

STUDENT PROFILE

DIPLOMA IN VISUAL EFFECTS AND MOTION GRAPHICS (DVEMG)

The modules students take in the first year are designed to equip them with strong foundation in aesthetics and motion graphics. Some of the subjects covered include Drawing, Storyboarding, Graphic Design, Motion Graphics, 3D Fundamentals, Video and Audio Fundamentals, Photography and Digital Painting.

In the second year, students are guided through the full visual effects video production pipeline via modules such as “Production for Visual Effects”, “Digital Compositing and Matting”, “Digital Matte Painting”, and “3D for Visual Effects”. The group assignments that are shared across the various modules also require them to research and apply Effects Animation techniques, Special Effects Makeup and Set Design/Visualisation skills.

DVEMG students have been trained to communicate effectively and work independently within a team for client-based projects, to which they have to manage their work from conceptualisation to execution with little supervision.