Bachelor of Business/Bachelor of Fine Arts (Animation)

<table>
<thead>
<tr>
<th>Year</th>
<th>2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>QUT code</td>
<td>IX35</td>
</tr>
<tr>
<td>QTAC code</td>
<td>409002</td>
</tr>
<tr>
<td>CRICOS</td>
<td>064813M</td>
</tr>
<tr>
<td>Duration</td>
<td>4 years full time</td>
</tr>
<tr>
<td>OP</td>
<td>9</td>
</tr>
<tr>
<td>Rank</td>
<td>82</td>
</tr>
<tr>
<td>Total credit points</td>
<td>384</td>
</tr>
<tr>
<td>Deferment</td>
<td>You can defer your offer and postpone the start of your course for one year.</td>
</tr>
<tr>
<td>Domestic fee (indicative, subject to annual review)</td>
<td>2020 CSP $8,800 per year full-time (96 credit points)</td>
</tr>
<tr>
<td></td>
<td>2019: CSP $9,200 per year full-time (96 credit points)</td>
</tr>
<tr>
<td>OP Guarantee</td>
<td>Yes</td>
</tr>
<tr>
<td>Course contact</td>
<td><a href="mailto:askqut@qut.edu.au">askqut@qut.edu.au</a> 3138 2000</td>
</tr>
<tr>
<td>Campus</td>
<td>Gardens Point, Kelvin Grove</td>
</tr>
<tr>
<td>Start months</td>
<td>February</td>
</tr>
</tbody>
</table>

Throughout the course you will work in a studio setting responding to creative briefs that help you to develop a robust set of skills and knowledge that can be used for the expression of creative and innovative ideas. As you explore both 2D and 3D animation, you will gain an understanding of animation for filmmaking, game development, visual effects, motion graphics and virtual production.

Immerse yourself in the fine arts animation major with up to 16 discipline units and gain in-depth knowledge in your specialisation. Your business degree component comprises eight business core units and eight business major units.

**Why choose this course?**

New start-ups driven by animation are emerging at a fast pace. With a business and animation double degree you will combine business knowledge with hands-on experience in animated filmmaking, visual effects, game development and the visual arts. This combined degree opens up a wide range of creative and business careers. You will graduate not only with advanced technical and creative skills, but also with highly developed business knowledge.

This course will allow you to tailor your learning to the industry areas of most interest to you and broaden your skill set making you stand out to employers, or give you the abilities to start your own creative enterprise.

**Real-world learning**

This course provides a solid grounding in the fundamental concepts, practices and history of animation on which to build your own innovative practice. You will be encouraged to experiment with a range of animation styles and techniques while producing your own animations, graphics and visual effects. Studies on industry workflows, tools, processes and skills will equip you with a strong understanding of current industry practices - from concept development to timelines and finished works. In your final year your work will be showcased to industry professionals in a graduate exhibition.

Throughout the course, you can work on real-world projects or develop an individual practice. You will tailor your learning to the part of the industry most interesting to you.

**Assumed knowledge**

Before you start this course we assume you have sound knowledge in these areas

- English

Accountancy, finance, financial planning, economics and marketing majors: 4, SA in Maths A, B or C. We assume that you have knowledge equivalent to four semesters at high school level (Years 11 and 12) with sound achievement (4, SA).

**Course structure**

**Your course**

In order to complete this course, you must complete a total of 384 credit points, made up of 192 credit points from the Bachelor of Business and 192 credit points from the Bachelor of Fine Arts. You will undertake the two components of the double degree concurrently.
Bachelor of Business/Bachelor of Fine Arts (Animation)

Business component
The business component is made up of 96 credit points of Business School core units and 96 credit points of units from a business major. The business majors are accountancy, advertising, economics, finance, financial planning, human resource management, international business, management, marketing and public relations. Accountancy students will complete 10 major units and six Business School core units in order to meet professional recognition requirements.

Fine arts component
You will complete two common units (24 credit points) and a fine arts major (168 credit points) in animation.

Study overseas
Study overseas while earning credit towards your QUT creative industries degree with one of our worldwide exchange partners.

Overseas study can be for one or two semesters (or during the semester break) and the units you take can be in either degree area, depending on how they match with your QUT course.

Careers and outcomes
QUT graduates are employed as animators, concept artists, visual effects artists, game artists and designers across a range of industries and wide diversity of employers including animation studios and traditional film production houses, computer games companies, visual effects and post-production companies, advertising and design agencies, and information visualisation and real-time studios.

Our graduates find employment in the many Brisbane-based animation companies, or throughout Australia and across the globe. Several are award-winning storytellers, successfully producing animated short films that screen at festivals globally.

A double degree with business will broaden your skill set and make you stand out to employers, or give you the abilities to start your own creative enterprise.

Professional recognition
Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection in their business degree. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Fees
HECS-HELP
You may be eligible for HECS-HELP, a loan scheme to help you pay your course fees, if you are an Australian citizen or hold an Australian permanent humanitarian visa. For other conditions read the HECS-HELP information.

Student Services and Amenities Fee
You’ll need to pay the student services and amenities fee as part of your course costs. You may be eligible for SA-HELP, a loan scheme to help you pay your student services and amenities fee, if you are an Australian citizen or hold an Australian permanent humanitarian visa. For other conditions read the SA-HELP information.

Scholarships
You can apply for scholarships to help you with study and living costs.

- Equity scholarships scheme
- QUT Sport Scholarship (Elite Athlete)

Research pathways
Bachelor of Business (Honours) option
High-achieving students who wish to take further studies may enrol in BS63 Bachelor of Business (Honours).