

STUDENT PROFILE

DIPLOMA IN DIGITAL ANIMATION (DDA)

The modules students take in the first year are designed to equip students with strong foundation in art and aesthetics. Some of the subjects covered include “Drawing”, “Graphic Design Principles”, “3D Fundamentals” and “Photography and Digital Painting”.

In the second year, students are trained in the full animation production pipeline in the first semester via modules such as “Figure Drawing for Animation”, “Visual Storytelling”, “Modeling, Texturing and Rigging”, “3D Animation Fundamentals” and “Digital Lighting and Rendering”, after which they will work on a small group project in their “Animation Studio 1” module and choose to specialize in either one of the following options in the second semester:

Character Animation equips students with the ability to infuse life into characters in 2D and 3D. Students are trained in the following areas:

- Digital 2D Animation
- Character Animation
- Acting for Animation

Character Creation equips students with the ability to create digital assets for production. Students are trained in the following areas:

- Advanced 3D Modeling
- Advanced Rigging
- Practical Sculpting