

A343 BACHELOR OF DESIGN (3D ANIMATION)

FACULTY OF ARTS AND EDUCATION

FOR STUDENTS COMMENCING TRIMESTER 2 2019



Name: _____ Student ID: _____

Updated: 21/02/2019

When you first enrol via StudentConnect and go through the enrolment steps, you may be able to simply confirm any units that are pre-populated for you. You can also add any that you need to do, as part of your first year's enrolment – by using the information on this map and in the Handbook.

YEAR 1 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 2 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 3 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 4 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3				

FOR USE ONLY WHEN UNDERTAKING A CONSULTATION WITH A STUDENT ADVISER:

Student ID:		Name:			
Deakin email:		Preferred contact no:			
Year commenced:	eCOE (If applicable):	Campus:	Mode:	Date modified:	
Student Adviser:					

A343 BACHELOR OF DESIGN (3D ANIMATION)

FACULTY OF ARTS AND EDUCATION

A343 course rules - In order to qualify for the award of Bachelor of Design (3D Animation) (A343), students must complete 24 credit points, which must include the following:

- 10 x common core units (totalling 11 credit points)
- 2 x level 1 3D Animation Core units
- 2 x level 1 3D Animation Course electives selected from Table A
- 1 x level 2 3D Animation unit
- 2 x level 2 3D Animation Course electives selected from Table B
- 6 x open elective units
- no more than 12 credit points at level 1
- AAI018 Academic Integrity (0-credit-point compulsory unit)

List A - choose two 1 credit point units

SIT110	Creative Coding
ADV101	Drawing and Illustration
ACF107	Principles of Animation
ACI102	Digital Photography
SIT183	Application and Design of Virtual and Augmented Reality Systems
IND101	Introduction to Aboriginal Studies

List B - choose two 1 credit point units

ADA201	Creating 3DCharacters
ADA202	Animation, Performance and Capture
ADA204	Advanced Motion Graphics
IND201	Aboriginal Knowledges and Experiences: Historical Journeys - Contemporary Perspectives

GENERAL INFORMATION

This course map is a guide only. You must, in addition to using this map, ensure you meet the course rules and structure as set out in the official University Handbook - of the year you commenced your course (deakin.edu.au/handbook). This course map has been created to be used electronically.

This course map is a typical enrolment pattern for full time study. To study part time you would typically undertake two or fewer units each trimester/semester, which will extend the duration of your studies. Trimester 3 is optional.

Each year's unit offerings options can be found via 'Advanced Unit Search' in the most current year's Handbook.

If you have applied for or received credit for units as recognition of your prior learning (**RPL**), it may alter your course pattern and the units you need to undertake.

Please seek advice from a Student Adviser in StudentCentral if you have any queries or need help understanding your course structure and unit choices.

SPECIFIC COURSE INFORMATION

Compulsory zero (0) credit point units/programs/modules - AAI018 Academic Integrity (0-credit-point compulsory unit)

Notes: