**Course Title**: Screen and Media - 3D Animation and Game Development  

**Region**: Inner South Curriculum Alliance  

**Host Organisation**: Seaview High School  

**Course Length**: 2 semesters (1 year)  

**Course Description**: The Game Art Foundations course will teach students how to develop 3D environments, characters and animation for interactive games. The course covers the techniques of making 3D artwork for games including:  
- Concept art  
- 3D modelling  
- Texturing  
- Animation  
- Lighting  
- Grey boxing  
- Creating animated game characters  
- Creating interactive environments  
- Adding audio  
- Interactive game play elements  

Students will work with real-time game engines to showcase their creativity and build their technical knowledge in order to maximise their artwork within fun and engaging game environments.  

Students will learn the entire game art development pipeline starting from planning and concept art, modelling and texturing and finally animation and bringing their work to life. They will learn how to successfully bring all their artwork into game engines and add interactive elements and audio for the finishing touches.  

**Pathways**: Further Education Pathway - Adv. Diploma of Professional Game Development or Screen and Media, Bachelor of Games and Virtual Worlds, Bachelor of Media/Arts (Rising Sun Studios/Uni.SA) Bachelor of Computer Science (Simulation & Serious Games).  

Career Pathway - Skills acquired in the completion of the certificate have applications across a range of industries requiring the increasing use of animation, programming, simulation and I.T. in their work. 3D Animator, Character Animator, Matte Painter, 3D Modeller, Renderer, Art Director, Creative Director, Environment Designer, Video Game Technical Director.  

**Prerequisites**: Students must have a minimum Year 10 standard literacy and numeracy skills as well as basic computing skills. Knowledge of basic Adobe Photoshop an advantage.  

**Location(s)**: Seaview High School, 78-124 Seacombe Road, SEACOMBE HEIGHTS, SA, 5047  

**Dates and Times**: 36 weekly sessions at Seaview High School on Wednesdays from 11:00 until 16:30, commencing on 05/02/20  

**SACE Details**: SACE Stage 2, 70 SACE credits  

Up to 70 at Stage 2  

**Qualification**: CUA31015 - Certificate III in Screen and Media (National Code CUA31015)  

**RTO**: The Academy of Interactive Entertainment (National Code 88021)  

**Competencies**  

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<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Hours</th>
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<tbody>
<tr>
<td>BSBCRT301</td>
<td>Develop and extend critical and creative thinking skills</td>
<td>40</td>
</tr>
<tr>
<td>BSWHS201</td>
<td>Contribute to health and safety of self and others</td>
<td>20</td>
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<tr>
<td>CUIND301</td>
<td>Work effectively in the creative arts industry</td>
<td>20</td>
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<tr>
<td>BSBD3201</td>
<td>Follow a design process</td>
<td>40</td>
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<tr>
<td>BSBD5303</td>
<td>Explore and apply the creative design process to 3D forms</td>
<td>50</td>
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<tr>
<td>CUAACD201</td>
<td>Develop drawing skills to communicate ideas</td>
<td>60</td>
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<tr>
<td>CUAANM303</td>
<td>Create 3D digital models</td>
<td>75</td>
</tr>
<tr>
<td>CUASOU304</td>
<td>Prepare audio assets</td>
<td>30</td>
</tr>
<tr>
<td>ICTICT308</td>
<td>Use advanced features of computer applications</td>
<td>40</td>
</tr>
<tr>
<td>BSBD3301</td>
<td>Explore use of colour</td>
<td>40</td>
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**Total Training Cost**: $850.00 GST exempt  

**Cost Notes**: In addition to the course cost, an administration fee will apply as follows:  
- Non-ISCA DECD school - $50 per enrolment  
- Non-DECD school - $250 per enrolment  

(refer to member school tab for list of ISCA schools)  

**Number Of Students**: Minimum 10  

Maximum 30  

**Selection Process**: Students may be interviewed to ascertain interest and prior knowledge.  

**Contact Person**: Mr Richard Harrington, Phone 08 8377 8043, Email richard.harrington376@schools.sa.edu.au