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CREATIVE DIGITAL MEDIA (CDM)



CERTIFICATE III IN SCREEN AND MEDIA VETDSS COURSE · VCAA VET SCORED COURSE · CUA31020

Get to the know the industry by learning various skills that range from 2D animation, 3D modelling, web development, and character design.

VCE VET CDM combines industry standard workflows and technologies to teach you how to create and develop your ideas into a portfolio and two products.

You will be introduced to web development at the start of your first year to set up your digital portfolio. This will relate to your final year to wrap up the course and produce a web portfolio which can be used for interviews.

The first year will consist of designing and creating 3D diorama, where you will need to utilise your creative thinking skills to develop unique 3D assets and produce a render of your diorama in a well-lit

presentation. The second year will focus on designing ideas to produce a character's final concept and 2D animation.

The course introduces students to the fundamentals of designing ideas, web development, 2D animation, and 3D modelling:

- Web Development
- 3D Modelling and Texturing
- Design Techniques
- · Creative Thinking and Problem Solving
- 2D Animation Techniques

Projects will include:

The Industry Knowledge and Web Development

You will be learning to design and develop a website using HTML and CSS language at introductory level. Simultaneously, you will be learning the game and film industry by completing a questionnaire.

Design 3D Diorama

You will develop ideas through the pre-visualisation process. This process involves researching ideas from various resources in which you can explore and experiment through concept drawings.

Create 3D Diorama

You will learn how to develop the core skills required to be a 3D artist. You will begin to develop your creative skills in modeling, texturing, lighting and develop your understanding of post-production techniques.

Character Design

You will be learning the elements and principles of design where you will be applying your research and studies using one of the designing techniques to create your own character. The activities will consist of brainstorming, reference gathering to a final concept.

2D Animation

You will learn 2D animation techniques and apply the principles of animation such as timing, spacing, overlap, squash and stretch to create a variety of animations.

Web Portfolio

You will be displaying all the work you have completed and compiling it into a web portfolio and can be presented during interviews.

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AIE is a specialist games and film educator established by industry with alumni working in studios around the world.