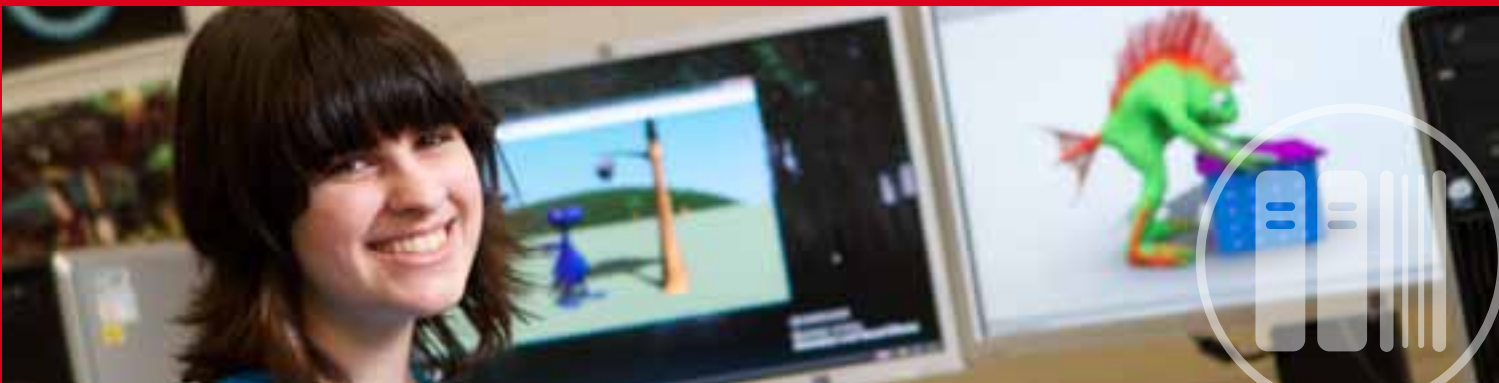




Bachelor of Arts (Animation and Visual Effects)



What is CSU's Bachelor of Arts (Animation and Visual Effects)?

This course was Australia's first bachelor degree dedicated to the art of animation and visual effects. It is devoted to students who are passionate about creating memorable visuals and fulfilling their desire to bring their imagination to life.

The Bachelor of Arts (Animation and Visual Effects) is about visualisation and making your imagination a reality. The course helps you capture the concept in your mind and deliver it to the screen, print, theatre, canvas or whatever format does justice to the idea. It could be a story, abstract experimentation, real-time 3D content, or any other visual media for television, advertising, theatre, games or an art gallery.

Founded upon traditional arts principles, this degree provides a unique collaborative framework for you to explore their creative visual talents through diverse media and evolving industries, with particular emphasis on the digital realm.

You will gain a well-rounded arts education, while being encouraged to specialise to increase your employment prospects in increasingly competitive fields. You will have access to cross-disciplinary opportunities, current industry-standard software, knowledgeable lecturers, the latest learning tools, exhibitions and festivals. Working in a welcoming team environment founded upon creative arts practice, you will be motivated to achieve your very best.

The Bachelor of Arts (Animation and Visual Effects) has exclusive access to the Australian International Animation Festival and the International Animation Student Jury. Students in the course also have privileged access to the largest animation archive known in Australia, with more than 2,000 films added each year.

What will I learn?

The unique structure of this course enables you to gain a well-rounded arts education, but encourages specialisation to increase your employment opportunities.

In the first year, you will study the world's best animation and learn fundamental techniques to create your own animations, and learn the basics of multimedia. The virtual world of 3D graphics is introduced, enabling you to go further into the imagination than the conventional camera allows, and more advanced multimedia concepts are taught.

In the second year, you will be taken through the entire production process, from conception to completion, by creating your own digital animation and exploring cutting-edge technology in publishing. At the end of the second year, you will bring all your skills together in compositing and special effects subjects.

Third-year students gain practical experience working on major productions.

Some reasons for studying Animation and Visual Effects at CSU:

- this course was the first bachelor degree in Australia dedicated to animation and visual effects
- you will have access to a wide range of industry-standard equipment and software
- you will gain experience in a wide range of animation and visual effects applications, providing diverse career opportunities.





Lis Thompson CSU graduate

“Being part of the visual and performing arts community at CSU is a world that opens you up to your own art form but also lets you explore other forms and allow them to influence the work you produce.

“It means being part of a network of talented, creative and supportive people through whom you find opportunities and adventures.

“The things I have learnt in classes could not gel as well without the social experiences of studying at CSU. Uni is as much about learning to open your eyes to new people as it is about study.”

Facilities

Students in this course have full access to the animation and visual effects studio on campus. This executive studio hosts specially engineered, high-end visual effects workstations for you to use. These are the only machines in the University licensed to run Autodesk, Adobe and other professional visual effects software.

You will have access to video equipment for free hire through the AV Store, and imaging equipment is available from the Photography Store. Both stores are powerful resources enabling you to access equipment that could normally cost hundreds of dollars a day. It may also be possible to arrange access to facilities in other disciplines, depending on availability.

This course aims to match industry expectations and fosters on site collaborations within a professional environment. Incorporating industry practices such as dailies, project development charts and executive producers with a unique in-house production pipeline will give you a realistic and advantageous edge.

Career opportunities

Career options for graduates include 3D graphics, animation, motion design, digital compositing, visual effects, computer games, multimedia authoring and design, professional art practice, film and television production, scientific visualisation, advertising or interactive media. You will graduate with a professional portfolio, demo reel and resumé, equipping you to pursue a range of opportunities.

Professionals teaching you

The course features internationally accredited staff with more than a decade of industry experience and the very latest in software and training. Staff are active members of professional associations and have worked on award-winning animation projects, such as the film *Happy Feet*.

Visit our campus

You can arrange to visit CSU's Wagga Wagga Campus and have a personal guided tour of the outstanding facilities available in the School of Communication and Creative Industries. Tours are led by current students, giving you real insight into the CSU experience.

You will also have the opportunity to talk to staff members or lecturers about the Animation and Visual Effects program and what it's like to study with CSU. To book a tour, phone 1800 334 733 or visit: www.csu.edu.au/campustour

Three working days' notice is required for tour bookings.

How to apply

Year 12 students apply through UAC and are selected on the basis of their ATAR and an interview and/or portfolio.

It is recommended prospective students attend an interview in Wagga Wagga in late November or early December. The informal interview is designed to ensure prospective students have the opportunity to gain first-hand information about the course, and for CSU to see whether the course is suitable for you.

An interview form must be returned to the School of Communication and Creative Industries at Wagga Wagga Campus at least a week before the interview date.

This form is available through the online course brochure at:

www.csu.edu.au/courses/undergraduate/arts_animation_visual_effects

For more information about courses and how to apply, please contact info.csu.edu.au:

Free call in Australia: 1800 334 733
International callers: +61 2 6338 6077
Facsimile: +61 2 6338 6001

www.csu.edu.au

