Bachelor of 3D Art and Animation
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The Bachelor of 3D Art and Animation aims to develop 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 Design Centre Enmore, the Bachelor of 3D Art and Animation has a strong emphasis on the development of technical knowledge and is the only degree program of its type in NSW.

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.
Professional 3D animators and artists turn imagination into reality, working across industries such as filmmaking, game design and development, television, online content development, advertising and visualisation.

Whether it’s working as a visual effects artist, technical director, animator or modeller, 3D animators and artists create stunning visual effects for a variety of mediums, as well as creating digital media and visual communication for industries that include medicine, science, finance, building, education, and primary production.

Putting the wow into visual effects

This course builds on more than a decade of highly successful 3D animation and visual effects tuition at Sydney TAFE, Design Centre Enmore.

Our graduates have gone on to work in studios in Australia and overseas on hundreds of television shows, advertisements, games and hundreds of feature films.

Projects include:
> Harry Potter
> Pirates of the Caribbean
> Lord of the Rings
> Happy Feet
> S.T.A.L.K.E.R
> Iron Man
> The Hobbit
> Transformers
> X-Men
> L.A. Noire
> The Lego Movie

“If it weren’t for the 3D course at Design Centre Enmore (and a lot of hard work!), I probably wouldn’t be working right now at Digital Domain in Canada or have worked on Angelina Jolie’s hit movie ‘Maleficent’.”

Anouchka Farrenc graduate
Sydney TAFE creates success

When you enrol at Sydney TAFE and Design Centre Enmore you become a member of a thriving community of aspiring designers working in a creative and productive setting.

A welcoming environment for anyone with a passion for innovative design, Design Centre Enmore offers courses in eight different design disciplines.

This multidisciplinary focus reflects Design Centre Enmore’s focus on creative collaboration. Working alongside other design specialists will allow you to expand your horizons, setting you on the path to becoming a professional 3D animator or artist.

Why study at Design Centre Enmore?

Our emphasis on one-on-one feedback, small class sizes, real-world projects and professional skills ensures that when you graduate, you’ll be ready for a rewarding career in a fascinating and constantly evolving industry.

Sydney TAFE, Design Centre Enmore is different from universities because we choose our students based on talent. Our selection process focuses on portfolios and interviews, and an Australian Tertiary Admission Rank is not required.

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Your learning environment

The program is characterised by mentored immersion in production practice, which is underpinned by the traditions and theoretical bases of art and animation. Key content areas are integrated to ensure that holistic concepts and linkages between knowledge areas are embedded throughout the course.

Students learn by creating works of a professional standard in studios, which is supported by tutorials, lectures and practical exercises. Guest presentations by leading industry practitioners and visits to professional studios and industry forums provide an additional context for the intensive development of skills throughout the course.

The course and the teaching methods applied within it are aligned to industry standards and the creative processes that inform personal practice and the commercial innovation that characterises the industry. Students will gain the critical analysis skills needed to develop their own skills and talents within the frameworks of both artistic tradition and commercial standards.

The teaching methods and course structures are balanced to ensure that students are provided with the broad foundation needed to develop their own artistic voices and to advance their work within the context of industry opportunities.
Professional practice and internships

A practice studio, team projects and internship opportunities are available to allow students to gain invaluable insight into the world of work, preparing them for a career ahead.

It also provides them with the opportunity to put the knowledge and skills they have gained during study into practice on real projects with real clients.

There is really no better preparation for a career as a 3D artist or animator than to work in a studio environment with teams, clients, directors and deadlines.

Facilities

Your study will take place in purpose built studios, general purpose lecture and class rooms for:

> Nine PC and Mac computer laboratories
> Nine design studios
> Open studio spaces
> A large exhibition area
> A conference room
> A life drawing studio
> A specialist technology workshop
> A photography studio

Your study experience will also benefit from the extensive college facilities that include:

> Excellent library facilities
> the latest design technology tools including the full Adobe suite, Autodesk Maya and Nuke
> exhibition spaces
> cafés
> and a range of student services including academic transitions skills, personal and career counselling, study support, literacy and numeracy support, multicultural services and childcare.

“The course and instruction was extremely high quality, practical and challenging whilst preparing us for the “real” studio environment.”

Joseph Kim
graduate
Course structure

The Bachelor of 3D Art and Animation at Design Centre Enmore is a three-year full-time course. It includes 20 hours of face-to-face teaching each week. You will also be expected to complete a further 20 hours of independent study a week. This course has an early exit point at the end of Year Two (Associate Degree of 3D Art and Animation).

### Year 1: Foundation knowledge and comprehension

<table>
<thead>
<tr>
<th>Semester 1</th>
<th>Semester 2</th>
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<tbody>
<tr>
<td>3D artistry</td>
<td>3D modelling: Studio 1</td>
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<tr>
<td>Digital processing</td>
<td>Screen pre-visualisation and editing</td>
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<tr>
<td>Screen studies</td>
<td>Cameras and lighting</td>
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<tr>
<td>Visual arts: Studio 1</td>
<td>Design: Visual thinking</td>
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### Year 2: Application and analysis

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<tr>
<th>Semester 1</th>
<th>Semester 2</th>
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<tr>
<td>3D animation: Studio 1</td>
<td>Design professional practice</td>
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<tr>
<td>Texturing for 3D</td>
<td>Data capture and compositing</td>
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<tr>
<td>3D rigging: Studio 1</td>
<td>Dynamic and visual effects: Studio 1</td>
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<td>3D rendering: Studio 1</td>
<td>Programming for 3D: Studio 1</td>
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### Year 3: Synthesis and evaluation

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<th>Semester 1</th>
<th>Semester 2</th>
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<tr>
<td>Major project: Show-reel Studio 1</td>
<td>3D major project: Show-reel Studio 2</td>
</tr>
<tr>
<td>Visual arts: Studio 2</td>
<td>Dynamic and visual effects: Studio 2</td>
</tr>
<tr>
<td>Elective (choose from 3D Practice Studio, 3D Industry Internship or Programming for 3D: Studio 2)</td>
<td>Elective (choose from 3D Practice Studio, 3D Industry Internship or Programming for 3D: Studio 2)</td>
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<td>+ Specialist ONE stream (see below)</td>
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#### Animation

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<tr>
<th>3D animation: Studio 2</th>
<th>3D animation: Studio 3</th>
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#### Modelling

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<tr>
<th>3D modelling: Studio 2</th>
<th>3D rigging: Studio 2</th>
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#### Rendering compositing

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<th>3D rendering: Studio 2</th>
<th>Compositing for 3D</th>
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Eligibility and entry requirements

To apply for this course, you must have completed one of the following:
- NSW Higher School Certificate (HSC) or equivalent
- a recognised Tertiary Preparation Certificate (TPC)
- a qualification at Certificate IV level or above
- at least one year’s full-time study or equivalent in a degree course at a higher education institution.

To be considered for a place in this course each applicant must complete the following entry requirements:
- submit a 500 word written essay
- submit a design and/or art portfolio
- attend an interview (if you’re an international student and can’t attend an interview in person a phone interview can be arranged).

Students whose first language is not English must also demonstrate English proficiency at a minimum IELTS level of 6.5, with a minimum level of 6 in any one band.
Your course, your campus, your services

Learner and study support
From study assistance to planning your timetable, we will work with you to ensure you get the most out of training programs.

Career and personal counselling
Whether it is career guidance or help with personal matters – including health, finances and relationships – Sydney TAFE counsellors offer a free confidential service that is easy to access.

Indigenous student support
Talk with an Aboriginal Coordinator or Aboriginal Support Officers about study assistance, support with enrolment and any other issues.

Disabilities support
Students with disabilities have equal access to training. We will make sure you have the most appropriate classroom support, that modifications are made when appropriate, and we also offer a range of services such as tutorial support, sign language interpreters, note-takers and disability assistants.

Multicultural services
Multicultural Education Coordinators can help you with a range of support services, from advice and support to interpreting.

“I really think if you enjoy your job you will never work a day in your life.”

Chris Ebeling, graduate Teacher at Sydney TAFE, Design Centre Enmore