

## Partnerships for Learning

### Media and Publishing Pathway

# Certificate III in Screen and Media (Game Art Foundations)

### Course Description

The *Game Art Foundations* course will teach students how to develop a game from initial concept to playable demo. Students will use Unity 3D game engine, for its modelling and coding flexibility as well as Maya and Adobe Photoshop. Students will develop 3D environments, characters, mechanic (scripting) and produce animations to create their own interactive games. Focus is predominately on Art development, and using student/player feedback, students will implement game mechanics through a series of prototypes to complete the demo of their concept.

### Benefits for students

- A nationally accredited Certificate in the Screen and Media Industry.
- Relevant training of competencies in this area, some competencies are transferable to other areas.
- Highly practical and hands on experience.
- Access to industry standard hardware and software.

### Pre-Course Experiences/Pre-requisites

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

- In year 11
- Good Computer skills
- Have a passion for being part of the Game or Screen and Media Industry

### Structured Work Placement

NIL

### Course Code: CUF20107 – RTO: 88021 AIE

UNIT	UNIT NAME
BSBCRT301	Develop and extend critical and creative thinking skills
BSBWHS201	Contribute to health and safety of self and others
CUAIND301	Work effectively in the creative arts industry
BSBDES201	Follow a design process
BSBDES303	Explore and apply creative design process to 3D forms
CUAACD201	Develop drawing skills to communicate ideas
CUAANM302	Create 3D digital animations
CUAANM303	Create 3D digital models
CUASOU304	Prepare audio assets
ICTICT308	Use advanced features of computer applications
BSBDES301	Explore use of colour

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**Training School:** The Heights School

**Website:** www.TH.SA.edu.au

### Special Requirements

- Home School Uniform

### Career Pathways

- Enroll with AIE or other Registered Training Organisations to complete further certificates /diplomas in related studies. These include Game Artist, Screen and Media and Interactive Digital Design.
- University degrees within Media and Communications
- Employment
- Self-Employment

### Course Information

**Commencement Date:** Term 1 – Week 2

**Length of Course:** Full Year

**Day:** TBA

**Time:** 9am-4pm

**Location:** The Heights School

**Class Size:** Min: 10 to Max: 15

**SACE Credits:** Stage 2 - 70 max

**Cost (Per student):** \$990

**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.**