

Animation / Game Design

JMC | The Academy of Creativity

Apply Now:
jmcacademy.edu.au

Sydney

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South Melbourne VIC 3205
03 9624 2929

Brisbane

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South Brisbane QLD 4101
07 3360 4500



1300 410 311   

JMC Pty Ltd. ABN 53 003 572 012
CRICOS Provider Number: 01259J



THE ACADEMY OF CREATIVITY

Australia's leading creative industries provider, JMC has been nurturing passionate creatives for over 40 years with industry-ready Diplomas & Degrees.

+ #1 for Skills Development & Student Support against all major Creative Art institutions [QILT '20, '21]

+ Australian-owned, fully accredited independent college

+ Hands-on learning & small class sizes

+ Expert industry-based lecturers & mentors

+ World class studios & facilities

+ Industry internships for real world experience

+ International study tours & global network





ANIMATION / GAME DESIGN

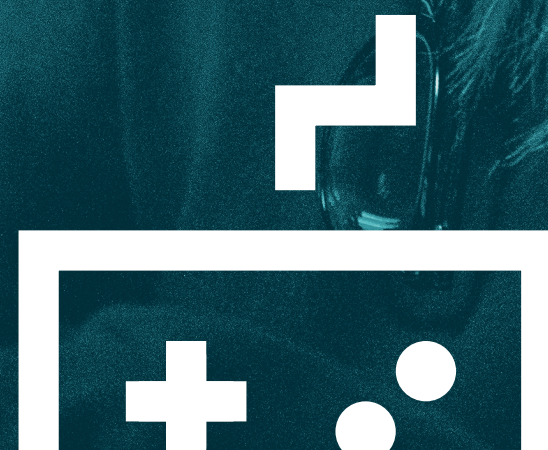
Course Overview

As gamification becomes a key part of the future of this world, some of the most in-demand players in the entertainment industry are game designers and animation artists.

JMC Academy's **Animation + Game Design** courses feed this drive, providing the skills and knowledge to create fully immersive digital environments. Developed in association with studio professionals from Pixar and Animal Logic, a love affair between technology, creativity and design is born.

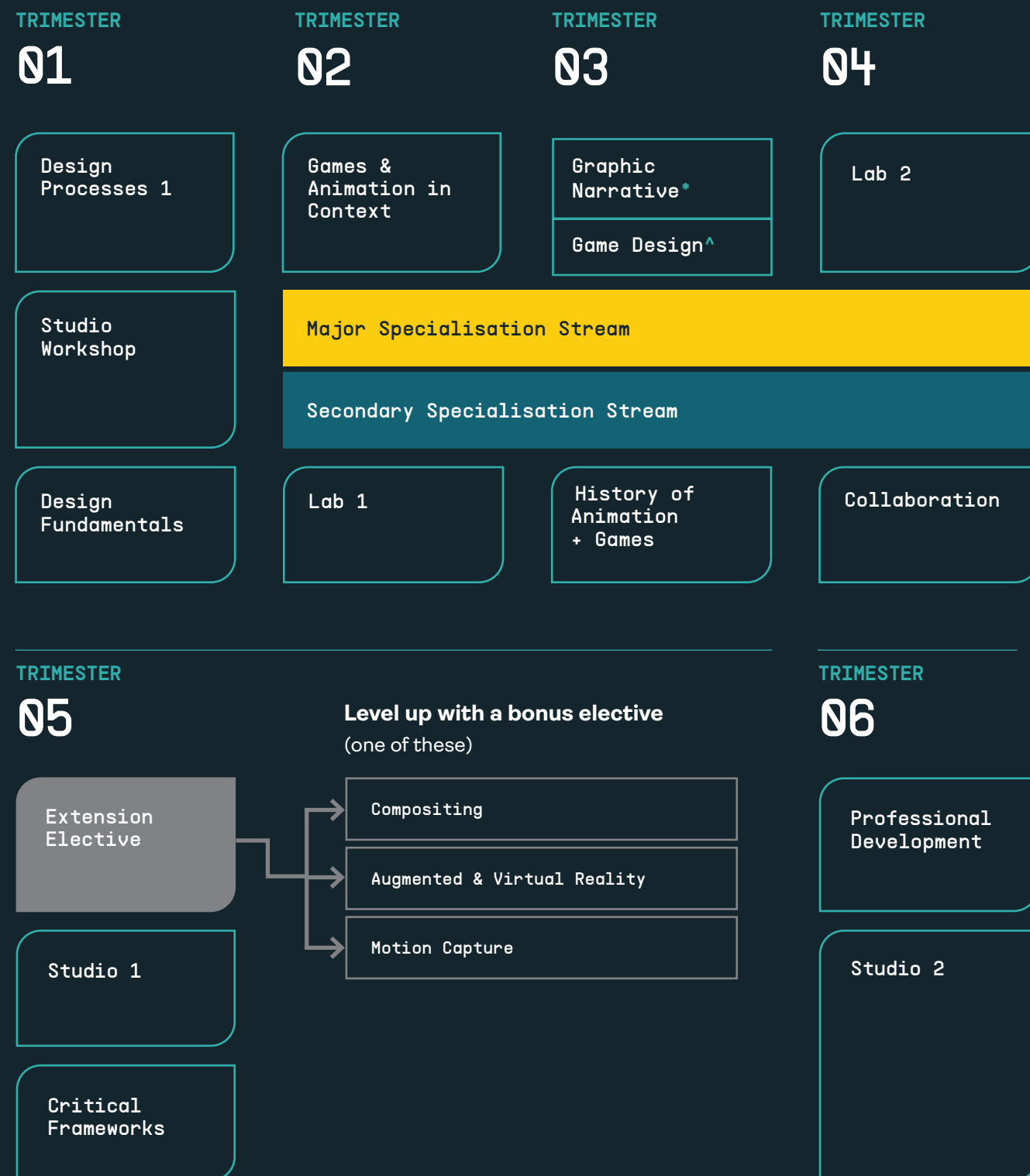
At the **Diploma** level, JMC provides a hands-on introduction to the process of animation in film, design and games through art and practice. Students are given the opportunity to plan, execute and deliver a mentored project based on their specialisation.

As you embark on a **Bachelor Degree of Creative Arts** specialising in either Animation or Game Design, combine interactivity, game design and programming with traditional art practice and animation. Specialise in what you are passionate about as you select from a list of major and minor streams to hone in on your skills. Hand-pick your streams from a choice of **Game Design, 2D Animation, 3D Animation, CG (Computer Generated) Art** or **Production Art** for the opportunity to combine both technical knowledge and artistic practice as you build a unique professional portfolio. Learn to design and develop characters and worlds – from concept to finished art – and create believable character performances and arresting graphical motion with JMC's state of the art technology.



Course Structure

Build a strong foundation by undertaking core units that dive into the theory. Customise your learning experience by selecting from 2 specialisation streams + exploring extension electives.



INTAKES

- February, June, September

BACHELOR

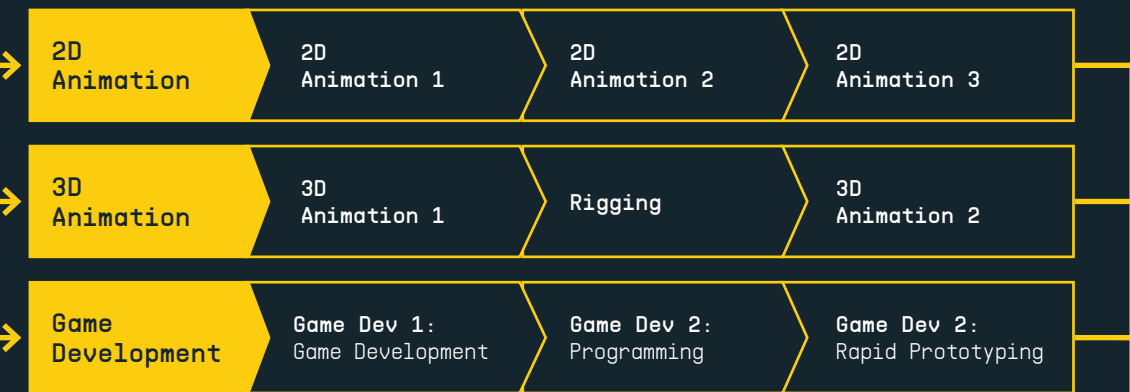
- Bachelor of Creative Arts (Animation)
- Bachelor of Creative Arts (Game Design)
- 6 trimesters (2 years full-time)

DIPLOMA

- Diploma of Creative Arts (Animation)
- Diploma of Creative Arts (Game Design)
- 2 trimesters (8 months full-time)

Choose your major specialisation stream

(One of these)



And a secondary specialisation stream

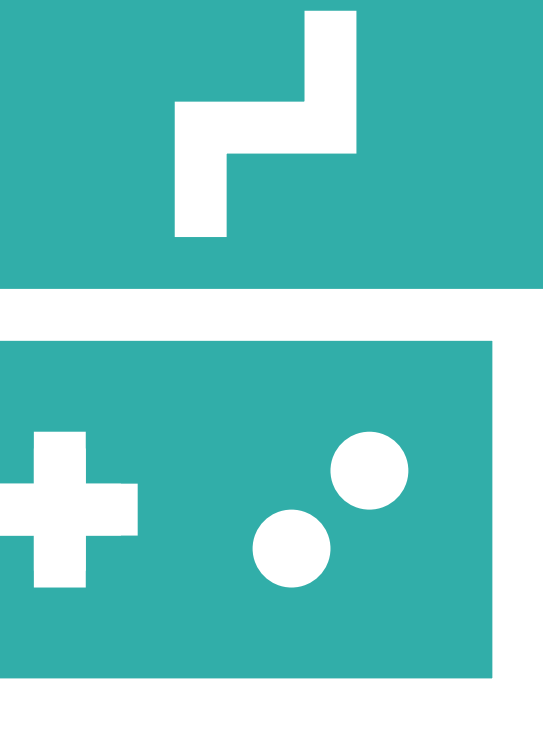
(One of these OR another of the above!)



Special Options by Application

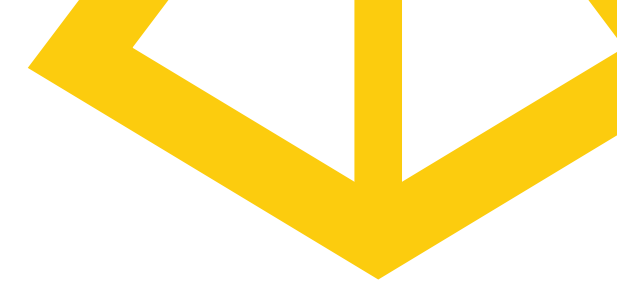


*Animation Majors Only ^Game Design Majors Only



TECH

There's no state of the art creation
without state of the art technology
at your fingertips.



SOFTWARE

JMC uses a range of software including:

- + Unity
- + Unreal Engine
- + Autodesk Maya
- + Creation Suite
- + Pixologic Zbrush
- + Substance Suite
- + Foundry Suite with Nuke & Mari
- + Redshift GPU & Arnold CPU Renderer
- + Adobe Suite
- + Toon Boom Harmony
- + Unity Middleware
- + Katana
- + Shotgun
- + SourceTree

STUDIO

Each of our campuses house dedicated digital art + development studios with:

- + Purpose built workstations
- + Cintiq & Intuos Pro Wacom tablets
- + Non-digital art studio for prototyping
- + Stop motion
- + Sculpting & life drawings
- + Portable VR development suites
- + Motion capture studios
- + Lightboxes & line testers
- + 3D printers
- + Green-screen cyclorama studio
- + Mixing & recording studios

CAREERS

The positive impact of gamification is increasingly being used in a diverse range of roles as a method of communication. Aside from the billion-dollar Animation industry, JMC graduates find work in education and training, planning, corporate business, advertising and many other sectors in any of the following roles.

- + Game Designer and/or Producer
- + Creative Director
- + Concept and/or Character Artist
- + Modeller
- + Technical Director
- + Story Writer
- + Production Manager
- + 3D or 2D Animator
- + Storyboard Artist
- + Rigger
- + Environment Artist
- + Composer
- + Motion Designer

Connect with industry through JMC's Internship Program

Collaborate on innovative design-thinking projects

Take advantage of our international study tours

Be part of Australia's leading creative community

EXPERIENCE



How to Apply

CREATIVITY HAS NO LIMITS

+

NEITHER DO WE.

ENTRY REQUIREMENTS*

Year 12 or equivalent min. age 17, with:

- ▶ Completed Application Form
- ▶ Consultation with a JMC Student Advisor

Learn more about application + entry at: jmcacademy.edu.au

*Domestic students only. International students please visit our website for specific details.

QUALIFICATION

No ATAR/OP required.

INTAKES

February, June, September

POSTGRADUATE STUDY

All JMC Bachelor graduates are eligible to apply for entry into JMC Academy's Master of Creative Industries, or relevant post-grad qualification at any Australian university.

FEE-HELP

JMC Academy is approved for FEE-HELP. Visit studyassist.gov.au for details.

SUPPORT

- ▶ One-on-one academic support
- ▶ Study skills + time management
- ▶ Counselling + stress management
- ▶ Mindfulness classes

To apply, visit: jmcacademy.edu.au

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