

TOGETHER WE LEAD THE
DIGITAL FUTURE

Nur Sofea Iwani
MMU FCM Student



CREATIVE MULTIMEDIA



“Welcome to MMU!”

Multimedia University is an institution that leads future digital leaders and you are welcome to be part of a dynamic and vibrant community. Get ready to embark into the intellectual adventure with us and we are providing an array of opportunities for you to learn, to grow, to discover who you are, and how you can make a difference in the world.

It is undeniable that education is a great tool to transform lives, where we can achieve our biggest dreams and empower us to become better person. At MMU, the ‘YOU’ element is vital where you will embrace the spirit of discovery and explore all the things that we have to offer. It is YOU who made us what we are and we are looking forward to the positive energy that YOU bring to our campus.

MMU is You! Join us to become future digital leaders and your success begins here!

Prof. Dato’ Dr. Mazliham Mohd Su’ud
CEO/President



A WHOLE NEW WORLD

CREATIVE MULTIMEDIA & CINEMATIC ARTS AT MMU

If you have your passion set on a career in creative multimedia and cinematic arts, MMU is the university for you. MMU offers award-winning, practical and industry-ready degrees that will allow you to make a real and lasting impact in the creative field.

We seek to empower our students with expertise and knowledge, and we are committed to an active and dynamic learning environment that will enhance your depth and perception as well as employability.

The Faculty of Creative Multimedia (FCM) is a pioneering faculty that integrates academic study with extensive creative digital technology production work. This proven approach has placed MMU at the forefront of Malaysian creative multimedia education.

Being part of Multimedia Super Corridor in Malaysia, FCM was part of the initial initiative to be a pioneer in developing creative talents who are techno-savvy and innovative. FCM is the first faculty that was structured to target their programmes towards the digital creative content industry. Cinematic Arts was one of the programmes offered since year 2013 until it established as a faculty – Faculty of Cinematic Arts (FCA). The two faculties are composed of specialists from the creative industry and researchers from diverse background under the art and design domain.

As part of MSC Malaysia, we utilise cutting-edge innovative technologies to keep you up-to-the-minute with current and future industry needs.



WHY CREATIVE MULTIMEDIA & CINEMATIC ARTS AT MMU

The first university structured towards the digital creative content industry

The only SEA university to collaborate with USC (University of Southern California) to conduct a Cinematic Arts Degree

The first university in Malaysia to pioneer the model for Virtual Reality

Award-winning local and international lecturers and mentors with more than 100 international awards

Excellent industry exposure for students with industry experts as panel assessors for student projects

Cutting-edge technology programmes (HTC Vive, Surface Studio, Nuke and Kinect)

Our student films have been exhibited in prominent film festivals in Malaysia and internationally

An industry pioneer that allows students to explore new frontiers in design technology

Active participation in industry workshops, competitions and more than 10 major industry showcases a year have resulted in numerous student awards

Experience final year abroad via articulation programme





AN AWARD-WINNING UNIVERSITY WITH A GLOBAL OUTLOOK

Create your success story here!

Multimedia University (MMU) is a leading university in Malaysia and we are also listed in global rankings namely QS World University Rankings 2023 and Times Higher Education (THE) World University Rankings 2023. At MMU, our diversity is what makes us unique where you will study alongside with approximately 1,200 international students from 65 countries.

Not only that, you will also experience the best and latest technologies from our collaborations with major ICT players such as ZTE, Huawei, Nokia, Intel, Microsoft, Cisco, Motorola and others. Expand your study experience through our international linkages with abroad universities such as Northumbria University, Western Sydney University, University of Southern Queensland, Auckland University of Technology, Hull University, Manchester Metropolitan University, University of Essex and many more.

Top 20 among Malaysian universities in QS Asia University Rankings 2023

Awarded **Self-Accreditation Status**, 2017 by Malaysian Qualification Agency

Top 10 among Malaysian Private Universities in Times Higher Education (THE) Asia University Rankings 2023. Top 400 in QS World Ranking by Subject (electrical and electronic) since 2015

Awarded the **5-Star Rating in the SETARA** by Ministry of Higher Education (MOHE)

Awarded **CXP Best Customer Experience Awards 2021 & 2022**

Awarded **Gold Medal** under the Education and Learning at **Putra Brand Awards 2022**

MMU's IT graduates are the most preferred by Malaysian firms- Frost & Sullivan Asia Pacific (MDEC's Malaysian Digital Talent Study 2017 Final Findings)

Awarded **Premier Digital Tech Institution (PDTI) Status** since 2017 by Ministry of Higher Education (MoHE) and Malaysia Digital Economy Corporation (MDEC)

Employers' Preferred University by Talent Bank 2022

There is strong societal value for the creative industry in its potential to contribute to economic growth as well as social cohesion. At MMU, our mission is to nurture the development of film and the arts not only in Malaysia, but also in the ASEAN region and globally.

We explore creative expression, intercultural dialogue and collaboration in a way that is both informative and rewarding to you, both as a student and a future member of the creative industry.



AN ENTREPRENEURIAL UNIVERSITY WITH INDUSTRY-READY PROGRAMMES

Well-rounded Education

Be empowered with the fundamentals of your field of study that also incorporate entrepreneurial skills and expertise which are relevant to your respective industries and job markets.

Industry on Campus

Be connected and gain benefit from our state-of-the-art labs established by our industry collaboration with ZTE, HUAWEI, Microsoft, Intel and many more.

Ready for Industry

Be enthused with Start-up Schemes from the Entrepreneurship Development Centre (EDC) and nurture your entrepreneurship mindset.

A UNIVERSITY THAT IS AN INDUSTRY TRENDSETTER

● We offer programmes which are tailored to the industry's needs.

● We produce graduates who are setting new standards in Malaysia's industries. Among our successful alumni are Mohd Nizam Abd Razak (the creator of BoBoiBoy, who has boosted the animation industry in Malaysia), Muhammad Usamah Zaid Yasin (Founder & Executive Director of Wau Animation that produces Ejen Ali), Tan Aik Keong (Director of Agmo Studio, a multi-award winning mobile app development company), Ko Chuan Zhen (CEO and co-founder of Plus Xnergy, a multi-award winning clean energy company in Malaysia) and many more.

RESEARCH-LED AND INDUSTRY- DRIVEN UNIVERSITY

Due to its unique niche as a research-led industry-driven university (RIU), MMU currently has the privilege of serving as one of the nation's leading talent incubators. The university takes immense pride in nurturing and growing students in the digital talent pipeline into competent and responsible members of the workforce, who collectively support both TM's and the nation's growth areas.

The 10 growth areas are Fixed Mobile Convergence (FMC)/Mobile Content Play, New Convergence growth, SME Digital Ecosystem, Cyber-Security, Smart Services Cloud, Submarine Cables, Content Delivery Network (CDN) dan Data Centre.



Preparing Graduates to be Industry Ready and Versatile

● GAINING INDUSTRIAL EXPERIENCE VIA I-CADET

The i-Cadet Programme is an initiative of MMU's Industry-University Partnership Programme, which aims to groom students into industry-ready graduates as soon as possible, from the moment they began their degree programmes.

Through this initiative, MMU students would be groomed into industry-ready graduates tailored for their industries of choice. The programme would match students with suitable companies, and then, via a series of meetings and projects, would provide them with the actual working environment within their chosen company.

● DEVELOPING WELL BALANCED GRADUATES THROUGH PERMATA DUNIA PERSONA

MMU is deeply involved with the proper development and realization of human capital potential, as this would enable the university to satisfy the needs of the industries for capable manpower.

Our goal is to produce well-balanced graduates of good character that possess desirable qualities, such as having empathy, sensitivity, creativity, readiness, and resilience, on top of having sufficient technical competence. Such graduates from MMU are referred to as our Permata Dunia, and we are confident that such personages would become capable future leaders for their nation as well as their communities.

We contend that MMU is the best place for student development as we continually strive to bring out the best within each student; we imbue in them with deep knowledge of their respective fields of expertise via lectures, co-curricular activities, development initiatives, and lifestyle choices. MMU is fully committed to making every student's time in the university the best time of their lives.

● EXPANDING HORIZON WITH BYOC

Build Your Own Curriculum (BYOC) is a concept to enable students to imbue additional value into their graduation qualifications so that, upon completion of their studies, they would have better chances of having a career path that is not just financially rewarding, but also fulfilling.

The key to BYOC is allowing students to build curriculum in a guided and yet flexible way. Students may stack up courses based on the free elective slots they have, or by choosing a collective minor package offered by the faculties.

A VIBRANT AND CONDUCTIVE CAMPUS LIFE

- Convenient and comfortable accommodation – on-campus and off-campus.
- Intelligent and high-tech labs.
- Digital libraries.
- Set studio and post-production suite.
- Over 100 clubs and societies.
- Extensive infrastructure – campus-wide Wi-Fi, health clinics, mosques, 24-hour security, food & beverage outlets and more.
- Comprehensive Sports Centre – track & field, indoor sports arena, gym as well as an olympic-sized swimming pool.



PERMATA DUNIA TAKES ON THE WORLD

If you want to be a successful film maker, MMU is one of the best universities in Malaysia for you to gain knowledge. The lecturers are well experienced and MMU always exposes its students to the latest technologies and motivates its students to strive for excellence.

Mohd Ghazzali Abu Bakar a.k.a Ghaz Abu Bakar (fdam)

Founder of
The Media Hustler Sdn. Bhd.

(Director of Polis Evo, Malaysia's
highest-grossing film in 2015)

My industry colleagues and I find that MMU graduates are well-rounded, knowledgeable, skillful and have a strong foundation in the creative arts. The industry truly appreciates MMU graduates due to these qualities.

Mohd Nizam Abd Razak

Managing Director (Founder) of
Monsta Studios.

(Creator of the popular BoBoiBoy
animated series and movie)



FACULTY OF CREATIVE MULTIMEDIA Cyberjaya Campus

Sprawled over
808,440 square metres,
our Cyberjaya campus is home to
the Faculty of Creative Multimedia.

FOUNDATION IN CREATIVE MULTIMEDIA

(R2/010/3/0158) 12/23 (A9392)

The role of this one-year Foundation Programme (Pre-University/Alpha) is to provide suitable ground and basic skills in analogue (sketching, drawing, painting) and digital, basic computer graphics application and media production technique. Design Theories and application of Critical Thinking methods occur throughout the three trimesters in all of the subjects, including Design, Drawing, Photography, Computer Graphics, Humanities and English. Elements and Principles of Design are emphasised in the 2D, 3D and 4D design projects.

PROGRAMME STRUCTURE

Trimester 1

- Visual Research & Communication 1
- Life Drawing
- Basic Photography
- Computer Graphics 1
- Critical Thinking and Reasoning

Trimester 2

- Visual Research & Communication 2
- Figure Drawing
- Creative Photography 1
- Computer Graphics 2
- Popular Culture Studies

Trimester 3

- Storytelling and Mythology
- English for Creative Purposes
- Social and Emotional Health

CORE SUBJECTS

• Design and Art Appreciation • Basic Sound Design

Note: The course offered is subject to trimester intake (Trimester 1, Trimester 2 or Trimester 3).

BACHELOR OF MULTIMEDIA (HONS.) ANIMATION

(R2/213/6/0157) 06/24 (A10482)

This three-year Animation programme is focused on giving life to imaginative characters and visualizing creative scenes that transcend the limits of live-action storytelling. The programme is designed to groom students to develop their creative and artistic senses, foster their own interests, and build their portfolios and reels by instilling various skills that fit the requirements of the animation industry.

The courses are taught by professional mentors in an industry-oriented environment to help them gain invaluable insight from top industry leaders. Our students are also trained in fundamental skill sets for animation pipelines that can contribute to a variety of career paths. With a strong and well-established alumni body, the programme has a respectable local and international presence, winning many awards at animation festivals throughout the world.

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

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

Year 2

- Animation Design 3
- Animation Design 4
- Acting for Animation
- Animation & Setup
- Effects Simulation
- Advanced Character Animation
- Look Development
- Screenwriting
- Semiotic Studies
- Media Anthropology
- Internship Programme

Year 3

- Animation Design Project 1
- Animation Design Project 2
- Animation Entrepreneurship
- Design Research
- Sound Design 2
- Media Law

ELECTIVE SUBJECTS

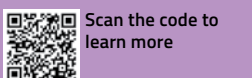
• Corporate Identity • Diagram Design • Motion Capture • Project Management

UNIVERSITY SUBJECTS (MPU)

• Workplace Communication • Hubungan Etnik (Local Student) • Tamadun Islam dan Tamadun Asia (Local Student)
• Pengajian Malaysia 3 (International Student) • Bahasa Melayu Komunikasi 2 (International Student)
• Introduction to Multicultural Studies in Malaysia • Co-Curriculums • Foreign Languages
• Bahasa Kebangsaan A (Local without credit in SPM Bahasa Melayu)

Note: The above programme structure serves as a guide. Course may differ according to intakes.

Articulation Pathway:



Scan the code to
learn more

BACHELOR OF MULTIMEDIA (HONS.) VISUAL EFFECTS

(N/231/4/0339) 05/24 (MQA/PSA12186)

BMm (Hons) Visual Effects is a specialised course which allows the students to focus on all aspects of visual effects (VFX) work, from pre-production, production to post-production, and is designed to spearhead the VFX local industry.

Career Prospects: *Visual Effects Supervisor, Technical Director, Director, Modeler, Texturing Artist, Compositor, Rigging Artist, Creative Director, Designer, Screenwriter, Concept Artist, Art Director, Lighting Artist, Render Artist, 3D Artist, 2D Artist, Editor, Cinematographer, Director of Photography.*

PROGRAMME STRUCTURE

Year 1 <ul style="list-style-type: none">Visual Effects Design 1Visual Effects Design 23D Modelling for AnimationVisual StorytellingFilm StudiesBasic Compositing3D SurfacingMedia CultureMedia AestheticsSound Design 1	Year 2 <ul style="list-style-type: none">Visual Effects Design 3Visual Effects Design 4Animation & SetupProduction for Visual EffectsEffects SimulationAdvanced CompositingLook DevelopmentScreenwritingSemiotics StudiesMedia AnthropologyInternship Programme	Year 3 <ul style="list-style-type: none">Visual Effects Design Project 1Visual Effects Design Project 2Animation EntrepreneurshipDesign ResearchSound Design 2Media Law
ELECTIVE SUBJECTS	• Corporate Identity • Diagram Design • Motion Capture • Project Management	
UNIVERSITY SUBJECTS (MPU)	• Workplace Communication • Hubungan Etnik (Local Student) • Tamadun Islam dan Tamadun Asia (Local Student) • Pengajian Malaysia 3 (International Student) • Bahasa Melayu Komunikasi 2 (International Student) • Introduction to Multicultural Studies in Malaysia • Co-Curriculums • Foreign Languages • Bahasa Kebangsaan A (Local without credit in SPM Bahasa Melayu)	

Note: The above programme structure serves as a guide. Course may differ according to intakes.

BACHELOR OF MULTIMEDIA (HONS.) ADVERTISING DESIGN

(R2/214/6/0097) 06/24 (A10483)

Advertising Design is a three-year degree programme focused on producing creative advertising content. Students are trained to master persuasive communication through design and multimedia applications. This programme emphasises on the understanding of branding, positioning, advertising strategy, media applications and product solutions. The creative process and final artwork are given great emphasis in order for our students to develop and enhance their skills and abilities to excel in this field.

We aim to develop graduates with intellectual capabilities in developing creative ideas in advertising communications, and who are technically capable in developing those ideas into working output.

Career Prospects: *Art Director/Designer/Manager in publications/corporate and communication departments/advertising agencies/design houses/production houses/retail; or Manager, Designer, Art Director for film/animation/music production houses and broadcast agencies; or Manager of art/design/branding for retail/entrepreneurs/product designs; or Manager, Designer for advertising related activities for small businesses; online/print/exhibition/outdoor/web advertising, Manager and Designer for Digital and Social Media Marketing Content.*

PROGRAMME STRUCTURE

Year 1 <ul style="list-style-type: none">Advertising Design 1Advertising Design 2Web DesignEnvironmental Design3D Modelling and PrintingInternet and Mobile ApplicationVideo ProductionMobile App Design & DevelopmentMedia CultureMedia Aesthetics	Year 2 <ul style="list-style-type: none">Advertising Design 3Advertising Design 4Audio Visual for AdvertisingIntegrated Marketing CommunicationDigital MarketingMultimodal Interaction DesignSound Design 1Semiotic StudiesMedia AnthropologyInternship Programme	Year 3 <ul style="list-style-type: none">Advertising Design Project 1Advertising Design Project 2Interactive Technology for AdvertisingDesign ResearchSound Design 2Media Law
ELECTIVE SUBJECTS	• Corporate Identity • Diagram Design • Motion Capture • Project Management	
UNIVERSITY SUBJECTS (MPU)	• Workplace Communication • Hubungan Etnik (Local Student) • Tamadun Islam dan Tamadun Asia (Local Student) • Pengajian Malaysia 3 (International Student) • Bahasa Melayu Komunikasi 2 (International Student) • Introduction to Multicultural Studies in Malaysia • Co-Curriculums • Foreign Languages • Bahasa Kebangsaan A (Local without credit in SPM Bahasa Melayu)	

Note: The above programme structure serves as a guide. Course may differ according to intakes.

Articulation Pathway:



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BACHELOR OF MULTIMEDIA (HONS.) MEDIA ARTS

(R2/214/6/0098) 06/24 (A10481)

This three-year Media Arts programme emphasises the creation of new forms of communication art enabled by computing technologies. The programme offers an inter/multidisciplinary approach to media creation that fosters individual exploration, experimentation and creative technologies practice. The word ‘media’ relates to mediums of communication; while ‘art’ emphasises the use of these mediums to create, express and challenge.

The course is conducted in an exciting environment where theories and practices can be challenged and ideas flow. The programme foregrounds experimental media creation and the results emerge in interactive systems, websites, games, installations, galleries, performances and sometimes public spaces. We strive to create socially and culturally relevant objects, experiences and spaces. Our graduates make significant contributions to the creative, cultural and multimedia industries.

Career Prospects: Creative Technologist, New Media Artist, Event/Gallery Curator, DJ/VJ, Multimedia Designer, New Media Innovators & Media Scientist, Visual Artist & Designer, Media Engineer.

PROGRAMME STRUCTURE

Year 1 <ul style="list-style-type: none">Media Arts Design 1Media Arts Design 2Visual ProgrammingIdea VisualizationGenerative Art and DesignNew Media Technology3D Modelling and PrintingInternet and Mobile ApplicationMedia CultureVideo ProductionMedia Aesthetics	Year 2 <ul style="list-style-type: none">Media Arts Design 3Media Arts Design 4Interface ModellingSimulation ScriptingReal-time ExpressionVirtual Reality TechnologyMultimodal Interaction DesignSemiotic StudiesSound Design 1Media AnthropologyInternship Programme	Year 3 <ul style="list-style-type: none">Media Arts Design Project 1Media Arts Design Project 2Art in Electronic MediaDesign ResearchMedia Law
ELECTIVE SUBJECTS	• Corporate Identity • Diagram Design • Motion Capture • Project Management	
UNIVERSITY SUBJECTS (MPU)	• Workplace Communication • Hubungan Etnik (Local Student) • Tamadun Islam dan Tamadun Asia (Local Student) • Pengajian Malaysia 3 (International Student) • Bahasa Melayu Komunikasi 2 (International Student) • Introduction to Multicultural Studies in Malaysia • Co-Curriculums • Foreign Languages • Bahasa Kebangsaan A (Local without credit in SPM Bahasa Melayu)	

Note: The above programme structure serves as a guide. Course may differ according to intakes.

BACHELOR OF MULTIMEDIA (HONS.) VIRTUAL REALITY

(R2/213/6/0142) 04/24 (A9393)

We are committed to producing Virtual Reality specialists who are proficient in creating real-time application to content through experiential design. The three-year Virtual Reality programme trains students to start their project by researching the subject matter and designing the virtual world, interaction and interface. In the second stage, they begin to create the 3D world and breathe life into it by putting colours, sound and avatar that will engage with the user. The user is not just merely passive but highly interacting with the environment. The experience is enhanced through immersive and non-immersive technology.

Career Prospects: VR/AR Designer and Developer, Metaverse Asset Creator, Metaverse Researcher, Metaverse Storyteller, Asset Modeller, Texture and Lighting Artist, Technical Artist, 3D Visualizer, Game Developer, Game Level Designer, 3D Environment Artist, Simulation Artist, VR Walk-through Expert, User Experience Designer, Interaction Designer, Programmer, System Analyst, Project Manager.Project Manager.

PROGRAMME STRUCTURE

Year 1 <ul style="list-style-type: none">Virtual Reality Design 1Virtual Reality Design 2Visual ProgrammingIdea VisualizationSimulation Modelling 1New Media TechnologySimulation Modelling 23D Modelling and PrintingInternet and Mobile ApplicationMedia CultureVideo ProductionMedia Aesthetics	Year 2 <ul style="list-style-type: none">Virtual Reality Design 3Virtual Reality Design 4Interface ModellingSimulation ScriptingExperiential StudiesVirtual Reality TechnologyMultimodal Interaction DesignSemiotic StudiesSound Design 1Media AnthropologyInternship Programme	Year 3 <ul style="list-style-type: none">Virtual Reality Design Project 1Virtual Reality Design Project 2Design ResearchMedia Law
ELECTIVE SUBJECTS	• Corporate Identity • Diagram Design • Motion Capture • Project Management	
UNIVERSITY SUBJECTS (MPU)	• Workplace Communication • Hubungan Etnik (Local Student) • Tamadun Islam dan Tamadun Asia (Local Student) • Pengajian Malaysia 3 (International Student) • Bahasa Melayu Komunikasi 2 (International Student) • Introduction to Multicultural Studies in Malaysia • Co-Curriculums • Foreign Languages • Bahasa Kebangsaan A (Local without credit in SPM Bahasa Melayu)	

Note: The above programme structure serves as a guide. Course may differ according to intakes.

Articulation Pathway:



Northumbria University
NEWCASTLE



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BACHELOR OF MULTIMEDIA (HONS.) INTERFACE DESIGN

(R2/214/6/0122) 07/27 (A11438)

This three-year programme emphasises the effective interaction between user and product to ensure the consumers and product features are integrated with the technology used. The elements of user interaction such as usability, user experience, screen design, ergonomic and user-centered design will be emphasised in product development studies where the digital approach is implemented across all levels. This includes the use of 3D printing for rapid prototyping and model making, digital sketching for an idea development, 3D modelling for final design analysis, and virtual reality for product presentation (for function, usage and technical specification).

We also analyse user feedback for the final prototype to assess the effectiveness of the new design to the target user. Each final design will be patented to protect the students’ rights for the purposes of commercialisation. Through this multifaceted approach, we believe the students will be well prepared to enter the real working environment.

Career Prospects: Designer for product design, furniture design, transport design, 3D Object-based Designer, Interface Designer, UI/UX Designer, Academician.

PROGRAMME STRUCTURE

Year 1 <ul style="list-style-type: none">Interface Design 1Interface Design 2Visual ProgrammingIdea VisualizationRapid ModellingNew Media TechnologyCAD Drawing3D Modelling and PrintingInternet and Mobile ApplicationMedia CultureVideo ProductionMedia Aesthetics	Year 2 <ul style="list-style-type: none">Interface Design 3Interface Design 4Interface ModellingSimulation ScriptingMaterial ManufacturingProcessesVirtual Reality TechnologyMultimodal Interaction DesignSemiotic StudiesSound Design 1Media AnthropologyInternship Programme	Year 3 <ul style="list-style-type: none">Interface Design Project 1InterfaceDesign Project 2Design ResearchMedia Law
ELECTIVE SUBJECTS	• Corporate Identity • Diagram Design • Motion Capture • Project Management	
UNIVERSITY SUBJECTS (MPU)	• Workplace Communication • Hubungan Etnik (Local Student) • Tamadun Islam dan Tamadun Asia (Local Student) • Pengajian Malaysia 3 (International Student) • Bahasa Melayu Komunikasi 2 (International Student) • Introduction to Multicultural Studies in Malaysia • Co-Curriculums • Foreign Languages • Bahasa Kebangsaan A (Local without credit in SPM Bahasa Melayu)	

Note: The above programme structure serves as a guide. Course may differ according to intakes.

DIPLOMA IN 3D MODELLING & ANIMATION

(N/213/4/0005) 05/22 (MQA/PA8497)

This two-and-a-half-year programme is a university-industry collaboration programme. It focuses on knowledge and skills development that integrates academic studies with an extensive mixture of creative 3D animation tools and new media technology. The syllabus is designed to enable students to complete 3D animation projects that showcase their skills and create a professional portfolio.

Career Prospects: 3D Animator, Storyboard Artist, Lighting & Rendering Artist, Compositor, Layout Artist, FX Artist, Production Designer, 3D Artist, Graphic Designer, 3D Game Designer, Video Editor, Sound Designer, Digital Artist, Mobile App Designer, Photographer, Videographer, Motion Capture Artist.

Upon completion of the Diploma programme, you can opt for a related Degree programme from the Faculty of Creative Multimedia.

PROGRAMME STRUCTURE

Year 1 <ul style="list-style-type: none">3D ModellingAnimation Foundation3D Rendering & Compositing3D DynamicsComputer Graphics 1Computer Graphics 2Drawing FundamentalDesign FundamentalWeb DevelopmentDigital Photography	Year 2 <ul style="list-style-type: none">Animation Design 1Animation Design 23D Animation3D Character SetupDigital Sound ProductionVideo Production ProcessMotion Graphic ApplicationMotion CaptureDigital StoryboardingDesign AppreciationIndustrial Training	Year 3 <ul style="list-style-type: none">3D Modelling & Animation Project
CORE SUBJECTS	• Project Management • Introduction to Computer Application	
UNIVERSITY SUBJECTS (MPU)	• Basic Academic Writing • Personal Social Responsibility • Pengajian Malaysia (Local Student) • Bahasa Melayu Komunikasi 1 (International Student) • Family & Society in Malaysia	

Note: The above programme structure serves as a guide. Course may differ according to intakes.

DIPLOMA IN CREATIVE MULTIMEDIA

(N/213/4/0356) 11/24 (MQA/PSA12833)

The programme focuses on nurturing creative mindset and the ability to solve design problems through creative conventions; the ability to empower key visual components and practical processes in solving complex communication issues; as well as establish creative design innovations which purposes translated into entertainment, advertising, online media, motion graphics and multimedia application provided to a range of industry needs. Creative Multimedia programme is designed based on contemporary digital media trend, covers a wide spectrum of digital media technical modules ranging from computer graphics, digital imaging, videography and interactive media.

Career Prospects: New Media Artist, UX/UI Interface Designer, Real-time Event Designer, Online Media Designer, Projection Mapping Artist, Concept Artist, Visualiser, Multimedia Designer, Graphic Designer, Web Designer, Layout Artist, Videographer, Video Editor, Video Compositor, 2D Animator, 3D Animator, Modeler, Storyboard Artist, Art Director, Creative Director, CG Supervisor, Effects Designer, Environment Designer, Video Game Animator, Video Game Artist, Visual Effects Artist, Entrepreneur, Illustrator, Photographer

Upon completion of the Diploma programme, you can opt for a related Degree programme from the Faculty of Creative Multimedia.

PROGRAMME STRUCTURE

Year 1

- 3D Basics
- Visual Communication
- Graphic Design
- Creative Multimedia Design 1
- Visual Programming
- Computer Graphics 1

- Drawing Fundamental
- Web Development
- Computer Graphics 2
- Design Fundamental
- Digital Photography

Year 2

- Information Design
- Mobile Apps Design & Development
- Creative Multimedia Design 2
- Generative Audiovisual
- Creative Multimedia Project
- Digital Sound Production

- Video Production Process
- Motion Graphic Application
- Digital Storyboarding
- Design Appreciation
- Entrepreneurship
- Industrial Training

CORE SUBJECTS	• Introduction to Computer Application • Project Management
UNIVERSITY SUBJECTS (MPU)	• Basic Academic Writing • Personal Social Responsibility • Pengajian Malaysia (Local Student) • Bahasa Melayu Komunikasi 1 (International Student) • Family & Society in Malaysia

Note: The above programme structure serves as a guide. Course may differ according to intakes.



DIPLOMA IN CREATIVE AUDIO

(N/213/4/0351) 07/24 (MQA/PSA12396)

Creative Audio is the art of integrating industry-relevant technologies of audio creation, synthesis and engineering into a cohesive and innovative form. The programme also analyse the use of audio with these techniques, in the different industries and identify the characteristics and processes that make them successful.

The course will provide students with the opportunity to demonstrate their understanding of these principles at both theoretical and practical levels. They will be able to successfully implement them in the production of SOUND DESIGN for film, television, games and animation.

Career Prospects: Foley Recording Engineer or Mixer, Boom Operator, Dialog Editor, Game Audio Designer, Location Sound Specialist for films, Music Editor, Music Supervisor, Production Mixer, Sound Effects Editor, Sound Designer.

PROGRAMME STRUCTURE

Year 1

- Audio Fundamental
- Signal Flow & Studio Equipment
- Introduction to Digital Audio
- Digital Audio Workstation
- Recording Techniques
- Studio Acoustic
- Music Copyright Laws & Protection

- Creative Audio Design 1
- Music Fundamental & Appreciation
- Computer Graphics 1
- Web Development
- Digital Photography

Year 2

- Creative Audio Design 2
- MIDI Theory & Audio Synthesis
- Audio Signal Processing
- Creative Audio Project
- Audio Mixing & Mastering

- Live Sound Production
- Interaction Studies
- Video Production Process
- Digital Storyboarding
- Industrial Training

CORE SUBJECTS	• Introduction to Computer Application • Project Management
UNIVERSITY SUBJECTS (MPU)	• Basic Academic Writing • Personal Social Responsibility • Pengajian Malaysia (Local Student) • Bahasa Melayu Komunikasi 1 (International Student) • Family & Society in Malaysia

Note: The above programme structure serves as a guide. Course may differ according to intakes.



FACULTY OF CINEMATIC ARTS

Three reasons why you should study Cinematic Arts at MMU

World Class Filmmaking program in South East Asia

FCA syllabus mirrors USC School of Cinematic Arts CA's curriculum design and best practices. USC helped develop the Faculty of Cinematic Arts film program during the first five years of establishment . With 85 years of experience and a long list of Academy Award-winning alumni, USC is consistently rated the number one film school in the world.

Innovative Block Teaching Approach

FCA uses a block teaching method which runs like a masterclass. It focuses the students on a single course at a time, to ensure maximum understanding. The Two-week workshops are taught by professionals from the industry, both local and international filmmakers, visiting professors and experienced full-time lecturers.

State of the Art Facilities

The Faculty of Cinematic Art features state of the art film making facilities such as Cinema, Sound Stage and Sound Studio.

Note:

Prospective students who are interested to pursue Bachelor of Cinematic Arts need to take Foundation in Creative Multimedia.

FOUNDATION IN CREATIVE MULTIMEDIA*

(R2/010/3/0158) 12/23 (A9392)

The role of this one-year Foundation Programme (Pre-University/Alpha) is to provide suitable ground and basic skills in analogue (sketching, drawing, painting) and digital, basic computer graphics application and media production technique. Design Theories and application of Critical Thinking methods occur throughout the three trimesters in all of the subjects, including Design, Drawing, Photography, Computer Graphics, Humanities and English. Elements and Principles of Design are emphasised in the 2D, 3D and 4D design projects.

PROGRAMME STRUCTURE

Trimester 1

- Visual Research & Communication 1
- Life Drawing
- Basic Photography
- Computer Graphics 1
- Critical Thinking and Reasoning

Trimester 2

- Visual Research & Communication 2
- Figure Drawing
- Creative Photography 1
- Computer Graphics 2
- Popular Culture Studies

Trimester 3

- Storytelling and Mythology
- English for Creative Purposes
- Social and Emotional Health

CORE SUBJECTS

• Design and Art Appreciation • Basic Sound Design

*Note: The above programme structure serves as a guide. Course may differ according to intakes.
* This foundation program is offered by the Faculty of Creative Multimedia.*

DIPLOMA IN CINEMATOGRAPHY

(N/213/4/0360) 02/25 (MQA/PSA13431)

Diploma in Cinematography is a programme that brings students on a journey to discover the art of storytelling through the craft of lighting and camera technology. Adopting a practical and theoretical approach, students will develop the competence of a professional cinematographer comfortable with the latest equipment, while seeking to advance the art form of Cinema.

The programme goes beyond the cinematographer's camera to explore the integral peripheral equipment used in the entire cinematography department. The practical stages of pre-production, production and post-production are covered, while the theory of image-making is investigated through film screenings, analysis and discussions.

Career Prospects: Director of Photography, Cinematographer, Photographer, Videographer, Camera Operator, Lighting, Grip

PROGRAMME STRUCTURE

Year 1

- Ideation
- Artistic Visualisation
- Creative Expression
- Storytelling Through The Lens
- Pitching & Fundraising
- Basic Photography
- Visual Engineering
- Lighting Design 1
- Camera Operation
- Art History
- Literary Readings
- Introduction to Philosophy
- Pop Culture
- Creative Leadership
- Persuasive Media

Year 2

- Sound Appreciation
- Short Media Content
- Final Year Project
- Color Grading
- Lighting Design 2
- Camera Technology
- History of Cinema
- Cinema and Sociology
- Social Media as Marketing Tools
- Industrial Training

UNIVERSITY SUBJECTS

• Basic Academic Writing • Co-Curriculum • Pengajian Malaysia/BM Komunikasi 1 • Family and Society in Malaysia

Note: The above programme structure serves as a guide. Course may differ according to intakes.

DIPLOMA IN CREATIVE PRODUCING

(N/213/4/0361) 02/25 (MQA/PSA13432)

Diploma in Digital Creative Producing takes the art of storytelling into the realm of business and demystifies the creative process into practical skills of management and financing. With the creative industry expanding from movies into streaming platforms and beyond, more and more creative producers become in demand. This programme centres on industry practice and approaches. Students will learn from practitioners and develop the skills necessary to become a visionary, risk taking and trendsetting creative producer.

Career Prospects: Film Producer, Creative Producer, Executive Producer, Digital Content Producer, TV Producer, Production Manager, Social Media Content Producer.

PROGRAMME STRUCTURE

<p>Year 1</p> <ul style="list-style-type: none">IdeationArtistic VisualisationCreative ExpressionStorytelling Through The LensPitching & FundraisingCreative Proposal WritingProduction ManagementData Management	<ul style="list-style-type: none">Creative EconomyArt HistoryLiterary ReadingsIntroduction to PhilosophyPop CultureCreative LeadershipPersuasive Media	<p>Year 2</p> <ul style="list-style-type: none">Sound AppreciationShort Media ContentFinal Year ProjectCultural EntrepreneurshipMalaysian Creative SceneIndustry Technical Standards <ul style="list-style-type: none">History of CinemaCinema and SociologySocial Media as Marketing ToolsIndustrial Training
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UNIVERSITY SUBJECTS	• Basic Academic Writing • Co-Curriculum • Pengajian Malaysia/BM Komunikasi 1 • Family and Society in Malaysia
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Note: The above programme structure serves as a guide. Course may differ according to intakes.



BACHELOR OF CINEMATIC ARTS (HONS.)

(R/213/6/0100) 01/23 (MQA/FA2287)

This three-year programme takes a comprehensive approach to the “script-to-screen” method of filmmaking, where students begin their studies with the basics of idea development right up to producing and showing work of their own. Cinematic Arts students are taught to merge theory and practice as well as work on short films, ranging from narrative fiction film and documentary to music video and interactive and experimental moving images.

Mentorship from full-time lecturers and industry professionals accelerates the synergy of theory and practice and stimulate critical reflection, intellectual growth and interpersonal communication; thus helping students to realise their personal goals and develop into well-rounded members of our increasingly global society.

Career Prospects: Film Director, Film Producer , Script writer, Film Editor, Film & Television Production, Television Programming , Showrunner, Advertising, Post Production, Screenwriting for Film & Television, Documentary Filmmaking, Film Education, Culture & Creative industry.

PROGRAMME STRUCTURE

<p>Year 1</p> <ul style="list-style-type: none">Cinematic Arts Production 1Film Study 1Production ManagementPrinciples of Directing and ActingScreenwriting FundamentalsCinematic Arts Production 2Film Study 2LightingPost Production 1Sound Design	<p>Year 2</p> <ul style="list-style-type: none">Genre Filmmaking ProductionGenre Filmmaking TheoryProduction Design and Art DirectionAdvanced ScreenwritingDocumentary ProductionFundamentals of DocumentaryAdvanced ProducingAdvanced CinematographyAdvanced Post ProductionInternship	<p>Year 3</p> <ul style="list-style-type: none">Cinematic Arts Final Production 1 (FYP1)Cinematic Research ProjectOn-Set PracticeFilm BusinessCinematic Arts Final Production 2 (FYP2)Cinematic ApplicationsPortfolio PreparationsMedia Law
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ELECTIVE SUBJECTS	• Social Media Content Creation • Directors • Sound Design 2 • Asian Cinema Documentary Photography • Motion Capture **Choose 1 only
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UNIVERSITY SUBJECTS	• Workplace Communication • Hubungan Etnik (Local Student) • Pengajian Malaysia 3 (International Student) • Tamadun Islam dan Tamadun Asia (Local Student) • Bahasa Melayu Komunikasi 2 (International Student) • Stress and Wellbeing among Malaysian • Co-Curriculums • Bahasa Kebangsaan A (Local) • Foreign Languages (Local and International)
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Note: The above programme structure serves as a guide. Course may differ according to intakes.

Articulation Pathway:



Scan the code to learn more



University	Programme	Minimum Entry Requirements
CYBERJAYA	Foundation <ul style="list-style-type: none"> Foundation in Creative Multimedia Foundation in Cinematic Arts 	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least five (5) subjects, inclusive of English; OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects inclusive of English.
CYBERJAYA	Diploma <ul style="list-style-type: none"> Diploma in 3D Modelling and Animation Diploma in Creative Multimedia Diploma in Creative Audio Diploma in Creative Producing Diploma in Cinematography 	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least three (3) subjects; OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects; OR III. Pass STPM or its equivalent with a minimum of Grade C (GP 2.00) in at least one (1) subject; OR IV. Pass STAM with Grade Maqbul (Pass); OR V. Recognised Creative Multimedia Certificate or its equivalent; OR VI. Recognised related Technical and Vocational Certificate or its equivalent with one (1) year relevant work experience or one (1) trimester bridging programme; OR VII. Pass SKM Level 3 or any qualifications equivalent to Certificate (Level 3, MQF) in a related field. AND Pass an interview OR submission of student's portfolio, to be determined by MMU as required
CYBERJAYA	Bachelor <ul style="list-style-type: none"> Bachelor of Multimedia (Hons) Advertising Design Bachelor of Multimedia (Hons) Animation Bachelor of Multimedia (Hons) Visual Effects Bachelor of Multimedia (Hons) Media Arts Bachelor of Multimedia (Hons) Interface Design Bachelor of Multimedia (Hons) Virtual Reality Bachelor of Cinematic Arts (Hons) 	I. Pass Foundation/Matriculation studies in related field from a recognised institution. OR II. Pass STPM or its equivalent with a minimum of Grade C (GPA 2.00) in any two (2) subjects; OR III. Pass A-Level with a minimum of Grade D in any two (2) subjects; OR IV. Pass UEC with a minimum of Grade B in at least five (5) subjects inclusive of English; OR V. Recognised Creative Multimedia Diploma or its equivalent with a minimum CGPA of 2.50;* OR VI. Pass DKM/DLKM/DVM with a minimum CGPA of 2.50. Candidates with CGPA below 2.50 MUST have at least two (2) years of work experience in the related field. ** AND Pass an interview OR submission of student's portfolio, to be determined by MMU as required *Candidates with CGPA below 2.50 may be admitted subject to a rigorous internal assessment process. **DKM/DLKM/DVM candidates may be required to undergo Bridging Programme as an additional requirement.

TOGETHER, WE LEAD THE

DIGITAL FUTURE

Faculty of CREATIVE MULTIMEDIA and Faculty of CINEMATIC ARTS

Cyberjaya campus



MULTIMEDIA UNIVERSITY [DU001(B)]

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