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3D Animation & VFX

BACHELOR OF ART & DESIGN

CAREER OPPORTUNITIES

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

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



**Media
Design
School**
at STRAYER™

FPS
23.98

SHUTTER
180°



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



“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 experience. After that, I was 100% certain that MDS would be a great place to gear up for the VFX industry.”

Oliver Daniels – Cause & FX

INDUSTRY PARTNERS:



MDS 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!



Lilly

Media Design School (2022)

MDS'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.

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.

To find out more about the Bachelor of Art and Design, get in contact with our team at **domestic@mediadesignschool.com** or **international@mediadesignschool.com** for international students.

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

