



Diploma of Game Art and Animation

created from **CUA51020 - Diploma of Screen and Media** and **CUA51120 - Diploma of Visual Arts**

Begin by learning the fundamental skills used in the creation of game art and animation. After learning a broad set of skills, you will be able to focus on the skill sets you want to master and discover how they fit within the industry. As an individual artist you can pursue your own styles and goals within the structure of the curriculum.

Get accredited in:

CUA51020 - Diploma of Screen and Media:

CUA51120 - Diploma of Visual Arts

Key Topics

A mix of structured and open projects allows you to learn fundamental skills as well as develop key skill sets and styles in pursuit of your individual career ambitions. Key topics include:

Games and Industry Analysis

Concept Art

3D Modelling

Animation

Game Environment

Creative Development and Electives

Course Delivery

Blended Learning: Online & Classroom

Engage in blended learning allowing you to gain and master skills more efficiently and effectively than traditional education methods

Fundamental skills and tools are learned through structured and perpetually updated online content meaning that you can revise content at any time. This means classroom sessions will not be weighed down by the delivery of generic content and instead can focus on developing an understanding of higher concepts and ideas on the implementation of creativity, troubleshooting and problem-solving individual projects, and discussing key industry topics with your peers and supervisors.

CUA51020

Diploma of Screen and Media:

<https://training.gov.au/Training/Details/CUA51020>

CUAPPR512 - Develop sustainability of own professional practice*

CUADES412 - Interpret and respond to a design brief*

CUADIG518 - Refine digital art techniques*

CUAIND411 - Extend expertise in specialist creative fields*

BSBPMG430 - Undertake project work*

CUAANM302 - Create 3D digital animations

CUAANM313 - Create 3D digital models

CUAANM411 - Create advanced 3D digital models

CUAANM412 - Create digital visual effects

CUAANM511 - Create 3D digital character animations

CUAANM512 - Create 3D digital environments

CUA51120

Diploma of Visual Arts:

<https://training.gov.au/Training/Details/CUA51120>

CUAIND412 - Provide freelance services*

CUAIND512 - Enhance professional practice using creative arts industry knowledge*

CADES412 - Interpret and respond to a design brief*

CUADES512 - Establish, negotiate and refine a design brief

CUADIG518 - Refine digital art techniques*

CUADIG519 - Investigate technologies for the creation of digital art

CUADRA501 - Refine drawing techniques

CUADRA502 - Investigate drawing materials and processes

CUAIND411 - Extend expertise in specialist creative fields*

BSBPMG430 - Undertake project work*

*These units are used in both the Diploma of Visual Arts and the Diploma of Screen and Media

Potential career opportunities can include:

3D Animator • Environment Modeler • Texture Artist • UI Design • Level Designer • Technical Artist
Character Animator • Rigger • 2D Artist

As a graduate of Rich Gaming Academy you will be poised to be involved in a variety of industry opportunities. From independent games and contracting needs to game studios or creating your own digital content. Rich gaming academy will be the launching pad to the rest of your career in this booming industry.

Programs

Use Maya to create sophisticated models and engaging animation, and learn why it is the industry standard for cinematic animation and computer graphics.

Discover how Unreal Engine 5 has innovated real-time graphics, breathing a new level of detail and quality into next-gen game environments and characters.

Learn the workflows of digital painting and concept art with industry leader Photoshop. Enhance your 3D models with texturing through Quixel Mixer and supercharge your productivity with Quixel Bridge and Megascans.

Complete your digital artistry knowledge with the Adobe Suite for editing, graphics, compositing and more.