



**Animation,  
Games, Digital and  
Interactive Media**

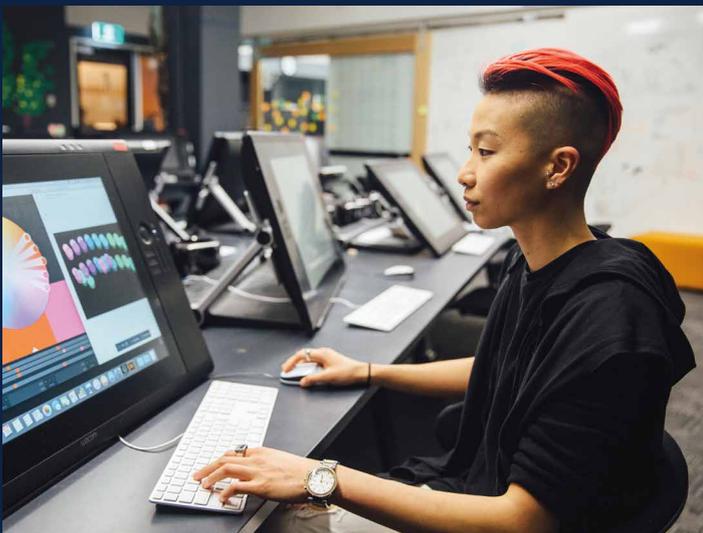
- Animation and Interactive Media
- Digital Media
- Games Design
- Interactive Media

**Melbourne plays an integral part in Australia's vibrant and growing animation, games and interactive media industries. It is home to independent start-ups small gaming and app development studios, as well as being a hub for award-winning animation and VFX companies.**

At RMIT you'll be immersed in a historic culture of animation and design where staff are practising artists, designers and industry practitioners. You'll be surrounded by like-minded students and be able to collaborate on projects across year levels and in real industry studios.

Through studying animation, games, and digital and interactive media at RMIT, you will become skilled in producing rich interactive experiences by developing your conceptual design, storytelling and specialist art skills. You will apply these skills to turn your hobby into a career.

RMIT has a long history of producing multi-skilled artists, animators, designers and storytellers who forge the way in industries that are constantly evolving. RMIT graduates find work as freelance designers and artists in studios locally and internationally.



Learn from the best with cutting-edge technology and equipment.

# Students and staff on the world stage



The 2016 Melbourne International Film Festival (MIFF), Melbourne International Animation Festival (MIAF) and 2016 Hiroshima Animation Festival have featured works by RMIT students, graduates and staff.

Animation student Georgia Kriss won Best Australian Film at MIAF and her classmate Aggelos Papantoniou took out the City of Melbourne Grand Prix for Best Short Film at MIFF.

In RMIT's animation and digital media programs, you'll be surrounded by talent. You'll find your people, collaborate on projects and form relationships and friendships which will carry on into your professional life.



Top image, left to right: Emma Haarburger, Rohan Spong, Johnny McPherson, Mark Lycette, Mel Roach, Georgia Kriss, Timothy Jeffs, Aggelos Papantoniou.  
Above left and middle: *Hound* designed by Georgia Kriss. Above right: *Mrs Metro* designed by Aggelos Papantoniou.

# Bachelor of Design (Animation and Interactive Media)

BP203 City 3 years full-time VTAC 3200333261 Selection task (see below)  
[rmit.edu.au/programs/bp203](http://rmit.edu.au/programs/bp203)

This program looks at animation in all its forms, from the animated character to motion graphics, across linear and interactive environments.

Presented in a creative and supportive environment, the program focuses on intellectual investigation and conceptual development.

## Practical learning

In this program there is a strong focus of 'learning by doing', even in theory subjects. Your study will take place in studios and workshops and includes a guest lecture series from staff with an industry background.

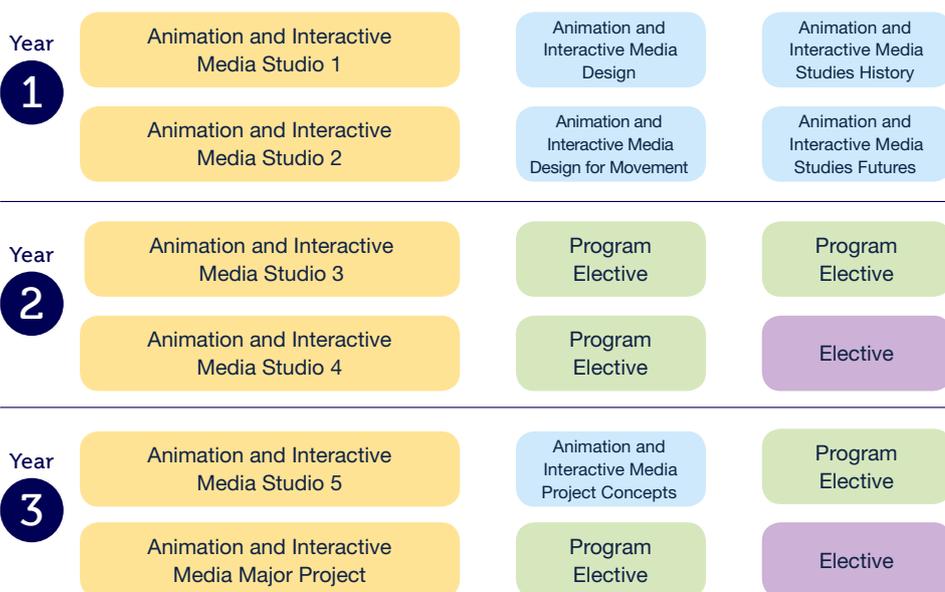
A major component of the program is studio practice. This will engage you in learning about animation and interactive media via an immersion in the discipline, its methods and practices, through set projects and briefs.

## Career outcomes

Our graduates go on to work in various roles across the industry, both in Australia and internationally, including:

- animators and digital artists
- motion graphics designers
- character designers
- pre-production artists
- 3D visualisers and modellers
- visual effects artists
- web designers
- art directors
- teachers.

## Program structure



Legend:

- Core Skills
- Elective
- Studiosw
- Program Elective



## Paige De Vanny

Bachelor of Design (Animation and Interactive Media) graduate

Assistant Technical Director, Weta Digital



The sense of community in the program was definitely a highlight. Being in a cohort of around 50 insanely talented, friendly, geeky and creatively minded individuals who think on your wavelength is incomparable. We all encouraged and inspired each other.



## Quick facts

RMIT teach and develop using:

- stationery and art materials
- digital storage devices
- a WACOM tablet and pen.
- Adobe Creative and Production Suites
- MAYA (3D) and TVPaint.



To find more detailed information about the courses listed in the program structure, visit [rmit.edu.au/programs/bp203](http://rmit.edu.au/programs/bp203)

# Bachelor of Design (Digital Media)

BP309 City 3 years full-time VTAC 3200332451 ATAR (2018: 70.15)  
[rmit.edu.au/programs/bp309](http://rmit.edu.au/programs/bp309)

This studio-based degree helps you become a design specialist in digital interactive media, video, sound design and mixed reality design.

Digital Media is a continually evolving field: what is cutting-edge now may not be in five years. RMIT has developed a modular way of updating course content and curriculum to reflect expected changes in both industry and real-world applications.

You will focus on some of the core disciplines of digital media including:

- web and app design
- visual effects and compositing
- motion design
- mixed reality design
- sound design
- digital media theory.

This program is closely connected to industry practitioners and companies both in Australia and overseas. You will be exposed to current and next generation practice, supported by teaching staff, visiting practitioners and industry engagement.

The rapid evolution of the industry forms part of the challenges within a digital media career, and as such, our graduates are positioned at the forefront of their chosen practice, poised to become future leaders.

## Career outcomes

RMIT graduates go on to work in a variety of professional roles, both locally and internationally, including:

- web and interactive design
- user experience design (UX)
- app, mobile and web design
- visual effects
- motion graphics
- sound design
- mixed reality (AR/VR) design
- digital environment and production design.

## Pathways

There is a pathway opportunity to the Bachelor of Design (Digital Media) from the Advanced Diploma of Screen and Media (Interactive Media).

## Program structure



Legend:

Core Skills Elective Studios



## Margot Fink

Bachelor of Design (Digital Media)

As part of an internship, Margot developed the 'Peninsula Pride' campaign for the NGO charity Minus18 Foundation. In this placement, Margot was faced with a challenge to design the creative work for an online store, develop the website and produce a promotional video for the Peninsula Pride project, which resulted in a successful campaign for the Minus18 Foundation.

Margot was also one of Victoria's nominees for Young Australian of the Year in 2016.

## Quick facts

4 specialisations of Digital Media program:

- Digital Video
- Digital Sound
- Interactive
- Digital Environments.



To find more detailed information about the courses listed in the program structure, visit [rmit.edu.au/programs/bp309](http://rmit.edu.au/programs/bp309)

# Bachelor of Design (Games)

BP214 City 3 years full-time VTAC 3200332051 Selection task (see below)  
[rmit.edu.au/programs/bp214](http://rmit.edu.au/programs/bp214)

This degree and its graduates are renowned throughout the international games industries.

With a focus on art, design and the broader culture of games, this degree trains you to build a future career in games and other creative industries.

Working in a studio environment, you will undertake projects teaching practical and critical skills to develop your creative practice and prepare you for working in the new games economy.

## Collaborative learning

The program provides learning opportunities to work with students from other disciplines including programming, animation, sound, media and creative writing.

You will learn essential communication and production skills, study game culture and explore the role of games in contemporary society.

## A world of opportunities

Learn the skills required to work in the broader games and creative industries, or to launch your own successful company and artistic career.

## Pathways

There is a pathway opportunity to the Bachelor of Design (Games) from the Advanced Diploma of Screen and Media (Interactive Media).

Graduates have gained the aesthetic and technical abilities within the disciplines of art and design that enable them to work as:

- 2D and 3D game artists
- game designers
- level designers
- interface designers
- researchers
- concept artists
- animators
- 3D visualisers and modellers
- producers
- art directors.

## Program structure

Year	Studio	Core Skills	Elective
1	Game Design Studio 1	Principles of Play 1	The Playable Image 1
	Game Design Studio 2	Principles of Play 2	The Playable Image 2
2	Game Design Studio 3	Game Cultures	Elective
	Game Design Studio 4	Elective	Elective
3	Game Design Studio 5	Game Studies	Elective
	Game Design Studio 6	The Play Society	Elective

Legend:

- Studio
- Core Skills
- Elective



## Marigold Bartlett

Bachelor of Design (Games)



I had been practicing digital art from home for a few years and knew that when I studied, I wanted to learn something creative that would play to my digital background.

Games were a super interesting place conceptually – interactivity and play, as well as plenty of opportunity to explore different visual styles. I was excited by the idea of studying to graduate as a concept artist, environmental artist, and also to build strength in areas such as 3D modelling and animation.



## Quick Facts

RMIT teach and develop using:

- WACOM tablet and pen
- graphics tablet.



To find more detailed information about the courses listed in the program structure, visit [rmit.edu.au/programs/bp214](http://rmit.edu.au/programs/bp214)

# Diploma of Screen and Media (Interactive Media)

## Advanced Diploma of Screen and Media (Interactive Media)

📍 Dip: C5361, Adv Dip: C6151 📍 City 🕒 Dip: 1 year, Adv Dip: 1 year **VTAC** 3200372094  
**NCC** Dip: CUA51015, Adv Dip: CUA60615 📄 Selection Task (see below)  
Dip: [rmit.edu.au/programs/c5361](http://rmit.edu.au/programs/c5361)  
Adv Dip: [rmit.edu.au/programs/c6151](http://rmit.edu.au/programs/c6151)

This is one of Australia's most renowned interactive and digital media programs, and it produces highly employable graduates with a diverse range of skills.

The program content is industry-driven and kept up to date using industry standard software and production protocols. You'll investigate the conceptual development and production of media content including broadcast motion design, 2D and 3D imaging and animation, and web and interactive design for delivery, across a wide range of platforms such as film and television, advertising, the web, and mobile platforms.

### Two years of practical learning

During your Diploma year, you will develop a broad understanding of the design, technical and management skills needed to work in the digital, interactive and broadcast media industries. An emphasis is placed on creative and conceptual development using industry standard software and production processes, giving you the opportunity to produce individual and collaborative design projects.

Completion of the Advanced Diploma prepares you to become an independent media design practitioner, ready to undertake a wide range of production roles. Graduates may transition straight into work or undertake further study in areas such as web, interactive and app design; 2D and 3D animation; games design; motion and broadcast graphics and visual effects; and virtual, augmented and mixed reality.

### Variety and flexibility of delivery

Learning and teaching is conducted across a variety of discipline-specific design studios. You will work on folio projects of your own, but in addition, you will have the opportunity to work directly with industry on real world, client-driven projects outside of the University environment.

### What software will you use?

- Photoshop
- Illustrator
- InDesign
- Maya
- Unity
- After Effects
- Acrobat Pro
- Dreamweaver.

### Where will I work?

Employment opportunities exist within a variety of industries. The wide range of media design, development and production skills acquired, place graduates at the head of the queue when exploring these opportunities. The chance to network with classmates, alumni and the industry has also proven fruitful for graduates wishing to pursue freelance or business ventures of their own.

RMIT graduates work in varied roles including:

- user experience (UX) designer
- user interface (UI) designer
- app developer or designer
- media content designer
- graphic designer
- motion graphic designer
- web developer or designer
- 2D and 3D animation designer
- visual effects designer
- compositor
- VR/AR developer
- art director

### Pathways

Graduates of the Advanced Diploma of Screen and Media may apply for credit towards the following degrees:

- Bachelor of Design (Digital Media)
- Bachelor of Design (Games)
- Bachelor of Communication (Media)



### Neeshma Sadanandhan

Advanced Diploma of Screen  
and Media (Interactive Media)

I love the collaborative projects in the program. It's important, and it's an awesome experience to work with other creatives from design and film backgrounds. It really helps to get an understanding of how different industries work together.



Designed by Advanced Diploma of Screen and Media (Interactive Media) student Rafael Mendros Co.

# Steps for applying

## 1

Find out the program and entry requirements from the RMIT website.

## 2

Prepare early.

Take note of important dates.

Do not leave your application until it's too late.

## 3

Apply via VTAC.

Timely closing date:  
5pm, 27 September 2018.

Check VTAC website for other dates.  
vtac.edu.au

## 4

Start preparing your material, images, folio, and anything else required for the selection tasks.

## 5

Complete and submit the selection task/s for all programs that you are applying for.

## 6

Wait to hear from RMIT about any next steps.

Not all programs contact applicants.  
Refer to VTAC Guide.

## Fees and scholarships

For up-to-date fee information visit:  
[rmit.edu.au/programs/fees](http://rmit.edu.au/programs/fees)

RMIT also offers a number of scholarships for students, which you can find out more about at:  
[rmit.edu.au/scholarships](http://rmit.edu.au/scholarships)

## RMIT's equity places

If you are studying VCE or VCAL at a Schools Network Access Program (SNAP) school and want to apply to RMIT, please talk with your school's careers or pathway coordinator to help you go through the process for applying for equity consideration.

For more information, visit:  
[rmit.edu.au/study/applying-to-rmit/equity-access](http://rmit.edu.au/study/applying-to-rmit/equity-access)

## How to apply

Visit the program pages for more information on entry requirements and how to apply.

## For more information contact:

Info Corner  
330 Swanston Street  
(cnr La Trobe Street)  
Melbourne VIC 3000  
Tel. +61 3 9925 2260  
[rmit.edu.au/infocorner](http://rmit.edu.au/infocorner)

## To find out what's on visit:

[rmit.edu.au/events](http://rmit.edu.au/events)

## Connect with RMIT on social media for all the latest news and updates



## Acknowledgment of Country

RMIT University acknowledges the Wurundjeri people of the Kulin Nations as the traditional owners of the land on which the University stands. RMIT University respectfully recognises Elders both past and present. We also acknowledge the traditional custodians of lands across Australia where we conduct business, their Elders, Ancestors, cultures and heritage.

This guide is designed for Australian and New Zealand citizens and permanent residents of Australia.

Further information for international/non-residents of Australia:  
RMIT International  
Email: [isu@rmit.edu.au](mailto:isu@rmit.edu.au)  
Tel. +61 3 8676 7047 (within Australia: 1800 998 414)  
[www.rmit.edu.au/international](http://www.rmit.edu.au/international)

Every effort has been made to ensure the information contained in this publication is accurate and current at the date of printing. For the most up-to-date information, please refer to the RMIT University website before lodging your application. RMIT University CRICOS Provider Code: 00122A. RMIT University Registered Training Organisation code: 3046. Prepared June 2018. 14560 0717

### Key:

- RMIT Code
- Campus
- Duration
- Selection Mode
- VTAC** Victorian Tertiary Admissions Centre Code
- NCC** National Curriculum Code