



ACADEMY OF GAME FILM & ANIMATION

This course builds on learning from AGFA Stage 01 with a specific focus on game art design, game creation, animation, planning & running community events and livestreaming 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 EQUIVALENT SKILL / KNOWLEDGE LEVELS OF SOFTWARE SUCH AS MAYA / BLENDER / UNREAL ENGINE 04 / UNITY ETC.

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 and E-sports Events.
03. Understanding employment trends & pathways within the Creative Industries fields.

Transferable Skills	
	<ul style="list-style-type: none"> • 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 II	Design, Technology & Engineering – Digital Communication Solutions: Skills & Applications Tasks 20%, Design Process & Product 50%, Resources Study 30% Integrated Learning: Practical Enquiry 40%, Connections 30%, Personal Endeavour 30% Workplace Practices: Folio 25%, Performance 25%, Reflection 20%, Investigation 30%



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 NOT AVAILABLE



SACE STAGE 2 | 60 CREDITS FULL YEAR



ATAR SUBJECT

ACADEMY OF GAME FILM & ANIMATION

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.

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 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

Stage I	Design, Technology & Engineering – Digital Communication Solutions: Specialised Skill Tasks 40%, Design Process & Product 60%; Integrated Learning: Practical Enquiry 40%, Connections 30%, Personal Venture 30% Essential English: Creating a Text; Responding to a Text; Essential Mathematics: Skills and Application Tasks 50%, Folio 50%
---------	---



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 | 40-50 CREDITS
FULL YEAR



SACE STAGE 2 | 60 CREDITS
FULL YEAR



ATAR SUBJECT