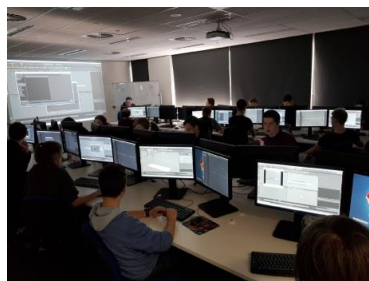
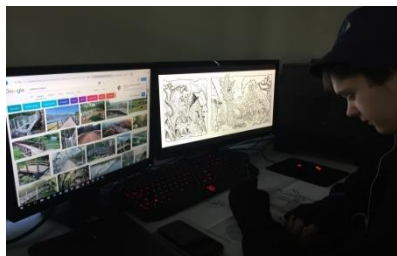




SCREEN AND MEDIA

2022 CUA31015 – Certificate III in Screen and Media (yr 11 & 12 students)

GAME ART FOUNDATIONS - 2 year program



OVERVIEW

The Certificate III in Screen & Media will teach students how to develop 3D environments, characters and animation for interactive games. 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 VR and AR.

DESCRIPTION

Students will learn the entire game art development pipeline starting from planning and concept art, modelling and texturing and finally animation and bringing their work to life. They will learn how to successfully bring all their artwork into game engines and add interactive elements and audio for the finishing touches.

LOCATION

Hamilton District Skills Centre

RTO

Training assessment and accredited AQF certification will be provided by Academy of Interactive Entertainment:
National RTO code (TOID) 88021

DELIVERY 1st & 2nd year programs - DAY & TIME

Tuesday – 1.15pm – 5.45pm

FUTURE PATHWAYS: Successful completion of the course will allow student to continue to develop quality artwork for games and will build a portfolio for potential entry into Advance Diploma level courses.

VCE: Students undertaking the VCE VET Media are eligible for credit of up to four VCE VET units on their VCE statement of results – two units at Unit 1-2 level and a Unit 3-4 sequence. **This is NOT delivered as a scored assessment program.**

VCAL: This Certificate will satisfy learning outcomes for the Industry Specific Skills and work related strands in the VCAL program. Up to 180 hours of accredited training for the first year of the program; up to 225 hours of accredited training for the second year of the program.

WORK PLACEMENT: A minimum of 10 days work placement is strongly recommended by the VCAA.

ORIENTATION: For students enrolling at the HDSC for the first time a compulsory Information Session will be held in Term 1, during their first Tuesday session.

FEES APPLY: Please contact your school bursary office for further information

Selection Criteria:

School VET Coordinator recommendation and written application/enrolment form to be completed. An interview process with HDSC management and a school representative will occur for final acceptance. All accepted students will receive an acceptance letter in Term 4, 2021.

- **Uniform:**

Supplied: HDSC branded polo t-shirt and windcheater

Students to wear: Long black pants or shorts, and black enclosed shoes (no black jeans)

UNIT DESCRIPTOR

RT0: Academy of Interactive Entertainment (88021)

This course is NOT delivered as a scored assessment program.

VCE VET Delivery		
Unit Code	Units of Competence	Nominal Hours
<i>1st year units</i>	<i>VET Units 1 & 2</i>	
BSBWHS201	Contribute to health and safety of self and others	20
BSBDES201	Follow a design process	40
CUAANM302	Create 3D digital animations	75
CUAACD201	Develop drawing skills to communicate ideas	60
BSBDES303	Explore and apply creative design process to 3D forms	50
CUAIND301	Work effectively in the creative arts industry	50
	Sub total –yr 1	295
<i>2nd year units</i>	<i>VET Units 3 & 4</i>	
BSBDES301	Explore use of colour	40
BSBCRT301	Develop and extend critical and creative thinking skills	40
CUAANM303	Create 3D digital models	75
CUASOU304	Prepare audio assets	30
ICTICT308	Use advanced features of computer applications	40
	Sub total – yr 2	225
	TOTAL NOMINAL HOURS	520

Go to: <https://training.gov.au/Training/Details/CUA31015> for more information about individual Units of Competence.