in both linear and interactive media, and then display this work publicly.

Software

Almost all software is Windows based. It includes Maya, 3D Studio Max, Apple Shake, Adobe Flash, Adobe Premiere, Adobe Photoshop, Adobe Illustrator and Adobe After Effects.

Attendance

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.

Assessment

Assessment is competency based. Students work towards achieving a list of skills in each subject.

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 are strongly encouraged to work on at least one collaborative longer term major piece for entering into a film festival or for public showing. A demo DVD of work is compiled as part of the course.

Advanced Animation course

This is a semester-length course for animation graduates, or for those who have had animation production experience, or for those who wish to develop their skills further, extend their folio or CV, or who wish to make industry contacts.

Selection is by interview and will be based on a folio or CV, as well as personal suitability for working in a teamwork environment.

Competencies

Core units

BSBCRT301A	Develop and extend critical and creative thinking skills
CUFIND301A	Work effectively in screen and media industries
BSBOHS201A	Participate in OHS processes

Elective units – 10 required

3D course

CUFANM302A	Create 3D digital animations
CUFANM303A	Create 3D digital models
CUFANM403A	Create titles for screen productions
CUFSOU204A	Perform basic sound editing
BSBDES402A	Interpret and respond to a design brief
CUFPPM404A	Create storyboards
CUFIND402A	Develop screen and media specialist expertise
CUVCOR08B	Produce drawings to represent and communicate the concept

Two of the following:

CUFWRT302A	Write simple stories
CUFANM401A	Prepare 3D digital models for production
CUFANM402A	Create digital visual effects
CUFANM301A	Create 2D digital animations

2D course

CUFANM403A	Create titles for screen productions
CUFSOU204A	Perform basic sound editing
BSBDES402A	Interpret and respond to a design brief
CUFPPM404A	Create storyboards
CUFANM301A	Create 2D digital animations
CUFWRT302A	Write simple stories
CUFIND402A	Develop screen and media specialist expertise
CUVCOR08B	Produce drawings to represent and communicate the concept
CUVCOR09B	Select & apply drawing techniques & media to represent & communicate the concept
CUFANM402A	Create digital visual effects



The course will be mentored regularly by industry.

There will be a further selection possible for extended work placement with a specific local animation company.

The course begins with short focused animation exercises leading into at least one major project.

Actual contact hours are negotiable and there is the possibility of after-hours contact.