

ACADEMY OF GAME FILM & ANIMATION STAGE 01

This course offers fundamental skill development and practical experience with a specific focus on 3D Modelling, Animation, Basic creation of assets and blueprints in Game Engine Environment, planning and running community events and livestreaming school productions.

PREREQUISITES: SUCCESSFUL COMPLETION OF AGFA ENGAGE AND ENTRY INTERVIEW WITH BEN/TOBY.

WHAT WILL YOU LEARN?

- 01.** Design, plan, create & assemble 3D assets using Maya & Unreal Game Engine.
- 02.** Experience multiple roles within a Production Crew for Live Music 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 I	DTE - Digital Communication Solutions: Specialised Skill Tasks 40%, Design Process & Product 60%; Integrated Learning: Practical Inquiry 40%, Connections 30%, Personal Venture 30% Essential English: Creating a Text 50%; Responding to a Text 50%; Workplace Practices: Folio 40%, Performance 30%, Reflection 30%
---------	---



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)
- Diploma in Arts
- 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 | 50-60 CREDITS
FULL YEAR**



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



**ATAR & NON ATAR
SUBJECTS**