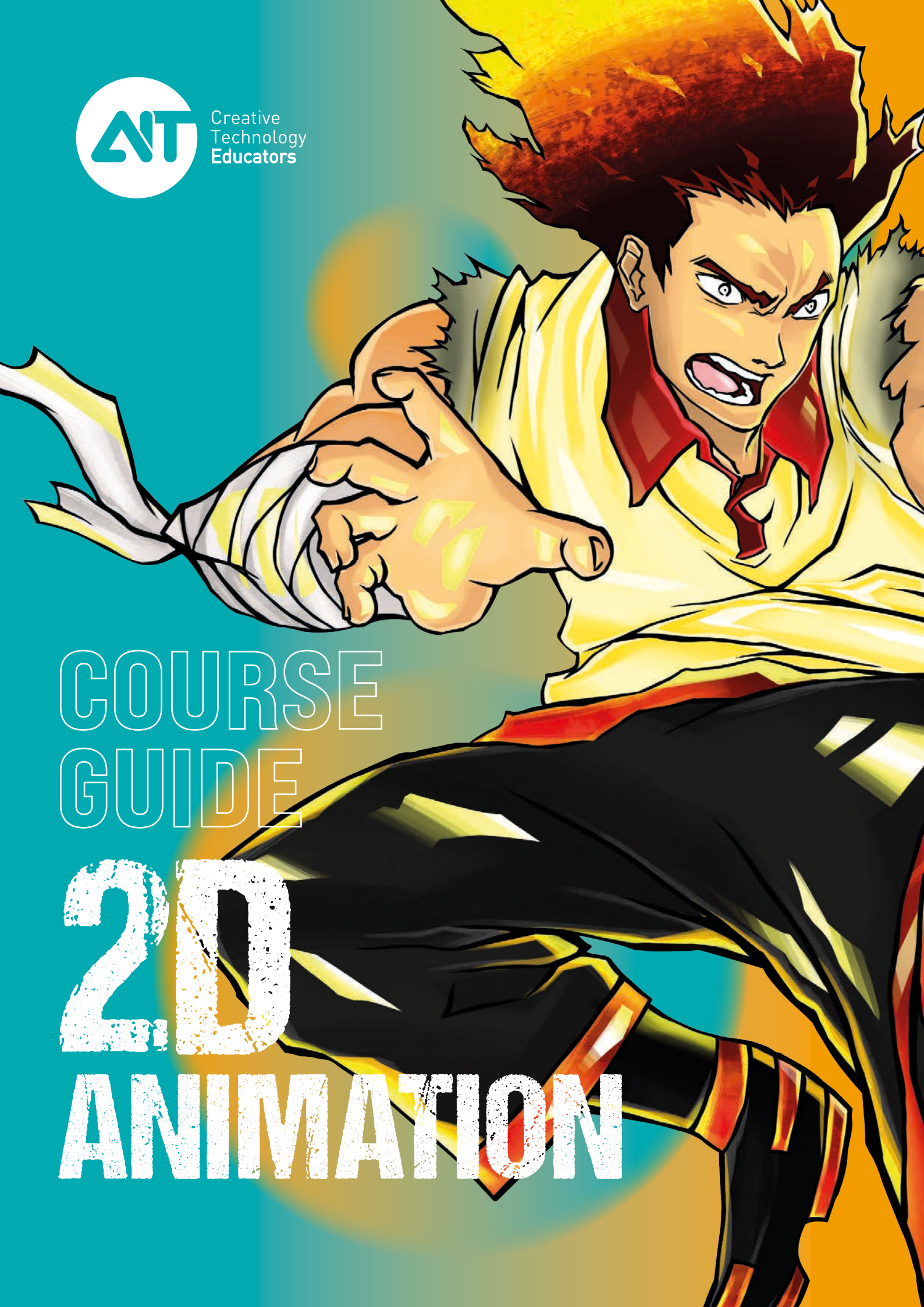




Creative  
Technology  
Educators



# COURSE GUIDE

# 2D ANIMATION





# 2D ANIMATION INTERACTIVE MEDIA

If drawing has been your lifelong passion and you're inspired by Disney, Marvel, anime, manga or comic books, then let your imagination run wild with the most focused 2D Animation Higher Education Bachelor program in Australia!

Channel your creativity into a creative career you'll love and join our award-winning community of animation students and graduates who have contributed to household favourites including Teenage Mutant Ninja Turtles, LEGO and MARVEL classics.

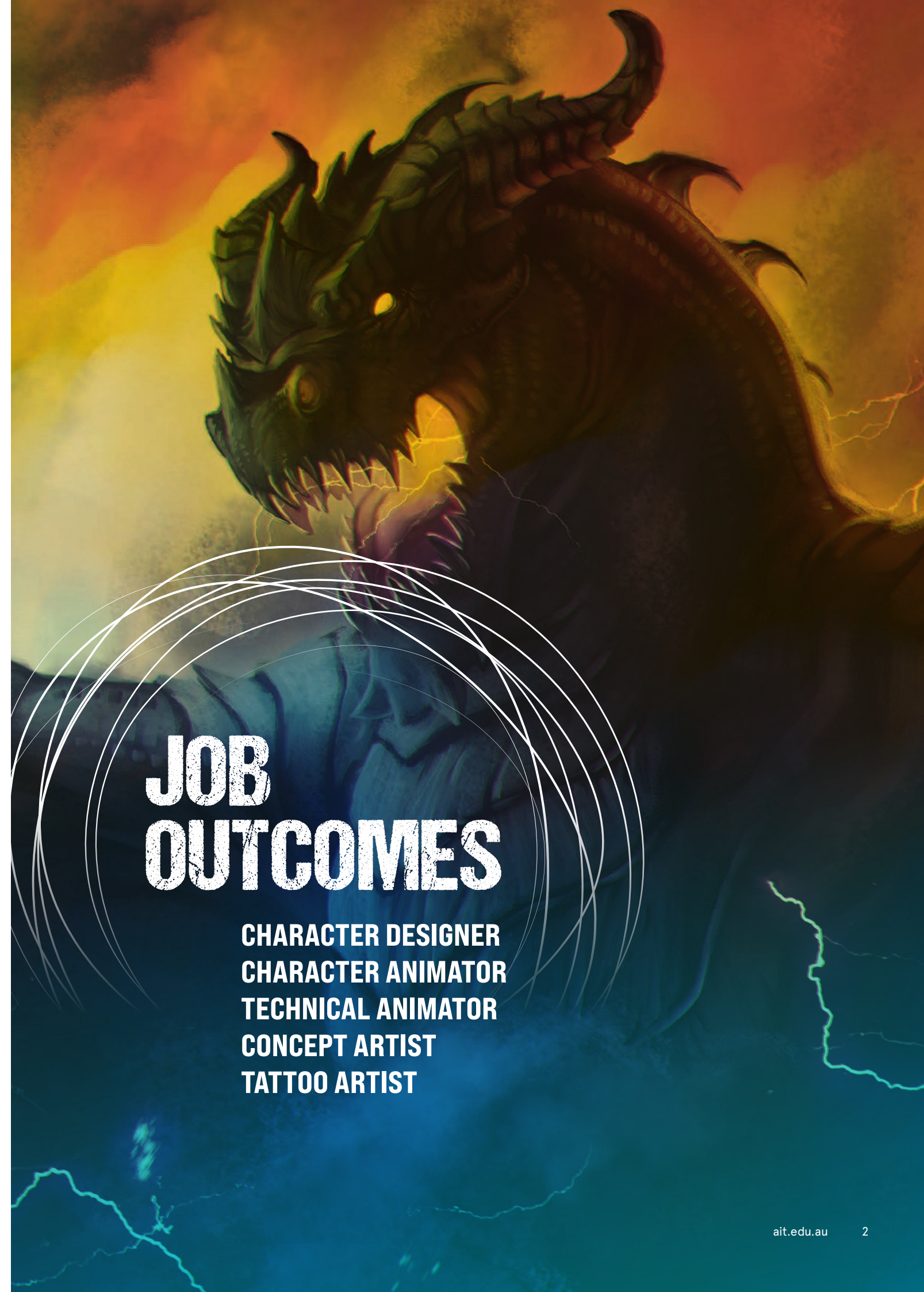
Plus, we'll connect you to some of the biggest names in the business to help you land the job of your dreams when you graduate - from Walt Disney Animation Studios to leading production houses across Australia.

For over 20 years, Academy of Information Technology (AIT) has delivered progressive education for the creative, digital media and tech industries that places graduates at the top of their game.

We pride ourselves on getting to know our students' passions, sources of inspiration and their unique artistic style - whilst providing regular opportunities to connect them to industry. We do this because we believe in cultivating the creativity and potential of every individual.

What makes us most proud is that we actually change people's lives.

Cover Image: Kelvin Ntukula AIT Graduate  
Above: William Partridge  
Right: Malin Sandberg



## JOB OUTCOMES

CHARACTER DESIGNER  
CHARACTER ANIMATOR  
TECHNICAL ANIMATOR  
CONCEPT ARTIST  
TATTOO ARTIST



# WE SIMULATE THE DEMANDS OF INDUSTRY

With a balance of foundational education and software-based technical training, our curriculum gives students an extensive and in-depth skill-set that is relevant to the demands of industry.

Learn traditional 2D techniques, get trained on the tools, processes and workflows that you'll use when you graduate – and become immersed in real-world training via our industry preparation programs.

## MASTER INDUSTRY - STANDARD SOFTWARE



## WE GET YOU

# JOB READY

We offer three exclusive industry-preparation programs for final year Bachelor students:

## THE FORGE

This rigorous 2-subject program will see you collaborate as part of a production team to conceptualise and produce your own 2D animated short film – which you'll then pitch to an industry panel for feedback.

## LAUNCHPAD

Technical know-how is not enough to reach the top of your game. Our Launchpad subject is designed to give you the soft skills you need to land your dream gig and excel in your career – from portfolio development to resume creation, interview techniques and personal branding.

## INTERNSHIP

Complete a 120 hour internship as an elective (eligibility criteria applies) – giving you valuable on-the-job experience and a network of meaningful contacts.



WE TEACH FOR  
JOB PLACEMENT  
WITH **77%**  
EMPLOYMENT  
RATE

OUR  
**GRADS**  
ARE WORKING AT



Source: 2020 AIT Graduate Survey

## COURSE UNITS OF STUDY

### ACCELERATED TWO YEAR DEGREE

YEAR 1				
TRIMESTER 1	Digital Storytelling	Creative Drawing	Shooting and Editing	Animation
TRIMESTER 2	Screen Language	Digital Images	Game Design	2D Animation
EXIT: DIPLOMA OF INTERACTIVE MEDIA*				
TRIMESTER 3	Digital Pathways	Digital Audio Design	Advanced 2D Animation	Motion Graphics
YEAR 2				
TRIMESTER 1	Entertainment and Media	Design Principles	Elective 1	Animation Production
EXIT: ASSOCIATE DEGREE OF INTERACTIVE MEDIA*				
TRIMESTER 2	Decoding Media	Elective 2	Elective 3	The Forge 1
TRIMESTER 3	Elective 4	The Launchpad	The Forge 2	The Forge 2
EXIT: BACHELOR OF INTERACTIVE MEDIA*				

\* Students studying this qualification do so with a specialist focus on 2D Animation. Standard three year delivery also available.

## ELECTIVES\*

### FILM

Screen Production  
Advanced Screen Production  
Cinematography  
Visual Effects (VFX)

### DRAWING

Digital Illustration

### ANIMATION

Introduction to 3D  
3D Modelling  
3D Animation

### GAMES

Game Assets  
2D Interactivity  
Game Development

### INDUSTRY PREPARATION

Internship

\* Electives are subject to availability and certain electives have prerequisites.



# AIT GRADUATE SUCCESS STORIES

JUST 3 OF MANY!



**Chelsea Thompson**  
**LEGO MONKIE KID**  
Cleanup, Ink & Paint Artist  
Flying Bark Productions  
2D Animation Graduate, 2018



**Joel Surdich**  
**TEENAGE MUTANT NINJA TURTLES**  
Cleanup, Ink & Paint Artist  
Flying Bark Productions  
2D Animation Graduate, 2018



**William Partridge**  
**SPONGO FUZZ & JALAPENA**  
Junior Animator  
Cheeky Little Media  
2D Animation Graduate, 2019

## “GRADUATE TESTIMONIALS

*AIT helped me to make my leap into the 2D animation industry where I've been able to work on projects I never thought I'd get the chance to be a part of so early in my career. The college connected me with the industry in a way that I wasn't able to on my own, and I'll forever be incredibly grateful for the opportunities I was afforded from studying here.*

**- JOEL SURDICH**

*I loved completing my Bachelors degree from day one. Part of the reason for this is that AIT offers something that no other university seems to do as well, family. I also found that every course was relevant and vital as they improved my skills and knowledge about the industry. If you are looking for a place that offers personal learning and an experience like no other, AIT is definitely the place for you.*

**- WILLIAM PARTRIDGE**





# OUR STUDENTS WIN AWARDS



Our students consistently rank as finalists in awards festivals across Australia in recognition of the quality, creativity and technical excellence of their work. We proudly recognise and celebrate their outstanding achievements.

The following highlights represent the growing list of accolades our students have received in recognition of their work:

## MALEDICTION & MURDER

Natalie Haig, Johanna Lum, Livio Maraniello, Aia Burke, Mika Lowe & Austin Caruana



## TIMESTREAM TEAM

Chelsea Thompson, Joel Surdich, Jade Lentini, Dominique Speight, Katyayani Yellapu, Liam Liangi Peng & Joel Baldwin



## THE PLAGUE

James Dickson & Tiffany Kho







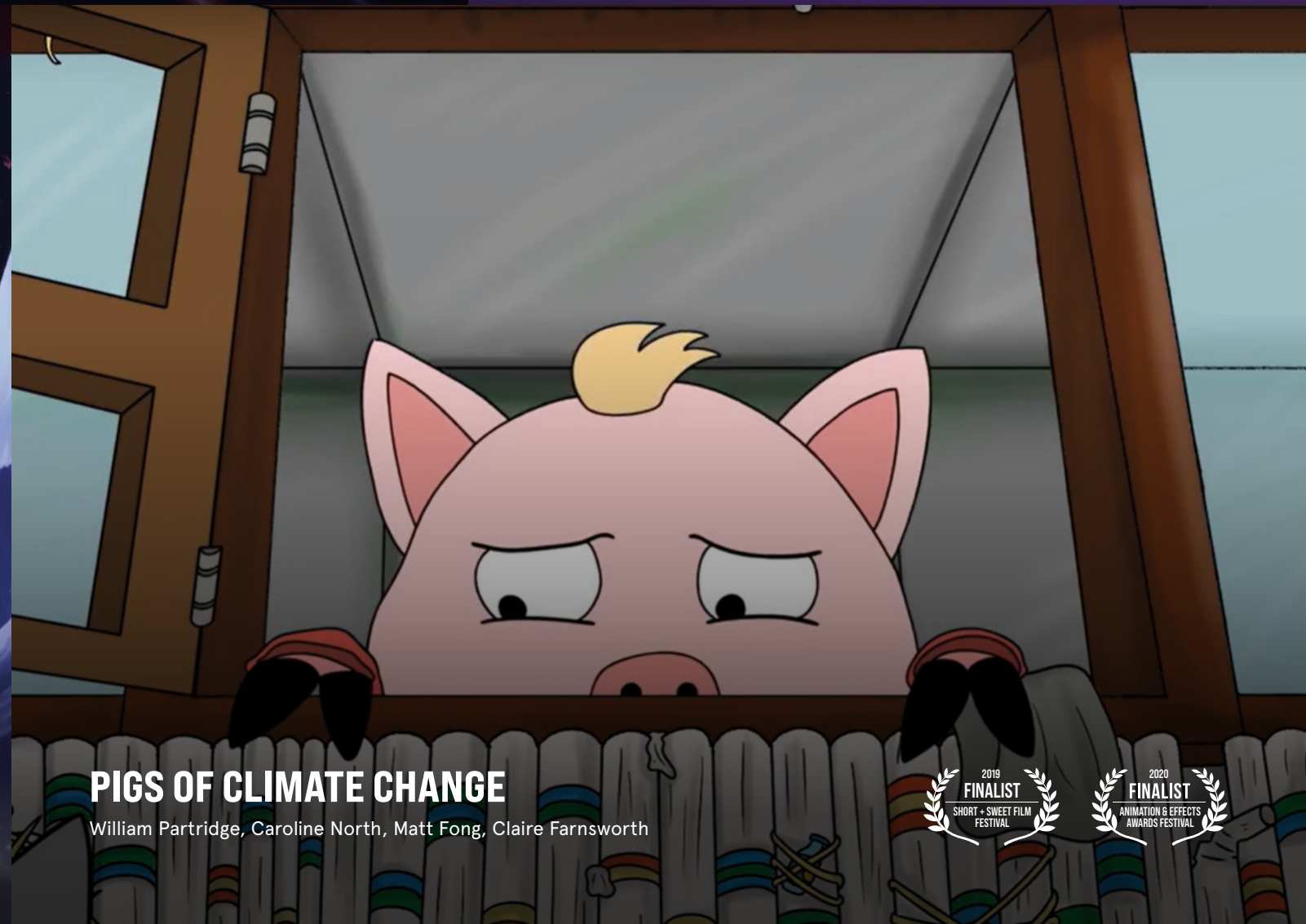
## HACKY JACK

Joel Surdich



## THE TWIN'S LEGEND

Chelsea Thompson



## PIGS OF CLIMATE CHANGE

William Partridge, Caroline North, Matt Fong, Claire Farnsworth

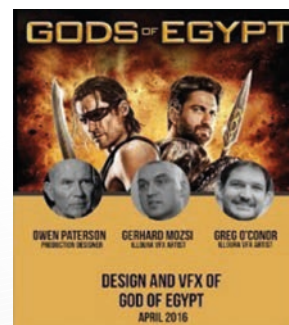
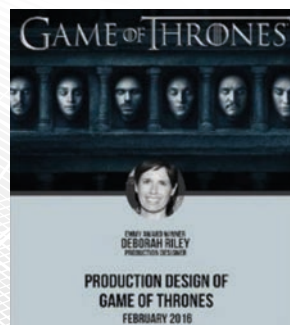




# WE CONNECT STUDENTS TO INDUSTRY

We know it's not just about what you know but also who you know. That's why we provide regular opportunities for our students to connect with and get recognised by industry. We've hosted some of the biggest names in the business on our campus and at events such as Master Talk presentations, our annual student showcase and awards night, .motion, our student project presentations to panels of industry judges and portfolio reviews with Walt Disney Animation Studios. Students often land job interviews, internships or paid employment on the spot.

## RECENT MASTERTALKS



## WALT DISNEY ANIMATION STUDIOS

AIT has strong ties to award-winning character designer, Jose Zelaya of Walt Disney Animation Studios in Los Angeles. Jose is one of the creative masterminds behind The Simpsons, Futurama, Lilo & Stitch and The Lion Guard. He has conducted personalised feedback sessions with some of our 2D Animation students and has been a regular mentor in our virtual classroom.

# 2D ANIMATION INTAKES

**FEBRUARY**  
**MAY**  
**SEPTEMBER**



# START YOUR CAREER IN 2D ANIMATION





[ait.edu.au](http://ait.edu.au)

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Ultimo NSW 2007  
☎ +61 2 9211 8399

**Melbourne Campus:**

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☎ +61 3 9005 2328

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