DIPLOMA IN DIGITAL MOTION GRAPHIC (N/213/4/0006) 06/22 (MQA/PA8498)

This is an immersive programme that focuses on visual design and technical skills with a diversity of usages in digital multimedia application. Designed to merge creative skills with industry professionalism, this two-and-a-half-year programme will enable students to complete motion graphic projects that showcase their skills and create a professional portfolio for future job applications.

Career Prospects: Motion Graphic Artist, Compositor, Layout Artist, FX Artist, Production Designer, 3D Artist, Graphic Designer, 3D Game Designer, Video Editor, Sound Designer, Digital Artist, Mobile App Designer, Photographer, Videographer, Web Designer, Motion Capture Artist, Visual 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
• 3D Modelling • Animation Foundation • 3D Rendering & Compositing • 3D Dynamics • Computer Graphics 1 • Computer Graphics 2 • Drawing Fundamental • Design Fundamental • Internet Application • Digital Photography	• Motion Graphic Design 1 • Motion Graphic Design 2 • Interaction Studies • 3D Motion Graphic • Digital Sound Production • Video Production Process • Motion Graphic Application • Application Design • Digital Storyboarding • Design Appreciation • Industrial Training	• Motion Graphics Project

ELECTIVE SUBJECTS

• Project Management • Introduction to 3D Printing	• Introduction to Game Programming • Introduction to Computer Application	• Creative Thinking • E-Commerce

UNIVERSITY SUBJECTS

• Basic Academic Writing • Personal Social Responsibility • Pengajian Malaysia (Local Student)	• Bahasa Melayu Komunikasi 1 (International Student) • Family & Society in Malaysia

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