

Bachelor of Multimedia (Hons) Animation

(R/213/6/0157)06/24 (A10482)

Founded as BMm (Hons) (Film & Animation) in 1997, this programme focuses on the art & design of Animation, Visual Effects & Film Language. The programme initially started in Melaka under the Faculty of Media Arts & Sciences, later moved to Cyberjaya under the new Faculty of Creative Multimedia, in the year 1999. The Programme was created to be the catalyst for the Animation industry in Malaysia.

Career Prospects: Modeler, Texturing Artist, Animator, Storyboard Artist, Rigging Artist, Technical Director, Creative Director, Designer, Screenwriter, Concept Artist, Composer, Art Director, Lighting Artist, Render Artist, 3D Artist, 2D Artist, Editor

PROGRAMME STRUCTURE

Year 1

Core

- Animation Design 1
- 3D Modelling for Animation
- Visual Storytelling
- Film Studies
- Media Culture
- Animation Design 2
- Basic Compositing
- 3D Surfacing
- Sound Design 1
- Media Aesthetics

Year 2

- Animation Design 3
- Acting for Animation
- Animation & Setup
- Effects Simulation
- Sound Design 2
- Animation Design 4
- Advanced Character Animation
- Look Development Screenwriting
- Media Anthropology

Year 3

- Animation Design Project 1
- Animation Entrepreneurship
- Design Research
- Semiotic Studies
- Animation Design Project 2
- Media Law

Elective Modules

- Corporate Identity
- Diagram Design
- Motion Capture
- Digital Audio and Video
- Project Management

University Subjects

- Co-curriculum
- Hubungan Etnik (Local)/Pengajian Malaysia 3 (International)
- Tamadun Islam dan Tamadun Asia (Local)/Bahasa Melayu Komunikasi 2 (International)
- Introduction to Multicultural Studies in Malaysia
- Workplace Communication
- Bahasa Kebangsaan A (Local)
- Foreign Languages (Local and International)