

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?

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

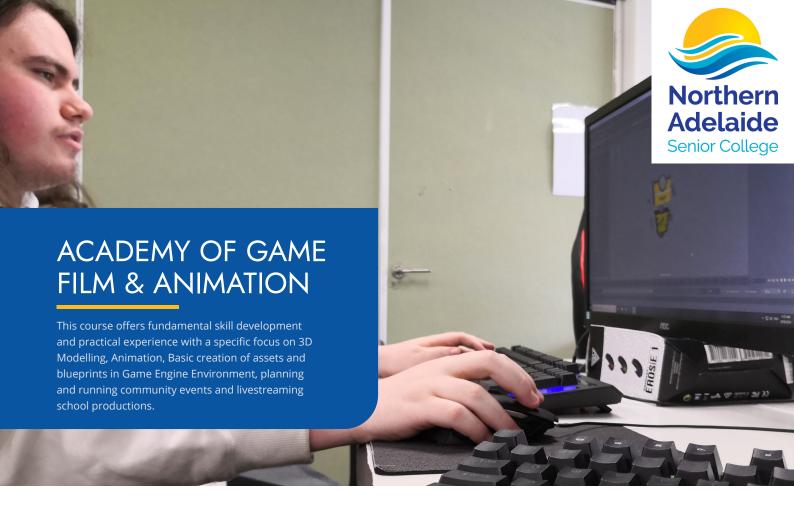


SACE STAGE 1
NOT AVAILABLE



SACE STAGE 2 | 60 CREDITS FULL YEAR





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#### 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%



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ATAR SUBJECT