

Bachelor of Art and Design

3D ANIMATION AND VISUAL EFFECTS

Create the impossible. Develop stunning 3D animation and imagery and learn how to use visual effects to blow stuff up... without accidentally blowing up your computer! Our award-winning faculty will take you on an immersive journey; teaching you the essentials of modelling, rendering, lighting, and technical direction that will culminate with you being a part of an amazing, industry-level short film in your final year.

WHY CHOOSE A BACHELOR OF ART AND DESIGN?

Media Design School was the first tertiary institution in the Southern Hemisphere to offer a dedicated programme of study for 3D animation using industry-standard computer graphics software.

We're ranked amongst the top ten schools in the world to provide VFX/Animation qualifications* and our student short films have received numerous international accolades. Above all, it's our industry alignment and focus on employability that sets MDS apart from other providers.

Throughout your studies, you'll have the chance to hear from and connect with industry leaders, and you'll collaborate with the best in

the business. Best of all, our studio-like learning environment means MDS graduates are always in high demand. Every year, major studios come to MDS to have first pick of our graduates, many of whom have gone on to work on blockbuster films including *Avatar*, *Black Panther*, *Doctor Strange* and *The Hobbit*.

*(Rookies 2016)

3D Animation and Visual Effects

Bachelor of Art and Design

NZQF: Level 7 (420 Credits), 1.2 EFTS per year

Duration: Three academic years, full time

The Bachelor of Art and Design focuses on the technical and soft skills that you'll need in the post-production side of the film industry.

Specialise in the visual effects subject matter areas of compositing, modelling and technical studies or 3D animation and, in your final year, you'll be working on an industry level production using contemporary visual effects techniques in order to create an amazing, state-of-the-art short film.

FIRST YEAR COMPONENTS

- **Foundation 3D – Animation, and Rigging:**
Learn the basic skills required to operate contemporary 3D packages and produce simple digital rigs and animations.
- **Foundation 3D – Modelling – Surfacing, Lighting and Visual Effects:**
Gain the necessary knowledge to produce simple digital models, textured surfaces and scene lighting.
- **Traditional Art and Design for 3D and Visual Effects:**
Create traditional art assets to fulfil another individual's brief.
- **Digital Art I:**
Using digital tools, students create art assets that meet the requirements of another person's vision and idea.

- **Digital Art II:**
This builds on from the previous module, only this time, the assets are all used in 3D.
- **3D Modelling:**
Build 3D models that are fit for production purposes.
- **3D Rendering:**
Students gain knowledge in rendering and lighting 3D objects and scenes.
- **Foundation Mini-Project:**
This mini-project draws on all of the year's learning to produce, test and revise assets for a 3D production.
- **Design Principles and Practice I:**
Utilise the principles of design for the purposes of analysis and critical thinking.

To find out more about the second and third year course structure of the Bachelor of Art and Design, visit mediadesignschool.com.

Please visit mediadesignschool.com for up-to-date and comprehensive course information, entry criteria, intake dates and fees.

CAREER OPPORTUNITIES

- 3D Modeller
- Composer
- VFX Artist
- Animator
- Technical Director

INDUSTRY INSIGHTS

Creative industries rely on human capital for growth and innovation, meaning a degree in 3D Animation and VFX is a highly future-proof choice. As an Animator, Modeller, Composer or VFX Artist, you'll find your skills are internationally transferrable and in high demand across the globe. It's a lucrative choice too - NZIER's most recent report on the NZ film industry showed that median earnings are growing faster than the average for the New Zealand economy. The typical post-production/ visual effects worker has a median hourly rate of \$65.*

*<https://nzier.org.nz/publication/the-economic-contribution-of-the-screen-industry>

Apply now @ mediadesignschool.com