## Bachelor of Fine Arts (Animation)

<table>
<thead>
<tr>
<th>Year</th>
<th>2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>QUT code</td>
<td>KK34</td>
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<tr>
<td>QTAC code</td>
<td>421012</td>
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<tr>
<td>CRICOS</td>
<td>056185A</td>
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<tr>
<td>Duration</td>
<td>3 years full time</td>
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<tr>
<td>OP</td>
<td>10</td>
</tr>
<tr>
<td>Rank</td>
<td>79</td>
</tr>
<tr>
<td>Total credit points</td>
<td>288</td>
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**Deferment**

You can defer your offer and postpone the start of your course for one year.

**Domestic fee (indicative, subject to annual review)**

- 2020 CSP $6,700 per year full-time (96 credit points)
- 2019: CSP $6,700 per year full-time (96 credit points)

**OP Guarantee**

Yes

**Course contact**

askqut@qut.edu.au
3138 2000

**Campus**

Kelvin Grove

**Start months**

February

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This degree allows you to explore creative fields including animated filmmaking, visual effects, game development and the visual arts by providing a solid grounding in the fundamental concepts, practices and history of animation. You can tailor your learning to the industry areas of most interest to you. From the first year you will develop your knowledge and skills of 2D and 3D animation, introducing you to the methods and processes involved in animating computer-generated characters to achieve convincing and appealing actions.

You will be encouraged to experiment with a range of animation styles and techniques while producing your own animations, graphics and visual effects. Studies in industry workflows, tools, process and skills will equip you with a strong understanding of current industry practices— from concept development to timelines and finished works. Later in your degree your studies will include CGI production in preparation for final-year projects and work integrated learning opportunities.

### Why choose this course?

Animation is an exciting creative field that spans a wide range of industries on a global scale. This degree allows you to explore creative fields including animated filmmaking, visual effects, game development and the visual arts.

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 in industry workflows, tools, process 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

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**Jed Dawson**

Real graduate

‘Animation at QUT had this great focus on team projects, which turned out to be super valuable. Essentially, everything I do in the workplace is part of a team. As a product manager at Halfbrick I control the greater vision for games like Jetpack Joyride. This career lets me do what I love and get paid for it.’
Bachelor of Fine Arts (Animation)

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

To meet the course requirements of the Bachelor of Fine Arts (Animation), you must complete the following:

- Two common units (KYB101 and KYB102) – 24 credit points
- Animation major – 168 credit points
- Complementary studies – 48 credit points from the Situated Creative Practice Extension plus 48 credit points chosen from a minor or unit options (electives).

Year 1

- develop your capacity to create animated works
- learn to use 3D computer graphics, drawing and motion graphics
- study animation, screen history and practices
- expand your interest and knowledge of the animation medium

Year 2

- extend your knowledge of animation practices
- engage in studio-based learning and respond creatively to project briefs
- understand the principles of 3D character animation, real-time 3D computer graphics, compositing for visual effects and motion capture for virtual production
- develop your critical analysis skills to evaluate your own work and the way you present your ideas visually

Year 3

- apply your accumulated learning to produce a major creative work exploring any aspect or medium of animation as a showcase of your professional skills and knowledge
- learn about the current animation industry and contemporary issues in the screen industry
- explore pathways for future vocational opportunity, research or other entrepreneurial aspirations

Study overseas

Study overseas while gaining 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 a creative or non-creative discipline area, depending on how they match with your QUT course. Saving your electives for exchange will allow you the most flexibility. Find out more about studying on exchange.

Careers and outcomes

The ability to create, build worlds and animate characters opens doors to a variety of careers. Animation is an important part of filmmaking, TV production and creative advertising and marketing. It's also integral to games production.

Graduates find employment in the many Brisbane-based animation companies, or throughout Australia and across the globe. Graduate are employed in various roles as animators, concept artists, producers, teachers, visual effects artists, game artists and designers across a range of industries including animation and film production studios, computer games companies, advertising and design agencies as well as in companies specialised in visualisation for architecture, research and education.

Recent graduates have worked on award-winning films including I Robot, King Kong, Guardians of the Galaxy, Godzilla and How to Train Your Dragon and developing games including Hellblade and Disney Infinity 3.0.

This course can be also followed with a graduate-entry teacher education course* which enables you to become a qualified teacher. Pathways also exist to prepare you for further study including research.

* Entry to graduate-entry teacher education courses usually requires that you have studied a range of units in a different subject area to the main focus of your degree. This forms the basis of your second teaching area. Check the entry requirements for specific teaching courses at www.qut.edu.au/study

Double degrees

Combine your degree with a second degree to gain a broader range of skills and knowledge, a competitive advantage and enhanced career flexibility. Choose a double degree with:

- **Business** to broaden your skill set and make you stand out to employers, or give you the abilities to start your own creative enterprise.

Fees

This information has been prepared for Australian and New Zealand citizens and those with Australian permanent resident status. Some courses are not open to international students, and entry requirements and fee information may be different. For more information and to check if a course is available, international students should visit www.qut.edu.au/international. Last updated on: 13/10/2019. Information contained in this document was correct at the time of printing. The university reserves the right to amend any information, and to cancel, change or relegate any course. CRICOS No.00213J