

3D MODELLING AND 3D ANIMATION



Course Description

Course Location: Online delivery - students located at their home school for lessons

(Significant computer requirements are needed for successful completion of competencies)

Using the design process students will sketch, digitally draw, and refine models and storyboards for feedback in order to create multiple 3D pieces based on simulated client requirements. Students will learn about the 3D Modelling Techniques, Animation Principles and create a various 3D models and a final 3D animation with sound.

Software Requirements: Autodesk Maya, Autodesk Mudbox, Adobe Photoshop, Adobe Premier, Audacity, Storyboarder.

Access to the internet is essential, and licenses to tutorials are provided.

Minimum System Requirements: Windows 10 - 64 bit processor; Mac Apple® macOS® 12.x, 11.x, 10.15.x, 10.14.x, running on multicore Intel Processor with 64-bit and min 16GB RAM.

This qualification is current in the national register

Pathways

Completion of this full certificate course may lead to further study in Certificate IV in Screen and Media, higher-level courses and degrees in 3D Modelling and Animation, Game Design and Production, Game Art and Visual Effects, Digital and Interactive Media. Depending upon students' individual course specialisations further training may get them employment in: Film and Television sectors, Game Production Studios and the Visual Effects Industry.

Course Schedule

Course Length

Year (36 weeks)

Students must be prepared to complete required homework each week.

Training day and Time(s)*

*Wednesday: 8.45 am – 3.15 pm

*Day & course running is subject to enrolment numbers & Trainer's available days

Course dates

*3 February 2027 – 10 November 2027

(T1, week 1, preparation week if required or T4, week 6 if required)

Enrolment

LLND review and pre training interview to be conducted by Marden Senior College prior to being accepted into the course. *(via online platform)*

Enrolments are subject to eligibility.

VETRO Process: (for students currently enrolled in Secondary School)

Contact your home school VET Coordinator to register your interest.

Part A of the School Enrolled Students VET Referral online form to be completed by home school.

This will then initiate the VETRO/LLND review process.

[School Student VET Referral Form](#)

Approved evidence of completion of a relevant VET pathway must be provided.

Participant Eligibility Criteria apply.

Must be an Australian Citizen, permanent Australian resident or Eligible visa holder. Enrolled in Year 11, 12 or 13 and are 16 years of age or turning 16 years of age in the year of study and are undertaking SACE.

Need a USI (Unique Student Identifier)? <https://www.usi.gov.au/students/create-your-usi>

Course Cost: \$500 GST exempt

Additional course requirements:

Students to supply own USB / external hard drive and headphones (with a USB or 3.5mm connector), led pencils and notepad.

Program Provider Contact: Georgina Moore **Phone:** (08) 8366 2852 **email:** MSC.RTO479@schools.sa.edu.au

Program Content listed on following page

Course Competencies

Course Content: Students are required to complete 3 core and 8 elective units of competency to achieve this qualification.

Total number of units = 11

Competency Code Core units	Competency Name	Nominal Hours
BSBCRT311	Apply critical thinking skills in a team environment	40
CUAIND311	Work effectively in the creative arts industry	50
CUAWHS312	Apply work health and safety practices	30
Elective units		
CUADES201	Follow a design process	50
CUADES202	Evaluate the nature of design in a specific industry context	30
CUASOU212	Perform basic sound editing	30
CUAANM302	Create 3D digital animations	75
ICTGAM303	Review and apply the principles of animation	60
CUAANM313	Create 3D digital models	75
CUADES303	Explore and apply the creative design process to 3D forms	60
CUADIG212	Develop digital imaging skills	50
	Total Nominal Hours	550
	<i>Up to 75 Stage 2 SACE credits upon completion of this qualification</i>	75

Nominal hours are used for SACE purposes and are not reflective of actual delivery hours

Foundation skills relating to the Screen and Media course

- Interprets information from a range of written sources
- recording information
- saving and storing files
- use of digital software, online learning platforms and the internet
- uses clear language to discuss ideas, contribute information, express requirements and seek feedback
- listening and questioning skills
- collaborates to achieve group outcomes
- plans and organises own workload

Work Placement Requirements: N/A

Class Size: 10 – 12

PLEASE NOTE: Courses will only commence if minimum enrolment numbers are met. Parents, Students and VET Coordinators are strongly advised to confirm course details with host schools. All information in this document was correct at the time of publication but is subject to change. is subject to change.



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