Certificate III in Screen & Media
Course Code CUA31020

The Game Art Foundations course will teach students how to develop 3D environments, characters and animation for interactive games. Game art development is an exciting and dynamic entertainment medium that is quickly being adapted into traditional areas such as architecture, product design and film making as well as emerging technologies such as VR and AR.
The course covers the techniques of making 3D artwork for games including: concept art, 3D modeling, texturing, animation, lighting, gray boxing, creating animated game characters, creating interactive environments, adding audio and interactive game play elements

Contribution Towards VCE: VM
A certificate II or above VET Course is mandatory for students studying VCE:VM.
180 nominal hours or above
 = 2 VET credits

Contribution Towards VPC
Every 90 nominal hours of VET
= 1 unit of credit.

Contribution Towards VCE
For a Unit 3–4 sequence, students may be eligible for a fifth or sixth study increment. The increment will be calculated using 10% of the scaled score

ATAR Contribution
No ATAR available for this course delivery.

Units may include;
Follow a design process CUADES201
Create 3D digital animations CUAANM302
Develop drawing skills to communicate ideas CUAACD201
Explore and apply creative design process to 3D forms CUADES303
Apply critical thinking skills in a team environment BSBCRT311
Contribute to health and safety of self and others BSBWGS201
Work effectely in the creative arts industry CUAIND311
Explore use of colour BSBDES301
Create 3D digital models CUAANM313
Explore and apply the creative design process to 2D forms CUADES302

Note: Program commencement subject to enrolment numbers. Units of Competency are subject to change. This training is delivered with Victorian and Commonwealth Government funding to eligible individuals. All details are accurate at the time of publication.

Possible Study Pathways
- Certificate III in Media
- Certificate III in Broadcasting
- Certificate IV in Broadcasting
- Diploma of Interactive Media
- Diploma of Professional Games Development.

Possible Career Paths
- Photography assistant
- Community broadcaster
- Website designer
- Graphic designer
- Journalist
- Digital video and sound editor
- Television production assistant.

Employment Opportunities
- Organisations/companies dedicated to multimedia production
- Sole operators and self-employed people specialising in any of the above areas
- Multimedia users - companies and individuals.

Program Structure
2 years
Location
Horsham College
Contact Days/Hours
Wednesdays 9.30am to 3.20pm
RTO
Academy of Interactive Entertainment; Code - 88021
Delivered by Horsham College
Contact - Lyndon Kuhne
Materials Fee
Paid by DE for Gov funded students. Independent/Catholic students to discuss with your school
School to Work
A minimum of 20 days work placement is recommended.
Scored Assessment Available
No
National Accreditation