

ACADEMY OF GAME FILM & ANIMATION STAGE 1

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 OR EQUIVALENT SKILL / KNOWLEDGE LEVELS OF SOFTWARE SUCH AS MAYA / BLENDER / UNREAL ENGINE 04 / UNITY ETC AND ENTRY INTERVIEW WITH BEN/TOBY.

WHAT WILL YOU LEARN?

01. Design, plan & create a 3D game level using Maya & Unreal Game Engine.
02. Experience multiple roles within a Production Crew for Live Music broadcast and E-sports 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

Assessment	
Stage I	<p>Design, Technology & Engineering – Digital Communication Solutions: Specialised Skill Tasks 40%, Design Process & Product 60%;</p> <p>Integrated Learning: Practical Enquiry 40%, Connections 30%, Personal Venture 30%</p> <p>Essential English: Creating a Text; Responding to a Text;</p> <p>Workplace Practices: Folio 40%, Performance 40%, Reflection 20%</p>



VOCATIONAL PATHWAYS

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



TERTIARY PATHWAYS

- Bachelor of Creative Arts (VFX & Entertainment Design)
- Diploma in Arts
- Bachelor of Media (Game Art)



CAREERS

- Game Developer
- Animator
- 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 SUBJECT