

Screen & Media

The Game Art Foundations program will teach students how to develop 3D environments, characters and animation for interactive games. Game art development is an exciting and dynamic entertainment medium that is quickly being adapted into traditional areas such as architecture, product design and film making as well as emerging technologies such as VR and AR.

Certificate III in Screen & Media (CUA31020)

Possible study pathways

Certificate III in Media; Broadcasting

Certificate IV in Broadcasting

Diploma of Interactive Media; Games Development; Screen & Media; Visual Arts

Potential career pathways

Photography assistant; Community broadcaster; Website designer; Graphic designer; Digital video and sound editor; Television production assistant; Game developer; Animator; 3D Artist

Delivery location/s: WTTC (Horsham College)

Contact days/hours: Wednesdays during school terms 9:20am to 3:20pm

Duration: 2 years.

This program is a completion of the certificate over two years.

Accreditation: National

School to work: 40 hours (1 week) is strongly recommended by VCAA

PPE and materials: Neat casual dress

Materials fee: Paid for by Department of Education for Government students. Independent and Catholic students to discuss with your school VET Co-ordinator

Enrolment criteria: All students need a USI and must complete a Language Literacy and Numeracy (LLN) assessment and Pre-Training Review prior to acceptance into the program. Enrolment is completed on Day 1 of VET.

VCE credits: Students obtain units 1, 2, 3 and 4. For a Unit 3 and 4 sequence, students may be eligible for a fifth or sixth study increment. The increment will be calculated using 10% of the scaled score.

VCE-VM credits: A Certificate II or above VET program is mandatory for students studying VCE-VM. 180 nominal hours or above equals two VET credits.

VPC credits: Every 90 nominal hours of VET equals one unit of credit.

ATAR credits: No ATAR contribution

Scored assessment: Not available based on delivery model

Possible Units of Competency

BSBCRT311 Apply critical thinking skills in a team environment
CUAIND311 Work effectively in the creative arts industry
CUAWHS312 Apply work health and safety practices
CUAACD201 Develop drawing skills to communicate ideas
CUAANM302 Create 3D digital animations
CUAANM313 Create 3D digital models
CUADES201 Follow a design process
CUADES302 Explore and apply the creative design process to 2D forms
CUADES303 Explore and apply the creative design process to 3D forms
CUASOU304 Prepare audio assets
ICTICT312 Use advanced features of applications

Delivered by Academy of Interactive Entertainment (RTO Code 88021) auspicing Horsham College



Program commencement is subject to enrolment numbers. Units of Competency are subject to change prior to delivery. All details accurate at the time of publication.

Some programs may require additional study (more than two years) to complete the Certificate requirements. Check the 'Duration' for more information.