

DIPLOMA IN 3D MODELLING & ANIMATION

APRIL INTAKE

SUBJECTS TYPE	(1ST) YEAR						(2ND) YEAR						(3RD) FINAL YEAR						
	TRIMESTER 3 APR	CH	TRIMESTER 1 JUL	CH	TRIMESTER 2 NOV	CH	TRIMESTER 3 APR	CH	TRIMESTER 1 JUL	CH	TRIMESTER 2 NOV	CH	TRIMESTER 3		CH		CH		
MAJOR SUBJECTS			DMA 1013 3D Modelling	3	DMA 2113 Animation Design 1	4			DMA 2123 Animation Design 2	4	DMA 3113 3D Modelling & Animation Project	6	DIT 2033 - INDUSTRIAL TRAINING						
			DMA 1023 Motion Graphic Application	3	DMA 2013 3D Animation	3			DMA 2043 3D Character Setup	3									
			DMA 1113 Animation Foundation	3	DMA 2023 Digital Sound Production	3			DMA 2053 Motion Capture	3									
			DMA 1033 3D Dynamics	3	DMA 2033 Video Production Process	3													
					DMA 2063 3D Rendering & Compositing	3			DCI 1013 Internet Application	3									
CORE & ELECTIVE SUBJECTS	DDF 1013 Drawing Fundamental	3	DCG 1013 Computer Graphics 1	3	DDS 2013 Digital Storyboarding	3			DSA 2013 Design Appreciation	3									
	DDF 1023 Design Fundamental	3	DCG 1023 Computer Graphics 2	3			1) DPM 1003 Project Management 2) DIP 1003 Introduction to 3D Printing 3) DGP 1003 Introduction to Game Programming	3	1) DCT 1003 Creative Thinking 2) DEC 1003 E-Commerce 3) DCE 1003 Introduction to Computer Application	2									
	DDP 1013 Digital Photography	3																	
MPU / UNIVERSITY SUBJECTS							MPU 2201 Basic Academic Writing	3			**MPU 2163 Pengajian Malaysia **MPU 2133 BM Komunikasi 1	3							
							MPU 2409 Personal Social Responsibility	2			MPU 2332 Family and Society in Malaysia	3							
90		9		18		19		8		18		12	6		0		0		

**MPU 2163 Pengajian Malaysia is for Local Student

**MPU 2133 BM Komunikasi 1 is for International Student

*** This programme structure is correct at the time of printing. The faculty reserves the right to improve the programme structure when necessary. Always refer to programme structure on the faculty's website.

*** Students must check for pre-requisite subject (if any) prior to registering any subjects.