

## DIPLOMA IN 3D MODELLING & ANIMATION

### JULY INTAKE

SUBJECTS TYPE	(1ST) YEAR						(2ND) YEAR					(3RD) FINAL YEAR						
	TRIMESTER 1 JUL	CH	TRIMESTER 2 NOV	CH	TRIMESTER 3 APR	CH	TRIMESTER 1 JUL	CH	TRIMESTER 2 NOV	CH	TRIMESTER 3	TRIMESTER 1 JUL	CH		CH		CH	
MAJOR SUBJECTS	DMA 1013 3D Modelling	3	DMA 2063 3D Rendering & Compositing	3			DMA 2113 Animation Design 1	4	DMA 2123 Animation Design 2	4		DMA 3113 3D Modelling & Animation Project	6					
			DMA 1113 Animation Foundation	3			DMA 2013 3D Animation	3	DMA 2043 3D Character Setup	3								
			DMA 1033 3D Dynamics	3			DMA 2023 Digital Sound Production	3	DMA 2053 Motion Capture	3								
							DMA 2033 Video Production Process	3										
							DMA 1023 Motion Graphic Application	3										
CORE & ELECTIVE SUBJECTS	DCG 1013 Computer Graphics 1	3	DCG 1023 Computer Graphics 2	3			DDS 2013 Digital Storyboarding	3	DSA 2013 Design Appreciation	3								
	DDF 1013 Drawing Fundamental	3	DDF 1023 Design Fundamental	3	1) DPM 1003 Project Management 2) DIP 1003 Introduction to 3D Printing	3			1) DCT 1003 Creative Thinking 2) DEC 1003 E-Commerce 3) DCE 1003 Introduction to Computer Application	2								
	DCI 1013 Internet Application	3	DDP 1013 Digital Photography	3	3) DGP 1003 Introduction to Game Programming													
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		12		18		8		19		15	6		12		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.