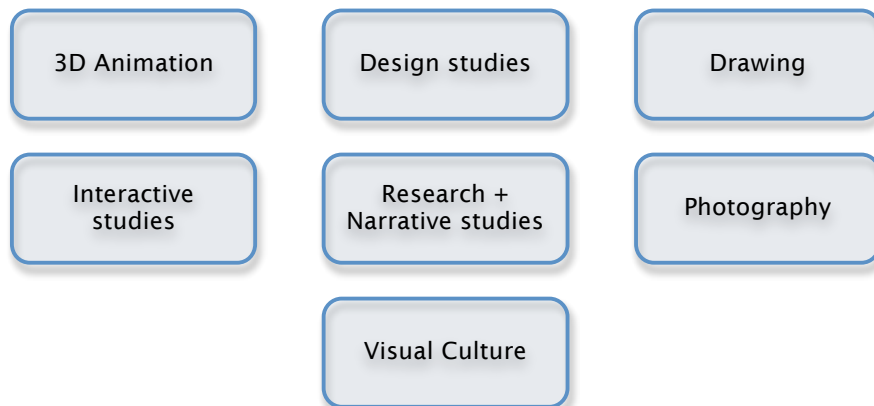


## FOUNDATION YEAR:



## PROGRAMME CONTENT

All subjects are compulsory

**Animation:** Spatial concepts and 3D drafting; 3D software (modelling & interface 3D Studio Max\*); 3D software (character modelling); material and form.

**Drawing:** Observational drawing; Illustrator\* as vector drawing medium; figure drawing; composition and multiple objects; techniques.

**Design Studies:** Reproduction and print theory, Indesign\* software training; design theory; typography; layout design.

**Research and Narrative Studies:** Academic research; academic writing and reading; creative writing; marketing theory and applied research. Principles of audiovisual narrative; movement and expression; camera, sound & lighting; storyboarding.

**Interactive Studies:** Computing: formats, compression, sound files; planning & writing for interactive design; page & site design; Illustrator, Photoshop, Fireworks & Flash\*.

**Visual Culture:** History; philosophy, logic, aesthetics and creative thinking; semiotics; design appreciation.

**Photography:** The photographic image; Photoshop\* as a software program; camera; lighting techniques.

\* Software programs that will be taught as part of the course.