



Diploma of Screen and Media (Animation, Gaming and Visual Effects)

National ID: CUA51020 | State ID:AC90

The Diploma of Screen and Media provides comprehensive training in the latest techniques and technologies used in animation, gaming, visual effects, and immersive media production.

Key topics covered include:

- learn to create highly detailed 3D environments, props, and assets.
- explore the principles of game design, level design, and game engines like Unity or Unreal to build interactive gaming experiences.
- study emerging technologies learning to develop immersive and interactive applications. Learn design principles and best practices for crafting compelling user experiences in immersive media environments.
- gain specialised skills in creating engaging VR experiences, implementing user interactions, and optimizing for VR hardware.
- develop skills in audio recording, editing, mixing, and sound design for various media projects, including games, animations, and podcasts.
- master video editing techniques, motion graphics, compositing, and visual effects using industry standard applications

With a well-rounded education in these cutting-edge fields, graduates will be well-equipped to pursue diverse career opportunities in the dynamic world of animation, gaming, and visual effects.

Your qualification prepares you for roles such as:

Upon completing this diploma, graduates will be prepared for a variety of exciting careers in the rapidly growing fields of animation, gaming, visual effects, and immersive technologies.

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Course Overview



Location	Duration	Competitive	Selection criteria
Thornlie	One semester	No	No selection criteria