

BACHELOR OF MULTIMEDIA (HONS.) ANIMATION (R2/213/6/0157) 06/24 (A10482)

Founded as BMm (Hons) (Film & Animation) in 1997, this programme focuses on the art & design of Animation, Visual Effects & Film Language. The programme initially started in Melaka under the Faculty of Media Arts & Sciences, later moved to Cyberjaya under the new Faculty of Creative Multimedia, in the year 1999. The programme was created to be the catalyst for the Animation industry in Malaysia.

Career Prospects: Modeler, Texturing Artist, Animator, Storyboard Artist, Rigging Artist, Technical Director, Creative Director, Designer, Screenwriter, Concept Artist, Composer, Art Director, Lighting Artist, Render Artist, 3D Artist, 2D Artist, Editor.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
<ul style="list-style-type: none">Animation Design 1Animation Design 23D Modelling for AnimationVisual StorytellingFilm StudiesBasic Compositing3D SurfacingMedia CultureMedia AestheticsSound Design 1	<ul style="list-style-type: none">Animation Design 3Animation Design 4Acting for AnimationAnimation & SetupEffects SimulationAdvanced Character AnimationLook DevelopmentScreenwritingSemiotic StudiesMedia AnthropologyInternship Training	<ul style="list-style-type: none">Animation Design Project 1Animation Design Project 2Animation EntrepreneurshipDesign ResearchSound Design 2Media Law

ELECTIVE SUBJECTS

- Corporate Identity
- Motion Capture
- Diagram Design
- Project Management

UNIVERSITY SUBJECTS

- Workplace Communication
- Hubungan Etnik (Local Student)
- Tamadun Islam dan Tamadun Asia (Local Student)
- Pengajian Malaysia 3 (International Student)
- Bahasa Melayu Komunikasi 2 (International Student)
- Introduction to Multicultural Studies in Malaysia
- Co-Curriculums
- Foreign Languages
- Bahasa Kebangsaan A (Local without credit in SPM Bahasa Melayu)

Note: The above programme structure serves as a guide. Course may differ according to intakes.