

# DIPLOMA IN 3D MODELLING & ANIMATION (N/213/4/0005) 05/22 (MQA/PA8497)

This two-and-a-half-year programme is a university-industry collaboration programme. It focuses on knowledge and skills development that integrates academic studies with an extensive mixture of creative 3D animation tools and new media technology. The syllabus is designed to enable students to complete 3D animation projects that showcase their skills and create a professional portfolio.

**Career Prospects:** 3D Animator, Storyboard Artist, Lighting & Rendering Artist, Composer, Layout Artist, FX Artist, Production Designer, 3D Artist, Graphic Designer, 3D Game Designer, Video Editor, Sound Designer, Digital Artist, Mobile App Designer, Photographer, Videographer, Motion Capture Artist

Upon completion of the Diploma programme, you can opt for a related Degree programme from the Faculty of Creative Multimedia.

## PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
<ul style="list-style-type: none"><li>• 3D Modelling</li><li>• Animation Foundation</li><li>• 3D Rendering &amp; Compositing</li><li>• 3D Dynamics</li><li>• Computer Graphics 1</li><li>• Computer Graphics 2</li><li>• Drawing Fundamental</li><li>• Design Fundamental</li><li>• Internet Application</li><li>• Digital Photography</li></ul>	<ul style="list-style-type: none"><li>• Animation Design 1</li><li>• Animation Design 2</li><li>• 3D Animation</li><li>• 3D Character Setup</li><li>• Digital Sound Production</li><li>• Video Production Process</li><li>• Motion Graphic Application</li><li>• Motion Capture</li><li>• Digital Storyboarding</li><li>• Design Appreciation</li><li>• Industrial Training</li></ul>	<ul style="list-style-type: none"><li>• 3D Modelling &amp; Animation Project</li></ul>
<b>ELECTIVES</b>		
<ul style="list-style-type: none"><li>• Project Management</li><li>• Introduction to 3D Printing</li></ul>	<ul style="list-style-type: none"><li>• Introduction to Game Programming</li><li>• Introduction to Computer Application</li></ul>	<ul style="list-style-type: none"><li>• Creative Thinking</li><li>• E-Commerce</li></ul>
<b>UNIVERSITY SUBJECTS</b>		
<ul style="list-style-type: none"><li>• Basic Academic Writing</li><li>• Personal Social Responsibility</li><li>• Pengajian Malaysia (Local Student)</li></ul>	<ul style="list-style-type: none"><li>• Bahasa Melayu Komunikasi 1 (International Student)</li><li>• Family &amp; Society in Malaysia</li></ul>	

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