

Partnerships for Learning

Gaming and Animation Pathways

Certificate III in Screen and Media

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Course Description

The Certificate III in Screen & Media is a course for students that wish to learn the process of **Game Design and Production**. The course involves using the Unreal 4 (UE4) Game Engine by Epic Games, an industry leader in game production as well as Maya, the industry standard in 3D modelling and animation. Topics covered range from Level Design and Character Design to 3D Modelling, Animation and Node Based Scripting.

Benefits for students

The aim of the course is to expose students to industry standard practices and prepare them for further study in the Game Production and 3D Animation fields.

Pre-Course Experiences/Pre-requisites

No pre-requisites to study this qualification, however, suitable for students:

- In year 11 and 12
- Have a passion for being part of the Gaming / Animation and Film Industry

Structured Work Placement

Structured work placement is not compulsory; however students will visit the AIE campus for 'Industry Experience' days throughout the course.

Course Code: CUA31015 – RTO: AIE - 88021

BSBCRT301A	Develop and extend critical and creative thinking skills
CUFIND301B	Work effectively in the screen and media industries
CUSOHS301A	Follow occupational health and safety procedures
CUVCOR08B	Produce drawings to represent and communicate the concept
CUFANM302A	Create 3D digital animations
CUFANM303A	Create 3D digital models
BSBDES201A	Follow a design process
ICAU3126B	Use advanced features of computer applications
CUFRES201A	Collect and organise content for broadcast or publication
BSBCRT101A	Apply critical thinking
BSBDES303A	Explore and apply the creative design process to 3D forms

Special Requirements

Dress Code/Extra Clothing

Normal school uniform

Required / Equipment:

500GB – 1TB External hard Drive

Career Pathways

- Further training at:
 - RTO Certificates within the Creative Industries
 - University
 - TAFE
 - Pathway course options available through the Academy of Interactive Entertainment (AIE)

Commencement Date: Term 1, Week 3

Length of Course: Full Year

Day: Thursday

Time: 8.30am to 12:40pm

Class Size: Min: 10 to Max: 16

SACE Credits: Stage 2 – 50

Cost (Per student): \$1,600

An appointment with the VET Coordinator or Counsellor in your school is required to enrol in this course.

Please Note: to the knowledge of the school providing this NEVO VET Course, information is correct at the time of publication.