

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
<ul style="list-style-type: none">▪ 3D Modelling▪ Animation Foundation▪ 3D Rendering & Compositing▪ 3D Dynamics▪ Computer Graphics 1▪ Computer Graphics 2▪ Drawing Fundamental▪ Design Fundamental▪ Internet Application▪ Digital Photography	<ul style="list-style-type: none">▪ Animation Design 1▪ Animation Design 2▪ 3D Animation▪ 3D Character Setup▪ Digital Sound Production▪ Video Production Process▪ Motion Graphic Application▪ Motion Capture▪ Digital Storyboarding▪ Design Appreciation▪ Industrial Training	<ul style="list-style-type: none">▪ 3D Modelling & Animation Project

ELECTIVES

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| <ul style="list-style-type: none">▪ Project Management▪ Introduction to 3D Printing | <ul style="list-style-type: none">▪ Introduction to Game Programming▪ Introduction to Computer Application | <ul style="list-style-type: none">▪ Creative Thinking▪ E-Commerce |
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UNIVERSITY SUBJECTS

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| <ul style="list-style-type: none">▪ Basic Academic Writing▪ Personal Social Responsibility▪ Pengajian Malaysia (Local Student) | <ul style="list-style-type: none">▪ Bahasa Melayu Komunikasi 1 (International Student)▪ Family & Society in Malaysia |
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Note: The above programme structure serves as a guide. Course may differ according to intakes.