

## Course Details - Certificate III in Screen and Media Game Art Foundations (Murray Bridge High School)

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|----------------------|---|--|--|
| MSP Title            | Certificate III in Screen and Media Game Art Foundations  |  |  |
| Qualification        | <p>Certificate III in Screen and Media Game Art Foundations</p> <p>Students will learn the entire game art development pipeline starting from planning and concept art, modelling and texturing and finally animation and bringing their work to life. They will learn how to successfully bring all their artwork into game engines and add interactive elements and audio for the finishing touches.</p> <p>Successful completion of the course will allow students to continue to develop quality artwork for games and will build a portfolio for potential entry into AIE' s Advanced Diploma level courses.</p> |  |  |
| RTO                  | Academy of Interactive Entertainment (National Code 88021)  |  |  |
| Host Organisation    | Murray Bridge High School   |  |  |
| Course Length        | 2 semesters (1 year)  |  |  |
| Course Description   | <p>Game artists build the worlds, characters and levels for the games that you love to play.</p> <p>Game Artists are visually creative and have a passion for making games.</p> <p>3D Modeling</p> <p>Texture Artist</p> <p>Level Designer</p> <p>Technical Artist</p> <p>Lear 3D modelling, animation and texturing techniques. Develop a small environment - learn character design and creation; Using the assets described above put it all together in a small interactive level showcasing your environment and character work.</p>   |  |  |
| Pathways             | Some possible pathways include: Computer Engineer, filmmaker/Editor, Website Developer, Game Designer, 2D/3D Animator   |  |  |
| Other Requirements   | <p>Software</p> <p>Unreal engine or Unity 3D engine</p> <p>Autodesk Maya</p> <p>Krita</p>   |  |  |
| Delivery Location(s) | <p>On Line Course</p> <p>Students study from school or from home</p>  |  |  |
| Dates and Times      | To be confirmed   |  |  |
| SACE Details         | SACE Stage 2, SACE credits to be confirmed  |  |  |
| Units Of Competency  | Core  | BSBCRT301<br>BSBWHS201<br>CUAIND311  | Develop and extend critical and creative thinking skills (Nominal hours to be confirmed)<br>Contribute to health and safety of self and others (Nominal hours to be confirmed)<br>Work effectively in the creative arts industry (Nominal hours to be confirmed)   |
|                      | Elective  | BSBDES201<br>CUAANM302<br>CUAACD201<br>BSBDES303<br>BSBDES301<br>CUAANM303<br>CUASOU304<br>ICTICT308 | Follow a design process (Nominal hours to be confirmed)<br>Create 3D digital animations (Nominal hours to be confirmed)<br>Develop drawing skills to communicate ideas (Nominal hours to be confirmed)<br>Explore and apply creative design process to 3D forms (Nominal hours to be confirmed)<br>Explore use of colour (Nominal hours to be confirmed)<br>Create 3D digital models (Nominal hours to be confirmed)<br>Prepare audio assets (Nominal hours to be confirmed)<br>Use advanced features of computer applications (Nominal hours to be confirmed) |
|                      | Nominal hours are used for SACE purposes and are not reflective of actual delivery hours  |  |  |
| Training Cost        | \$2,100.00 GST exempt   |  |  |
| Other Costs          | \$165.00 including GST  |  |  |
| Number Of Students   | Minimum   | To be advised  |  |
|                      | Maximum   | To be advised  |  |
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