

ACADEMY OF GAME FILM & ANIMATION STAGE 2

This course builds on learning from AGFA Stage 01 with a specific focus on 3D visualisation, animation, virtual production, planning & running community events and live-streaming school productions. Work individually or collaboratively to build your portfolio ready for further study or onto a career.

PREREQUISITES: SUCCESSFUL COMPLETION OF AGFA STAGE 01 or SUCCESSFUL COMPLETION OF EQUIVALENT CERTIFICATE 2 IN CREATIVE INDUSTRIES AND ENTRY INTERVIEW WITH BEN/TOBY.

WHAT WILL YOU LEARN?

- 01.** Design, plan & create a 3D Environments using Maya & Unreal Game Engine.
- 02.** Experience multiple roles within a Production Crew for Live Music Broadcast and Events.
- 03.** Understanding employment trends & pathways within the Creative Industries fields.

Transferable Skills

- Collaborating and contributing to team results.
- Developing creative, innovative and/or practical solutions
- Managing time and priorities – setting milestones
- Being prepared to invest time and effort in learning new skills

Assessment

Stage 2	Integrated Learning: Practical Inquiry 40%, Connections 30%, Personal Endeavour 30% Industry Connections A - Creative Industry Careers: Portfolio of Work Skills 50%, Reflection 20%, Industry Project 30% Industry Connections B - 3D Visualisation: Portfolio of Work Skills 50%, Reflection 20%, Industry Project 30%
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VOCATIONAL PATHWAYS

- Diploma in Film and Television Production
- Certificate IV in Lighting, Sound, Staging & Vision
- Diploma in Game & VFX



TERTIARY PATHWAYS

- ***ATAR option - Available by negotiation with an alternate combination of Stage 02 AGFA subjects***
- Bachelor of Creative Arts (VFX & Entertainment Design)
- Bachelor of Media (Game Art)



CAREERS

- Game Developer / Animator
- Virtual Production
- Film & TV Camera Operator
- Technical Production (Production Crew Member)
- CGI and VFX Artist



**SACE STAGE 1 | 40-60 CREDITS
FULL YEAR**



**SACE STAGE 2 | 60 CREDITS
FULL YEAR**



**ATAR & NON ATAR
SUBJECTS**