

3D\_2

# 3D ANIMATION (STOP MOTION & VFX FOCUS AREA)

**YEAR ONE**

*Compulsory* Film Theory, Academic Skills, Media Aesthetics, Creative Development and Story & Ritual / Drawing

Choose 3 subjects

**SUBJECT 1**

**3D ANIMATION**

**SUBJECT 2**

**OWN CHOICE**

**SUBJECT 3**

**OWN CHOICE**

*Compulsory* Film Theory

**YEAR TWO**

*Compulsory* Film Theory & Research Practice

**YEAR THREE**

**MAJOR**

**3D ANIMATION**

3D Character Design 201  
 3D Character Setup 202  
 Digital Environment Rendering 203  
 3D VFX and Compositing 204

Visual Development for CGI 301  
 3D Pre-Visualisation 302  
 3D Effects and Simulation 303  
 Professional Practice 304

MOTION DESIGN

Motion Design Techniques 201  
 Motion Design Compositing 202  
 Digital 2D Character Animation 203  
 Stop Motion Techniques 204

3D for Motion Design 303

GAME DESIGN

Concept Art for Games 201  
 Interactive Animation 202  
 Real-time Rendering Effects 203

FILM & TELEVISION

Excursions into Essential Cinema 301

PRODUCTION DESIGN

Storyboarding 201

FOCUS AREA

Stop Motion & VFX 300

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**PICK 3 OWN CHOICE MODULES**

- 01 .....
- 02 .....
- 03 .....

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**PICK 2 OWN CHOICE MODULES**

- 01 .....
- 02 .....