3D Animation & VFX

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...

Media Design School

3D ANIMATION & VFX

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.

SOFTWARE YOU'LL LEARN

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

INDUSTRY PARTNERS:

HOUDINI CERTIFIED SCHOOL

Adobe CREATIVE CAMPUS

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!

"AFTER GOING TO THE MDS OPEN DAY, IT WAS IMMEDIATELY CLEAR TO ME THAT THE BACHELOR OF ART & DESIGN COURSE IS HIGHLY TAILORED TO OUTPUT INDUSTRY-READY VFX ARTISTS, AS WELL AS BEING APPARENT THAT THE LECTURERS POSSESS A WEALTH OF KNOWLEDGE AND INDUSTRY"

Oliver Daniels – Cause & FX

Student work: Pre-productions shots taken from 'Lily student film

A MEDIA DESIGN SCHOOL & CARBON ARC PRODUCTION MAGGIE LAST RYAN FARRELL "LILLY" CINEMATOGRAPHY BY DONALD DUNCAN NZCS MUSIC BY ANDREW MCDOWALL VISUAL EFFECTS BY MEDIA DESIGN SCHOOL VFX SUPERVISORS RYAN MULLANY & TONY LI EXECUTIVE PRODUCER STEVE DORNER PRODUCED BY PETER MCCULLY & RYAN MULLANY WRITTEN & DIRECTED BY PETER MCCULLY

Lilly

Media Design School (2022)

Media Design School's short film Lilly, which follows a young girl as she deals with the struggles of her brother going to war, was the capstone project for the Bachelor of Art and Design class of 2022. The historical drama has been selected for awards around the world including in London, Los Angeles and New York. It's not over yet though, with many festivals still pending and Lilly still being entered into new competitions in 2023, the list of the film's accomplishments will only grow larger.

SOME OF WHAT YOU'LL STUDY

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 from life models.

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.

Bachelor of Art & Design

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.**

Student work: Still taken from 'Beating Hearts' student film