

Diploma in Digital Animation

The Animation School's 3-year full time course develops and refines artistic talent to entry level skill for acceptance in highly competitive animation industry.

Registration & Accreditation

- Provisionally registered with the Department of Education until 31 December 2012 as a private higher education institution under the Higher Education Act, 1997. Provisional registration certificate no. 2009/HE07/013.
- The Diploma offered by The Animation School is provisionally registered with the South African Qualifications Authority (SAQA) on the NQF as: Diploma: Digital Animation (NQF Level 6; Qualification ID 71756 with 360 credits)
- Provisionally Accredited with The Council on Higher Education Ref No. H/PR038/E001CAN
- Member of MAPPP SETA
- Internationally recognised as an Autodesk Authorised Training Centre

Course Content:

- History of Animation
- Stop-Frame Animation
- 3D Modelling
- 3D Texturing
- 3D Rendering
- 3D Animation
- Character Development
- Character Rigging & Animation
- Character Expressions
- Production Pipeline
- Internship
- Show Reels

Software:

- Autodesk **Maya** (Primary Animation Software Package)
- Adobe **Photoshop** (Painting and Texturing)
- Adobe **Premiere** (Video-Editing)
- Autodesk **Combustion** (Special Effects)
- **Toon Boom** (Digital Ink and Paint)

Facilities:

- 3 Computer Labs equipped with **Apple** workstations
- High-End Video **Editing** Suite
- Sound **Recording** Studio
- Green Screen **Shoot** Studio
- Modern **Residential** Accommodation on Campus

1st Year Course Objectives:

The Animation School's 1st year students are taught a solid foundation in history of animation as well as an extensive knowledge in 3D computer generated animation.

- Exploring key principles of **traditional** animation
- Developing the fundamentals of **Maya**
- Modelling objects for **3D** in a computer generated environment
- Shade, **texture** & map images onto 3D objects
- Create **lighting** for 3D animation
- **Render** files for 3D animation
- **Animate** objects in 3D environment

2nd Year Course Objectives:

The Animation School steers 2nd year students through character creation, texturing, rigging and animation. Students develop into skilled animators while covering the 12 principles of animation through practical exercises and projects.

- Sketching **3D** characters on paper
- **Modelling** 3D Characters in a computer generated environment
- 3D Character **Rigging**
- Character **morphing**, skinning & deformations
- **Animating** 3D characters

3rd Year Course Objectives:

The Animation School directs final year students in animation production within their in-house studio. Students participate in production projects supervised by industry professionals and finalise the course with an industry internship.

- **Short-Story** development
- Art **Direction**
- **Storyboarding** for 3D Animation
- Production **Planning**
- Principles of Animation **Production**
- Compile and present **Show Reels**

Entry Requirements:

All applicants must meet the following list of entry requirements to be eligible for an interview. If you require any explanation or have any queries in regards to applications please don't hesitate to contact us.

All applicants are required to present a portfolio of artwork. We require a minimum of 6 artwork pieces for assessment. This artwork can be made up of any medium, namely; drawings / sketches, paintings, sculptures, digital artwork and anything else you believe will motivate your application.

Full Time Requirements:

- A **National Senior Certificate** (grade 12) or equivalent if schooled outside of South Africa.
- Communicate in **English**
- **Art** background
- Computer **literate**
- Consider yourself **Creative**
- An avid **interest** in animation

Dates:

Our 2011 academic year is 7 February 2011 to 18 November 2011.

The Semester dates are as follows:

Semester 1: 7 Feb – 8 Apr

Semester 2: 2 May – 1 Jul

Semester 3: 25 Jul - 16 Sep

Semester 4: 26 Sep – 18 Nov

Tuition Cost for Full Time Students:

Successful applicants will receive the relevant registration documents on acceptance. In order to secure a place on the course, both account payer and student must complete and sign the TAS Registration form and return it together with copies of ID/Passport documents for both parties and the proof of full payment, to the Administration office.

- **1 Payment:** Full amount due on registration **Total: R 46 070.00**

Special Notes Please Read:

- The above price covers tuition fees for 1 academic year, and is valid from 1 March 2010 to 31 October 2010.
- The above price does not include compulsory training manuals, books, electronic equipment and stationery. Therefore account payers should budget for approximately R 2,500.00 per annum for these extra expenses.
- The Animation School reserves the right to change course structures and outlines at their own discretion.
- All costs are subject to change without notice.
- Successful applicants needing to apply for Study Loans from financial institutions must request a letter of Acceptance to Register from the Administration office.
- Applications for Bursaries close on Thursday 30 September 2010.
- International applications close on Friday 29 October 2010.

Residential Accommodation:

We offer modern comfortable accommodation on the campus.

- Rooms are available from February to November
- Only full package options available
- Please check availability as there is a waiting list

Shared Rooms: Only 8 shared rooms available

- Full package **R 5 060.00** per month, includes 3 meals per day
- Refundable deposit of R 5 060.00

Our full prospectus will be available from 1 April 2010.