VET Screen & Media

CUA31020 Certificate III in Screen & Media – Game Art

Campus Location	Mildura Senior College
Delivery Mode	MSC Timetable
Program Length	2 years
Credit	Year 1: Unit 1 & 2 ┃ Year 2: Unit 3 & 4 ┃ Study Score ┃ ATAR

COURSE DESCRIPTION

The Screen and Media Game Art Foundations Course will teach students how to develop 3D environments, design characters, design web pages and 2D animate. Game Art development is an exciting and dynamic entertainment medium that is quickly being adapted into traditional areas such as architecture, product design and film making as well as emerging technologies such as Virtual Reality and Augmented Reality.

Students will learn game art development starting from planning and concept art, modelling and texturing to bring their work to life. They will learn how to successfully bring all their artwork into a game engine for the finishing touches. Assessments include practical, written and online tasks.

YOU WILL LEARN

- How to create interactive game environments
- How to create 3D digital models
- Drawing skills and how to communicate ideas
- To use a range of programs including Maya, Photoshop, Unreal engine, and animation software
- Website development
- About texturing, lighting and gray boxing

ARE YOU SUITABLE?

- Do you like using computers to create art, characters, landscapes and stories?
- Are you creative and imaginative?
- Can you work on a computer for long periods of time?
- Do you enjoy working as part of a team?
- Are you interested in using software applications?

CAREER OPPORTUNITIES

- Web Designer
- Animator
- Graphic Designer
- 2D Artist
- Games Developer
- Advertising
- Film and Television

FURTHER STUDY OPTIONS

CUA31020 Certificate III in Screen & Media	→	Cert IV in Visual Arts Cert IV in Screen & Media Diploma of Graphic Design	→	Bachelor of Art Bachelor of Creative Arts Bachelor of Games and Virtual Worlds