



Creative
Technology
Educators

COURSE GUIDE 3D DESIGN





3D DESIGN

INTERACTIVE MEDIA

One of the reasons that our 3D Design graduates are so successful is because they gain a diverse skill-set that can be applied to roles within the Film, Animation, Games and Design industries.

Our curriculum pushes students beyond traditional boundaries, covering all aspects of 3D pipelines used in industry. This means our graduates are more employable, more adaptable and ready to thrive in the real world.

Learn techniques in 3D modelling, digital sculpting, rigging and surfacing to create compelling characters or creatures from your own imagination – then apply convincing body mechanics and performance animation to bring them to life.

Take your career to the next level through digital storytelling: conceptualise and produce compelling 3D animated short films and learn to integrate 3D elements across a range of formats including games, design projects or live action films.

For over 20 years, 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: Andrea Ardanil, AIT Graduate
Left: Amos Wilksch Right: Xue Lei



JOB OUTCOMES

**3D ARTIST
3D MODELLER
3D SCULPTOR
3D LIGHTER
3D RIGGER
3D TECHNICAL DIRECTOR
3D CREATURE / CHARACTER
ANIMATOR
COMPOSITOR / VFX ARTIST**

3 THINGS YOU SHOULD KNOW

3D MODELLER & SCULPTOR

Creates 3D representations of props, vehicles, worlds, creatures or characters using sophisticated computer graphics software.

3D ANIMATOR

Brings imaginary characters and creatures to life – combining accurate body mechanics with stylized actions, expressive gestures and appealing performances.

3D RIGGER

Builds a sophisticated skeleton consisting of virtual joints or bones to animate 3D characters, helping to make it as intuitive and easy as possible.

WE SIMULATE THE DEMANDS OF INDUSTRY

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

Learn the theory, get trained on the tools, 3D pipelines 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



3D Modelling & Rigging
Autodesk
(Maya, 3D Studio Max
& Mudbox)



Digital Sculpting
Pixelogic ZBrush



Texture Creation
Adobe Creative Suite
Substance Painter



Integrate 3D with Games
Unity & Unreal
Game Engines



Integrate 3D Models with Live Action Footage
Foundry Nuke
Compositing

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 3D animated short film or, game, design or live action short film featuring 3D elements—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 (subject to eligibility criteria)—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



* 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	Introduction to 3D
EXIT: DIPLOMA OF INTERACTIVE MEDIA*				CRICOS 087677B
TRIMESTER 3	Digital Pathways	Digital Audio Design	3D Animation	3D Modelling
YEAR 2				
TRIMESTER 1	Entertainment and Media	Design Principles	Elective 1	Advanced 3D Animation
EXIT: ASSOCIATE DEGREE OF INTERACTIVE MEDIA*				CRICOS 073204F
Entertainment and Media	Decoding Media	Elective 2	Elective 3	The Forge 1
Design Principles	Elective 4	The Launchpad	The Forge 2	The Forge 2
EXIT: BACHELOR OF INTERACTIVE MEDIA*				CRICOS 073205E

* Students studying this qualification do so with a specialist focus on 3D Design. Standard three year delivery also available. (CRICOS 073206D)

ELECTIVES^



FILM

Motion Graphics
Screen Production
Advanced Screen Production
Cinematography
Visual Effects (VFX)

ANIMATION

2D Animation
Advanced 2D Animation
Animation Production

GAMES

Game Assets
2D Interactivity
Game Development

INDUSTRY PREPARATION

Professional Internship Program

DRAWING

Digital Illustration

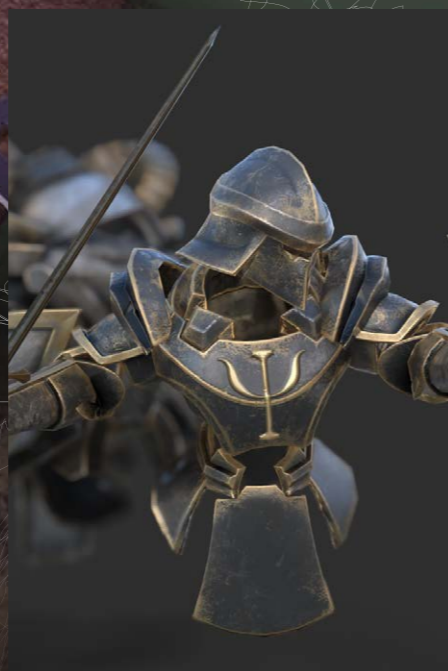
^ Electives are subject to availability and certain electives have prerequisites.

AIT GRADUATE SUCCESS STORIES

JUST 2 OF MANY!



Alix Popesco
Asset Builder
Framestore, UK



Victor Limsila
3D Design Supervisor
Psykinetic



OUR STUDENTS

WIN AWARDS

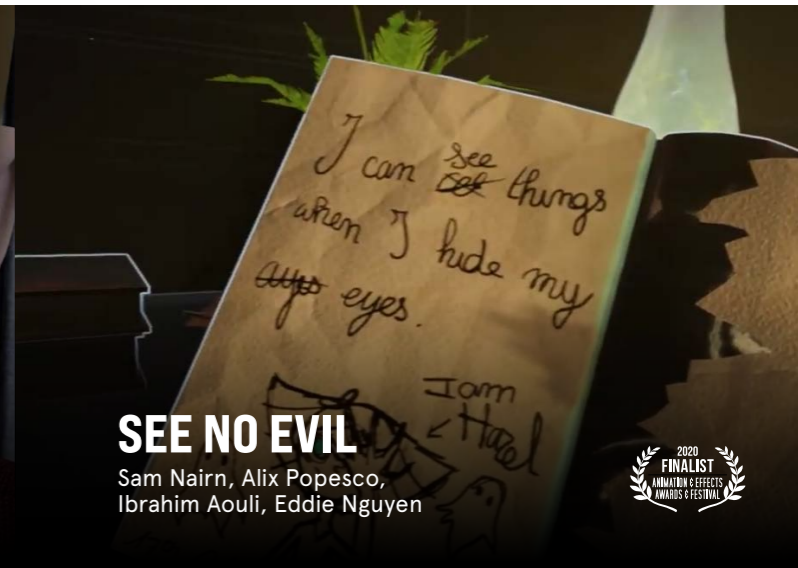
Our students consistently rank as finalists in awards festivals across Australia in recognition of the quality, creativity and technical excellence of their work. We proudly recognise and celebrate their outstanding achievements.

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



PROJECT SUNLIGHT

Spencer Viney, Andres Piroso,
Shiteng Chen



SEE NO EVIL

Sam Nairn, Alix Popesco,
Ibrahim Aouli, Eddie Nguyen



ALBI

Rory Hulme, Khaled Goda,
Siddharth Sexena, Maria Gomes,
Chanravy Bun, Kevin Palacio



CORRUPTED

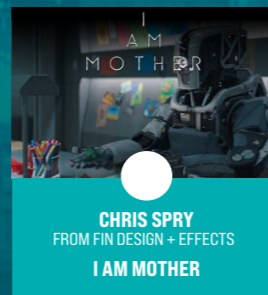
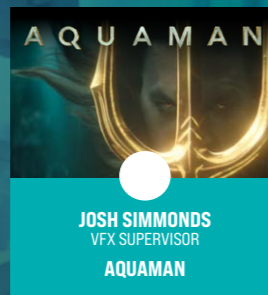
Rory Hulme



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 and our student project presentations to panels of industry judges. Students often land job interviews, internships or paid employment on the spot.

RECENT MASTERTALKS



WE ARE AFFILIATED WITH



Creative
Technology
Educators

3D DESIGN INTAKES

FEBRUARY
MAY
SEPTEMBER



START YOUR CAREER IN 3D DESIGN

ait.edu.au

Sydney Campus:

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Ultimo NSW 2007

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Melbourne Campus:

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