



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

National ID: CUA51020 | State ID:AC90

Unleash your creativity and bring your ideas to life

This course provides the skills and knowledge to start your career in the world of animation, gaming and visual effects.

Students gain hands-on experience with industry-standard software and develop a diverse portfolio of work.

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