



Diploma of Screen and Media (Animation & Game Art)

National ID: CUA51020 | State ID:AC83

Discover the industry's leading tools such as **Maya, ZBrush, Unity, Unreal, Photoshop, After Effects, Substance Painter, and Toon Boom Harmony** as you explore the professional pipelines of digital animation, games art and game prototype development. Whether you aspire to be a Computer Graphics artist, animator or game designer this course is your gateway to success!

Get ready to take your art and game development skills to the next level with our practical and quality computer-generated imagery (CGI) training! Our mission is to empower you to become the best artist or game developer you can be, and unlock a world of opportunities in the entertainment, advertising, architecture, visualization, and virtual/augmented reality industries. So don't wait any longer! Join us today and reach your full potential in the exciting world of animation, CGI art and game development!

Gain these skills

This course is 100% practical and you will develop your creative abilities in:

- 3D modelling and texturing
- Concept art and storyboarding
- 2D and 3D animation
- Game art and game prototype development
- Motion Graphics
- Visual effects
- Software such as Unreal, Maya, ZBrush, Toon Boom Harmony, Unity, Fusion and Da Vinci Resolve, and Adobe Photoshop, Substance 3D Painter, Premiere Pro, After Effects and Animate

Your qualification prepares you for roles such as:

- Illustrators (including Animators)
- Concept Artist
- 2D/3D Animator
- Visual Effects Artist



- Special Effects Designer
- Instructional Designer
- Animation Designer
- Motion Graphics Artist (Film, TV, Advertising & Games industries)

Further Study Option(s)

Advanced Diploma of Screen and Media (Game Art & Design)

Advanced Diploma of Screen and Media (Digital Art & Animation)

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Course Overview



Location	Duration	Competitive	Selection criteria
Perth	Two semesters	No	No selection criteria