Screen and Media
(VFX and Game Art Design)

Level
Certificate III in Screen and Media – CUA31015 OAC/MSC RTO – 40046

Course Length
Full year – 2 days a week

Credit value
All units of competency are nationally recognised. Students will be issued with a Statement of Attainment for each unit successfully completed. Each 70 hours of successfully completed competencies contributes 10 Credits towards SACE Stage 2 completion.

Advice to students
Students should have good general computing skills.
Students undertaking this course will need access to the following software:
*   After Effects®
*   Premiere Pro®
*   Illustrator®
*   Photoshop®
*   Flash®
*   Maya®
*   Dreamweaver®
*   Audacity® or CoolEdit®
*   Toon Boom Studio®
*   Sculptris
*   Mudbox

The College has a number of teaching and learning areas where students may access computer facilities to complete work during non-scheduled lesson time.

Course overview
This program is delivered over a period of two semesters. The 11 units of competency in the qualification have been organised into onsite school training and authentic industry tasks. It consists of three compulsory core units and eight elective units. The skills acquired in this course may allow graduates to seek employment in many industries. Job roles and titles may vary across different industry sectors. Possible job titles relevant to this qualification include Interactive Media Author Assistant, Production Assistant, Archival Media Technician, Assistant Storyboard Artist, In-betweener, VFX Assistant and Digital Artist Assistant. Opportunities are provided for students to interpret and use their skills to respond to a design brief.

Students of this course will gain skills, knowledge and attitudes to be able to perform such duties as:
*   following a design process
*   creating 2D and 3D models and animation
*   producing and preparing photographs and images
*   producing and enhancing audio and video
*   creating and maintaining interactive content.

Assessment
Assessment is competency based and conducted according to the criteria set in the training package. Some assessments may take place as part of structured work placement while others will be within the form of a simulated project brief. Students can also apply for RPL.

Pathways
Completion of this course may lead to further study in Certificate IV level courses in Digital Media, Interactive Media, Game Art and Visual Effects plus provide skills to meet industry standards.

Further information
Students may undertake work placement.
Students will need to purchase a Flash Drive and portfolio folder.