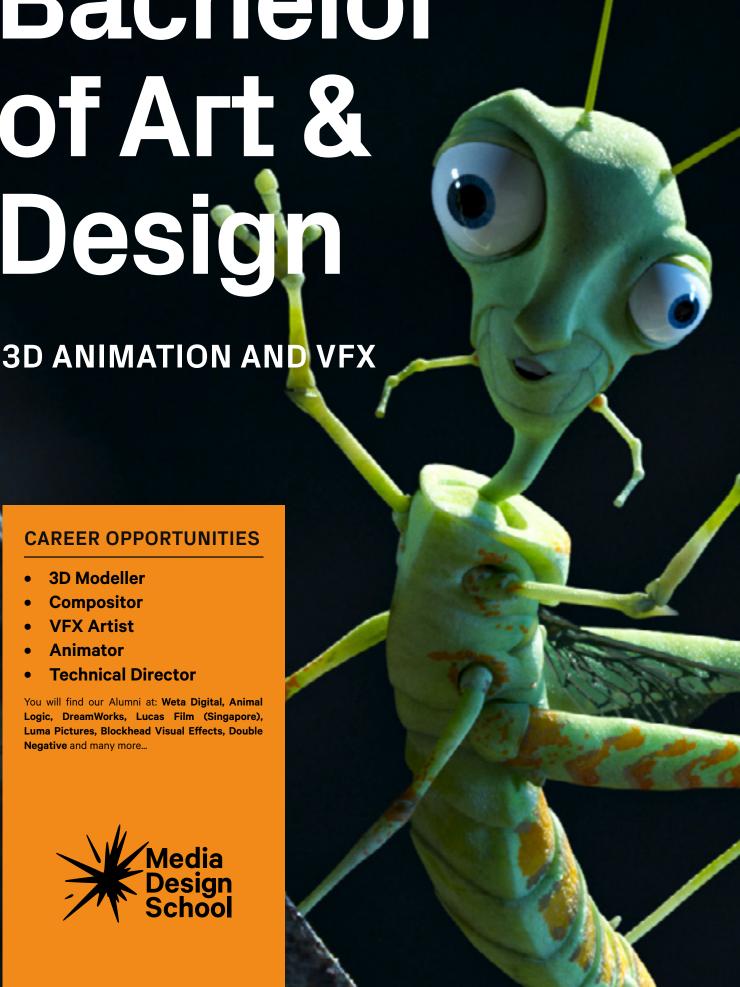
Bachelor of Art & Design

CAREER OPPORTUNITIES

- 3D Modeller
- Compositor
- **VFX Artist**
- **Animator**
- **Technical Director**

You will find our Alumni at: Weta Digital, Animal Logic, DreamWorks, Lucas Film (Singapore), Luma Pictures, Blockhead Visual Effects, Double Negative and many more...







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! Join our award-winning faculty on an immersive adventure where you will learn the essentials to model, render, light, and technically direct a film that you will use and abuse to create your industry-level short film and bag a ton of awards.

WHY CHOOSE A BACHELOR OF ART & DESIGN?

Imagine living in a country with a local studio that worked on Lord of the Rings and not studying how to make films. In 2021 we were ranked by Animation Career review as the #1 Animation College in New Zealand, so it should come as no surprise that many of our graduates have gone on to work at Weta Digital, and even further afield to studios like Warner Bros., and Dreamworks. It probably helps that many of our faculty have come from industry and know first-hand how things go in industry and can give you a leg-up on the competition, putting you well-on-track to becoming a silver-screen-super-star. If you don't believe us, check out some of internationally recognised short films animated by students that have snatched professional awards from big-budget short films. Don't just talk the talk, we'll let you walk it. Any more questions?

SOFTWARE YOU'LL LEARN

- After Effects
- Premiere Pro
- Photoshop
- Maya
- Mari
- Zbrush
- Nuke
- Houdini
- V-ray

INDUSTRY PARTNERS:





Media Design School is an Adobe Creative Campus which comes with a variety of incredible benefits for our students including your own Adobe Creative Cloud Pro license for the duration of your studies!



Kino Ratten

Media Design School (2019)

Media Design School's short film Kino Ratten was the capstone project for the Bachelor of Art and Design Class of 2019 and had its world premiere at the illustrious Show Me Shorts Festival, where it was nominated for Best Cinematography. It's since been screened at a number of prominent festivals around the globe, including the Toronto Shorts Film Festival and the Palm Springs International Animation Festival where it was named the Winner of the Jury Award for Best Animated Short. Most recently, Kino Ratten was selected for the Bermuda International Film Festival, an Academy Awards qualifying festival where it was one of only 50 films to be selected out of nearly 700 entries.

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, and for up-to-date and comprehensive course information, including dates and fees, visit **mediadesignschool.com**.

