



## Bachelor of Animation (Domestic students)

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<b>Program code</b>	<b>Admission requirements</b>
1179	ATAR/Rank OR Portfolio and Interview
<b>Available at</b>	(more)
South Bank Campus	
<b>Duration</b>	<b>Commencing in</b>
3 years full-time	Trimester 1
6 years part-time	
<b>Credit points</b>	
240	
<b>Indicative fee</b>	
\$11,000.00* per year (more)	
* 2024 indicative annual CSP fee	

### About this program

This degree is the ideal launching pad for you to play a significant role in the animation and visual effects industries in Australia and abroad. We're ranked 2nd in Australia and NZ, and in the global top 10 for animation. (Animation Career Review 2024)

Using top-of-the-line hardware and premium industry-recognised software, you'll produce original animated projects from concept to final rendering. Understand and gain experience in professional animation production through hands-on projects and studio-based learning experiences.

The Bachelor of Animation will equip you with the skills and practical experiences to thrive in this dynamic, competitive, constantly evolving field. You'll gain essential knowledge and studio experience in areas like:

**Art direction:** Learn advanced techniques in conceptualisation, visual storytelling, and art direction principles, for impactful characters and story-worlds across animation, games and screen media.

**Character Animation:** Learn advanced animation techniques, including character rigging, keyframe animation, and motion capture integration for compelling character performances across various media and platforms.

**Post-production:** Acquire proficiency in post-production through creative application of advanced compositing techniques and green screen concepts, as well as mastering compositing workflows, color correction, and node-based compositing tools.

**Virtual Production and VFX:** Discover how to create content with virtual production and its innovative methods, including motion capture, LED wall technology, photogrammetry, camera tracking, and virtual lighting through real-time game engines.

**3D Art and Environments:** Learn to interpret visual concepts and artistic styles to create appealing 3D characters, props, vehicles, and environments for games, film and animation.

**Writing and development:** Write and develop ideas for any screen medium - from linear screenplays to narrative design. You'll also gain insights into global screen industry landscapes and audiences.

#### Industry focus

As an animation student, you can take advantage of our diverse workshop, seminar, and master class programs delivered by local and international experts including:

- Multi-Oscar award-winning producer, Lord David Puttnam CBE;
- The esteemed Gobelins School in Paris;
- Motion capture Director Mr Benjamin Brenneur of WETA NZ
- Performer, character creator, trainer, coordinator and director, Marco Sinigaglia;
- Myrna Gawryn, character performance specialist
- Lucasfilm
- Disney.

Griffith Film School is an active member of - and has a strong reputation within - the World Film School Association (CILECT), a group of 160 International Film Schools. We were a leader in the establishment, management and growth of ASPERA and maintain ongoing engagement with ATOM.

Griffith Film School has ongoing international partnerships with:

- APSA
- NEP Group
- World Congress of Science and Factual Producers
- Gobelins L'école De L'image
- BFA.

These industry links and international connections mean you'll have the opportunity to practise animation and related fields under the guidance of the best in the world. You'll be prepared to create industry-standard work and make critical contacts that you'll draw upon at university and beyond.

#### **Opportunities and experiences**

As part of Australia's largest film school, you'll have access to an exciting calendar of on-campus exhibitions, guest lectures, master classes and artist talks. Screen your work and submit to film festivals and awards, while building your portfolio and developing vital contacts and networks through our key industry links. Work on animation projects for real clients through our commercial multimedia production arm, LiveLab.

Apply your skills in real-world scenarios, mirroring industry practices and enhance your employability through international study tours, work placements, or internships within our embedded animation studio model. You'll also have fantastic opportunities for collaboration with Griffith Film School filmmakers and games designers, Queensland College of Art and Design illustrators, designers and artists, and musicians from Griffith University's Queensland Conservatorium.

## **My attendance during the program**

### **Attendance information**

The Bachelor of Animation program is primarily on campus, with some mixed-mode online delivery and off-campus work placements or internships.

### **Student Income Support**

To be classed as a full-time student, you are required to enrol in a minimum number of credit points each standard study period. The minimum credit points for full-time enrolment in this program is 30 credit points.

Trimester 1 and Trimester 2 are deemed standard study periods. As Trimester 3 is a non-standard study period, continuing students moving from one year to the next will not be required to study during this trimester to be eligible for student income support.

Domestic students who commence in Trimester 3 may be eligible for student income support from the onset of study provided they are enrolled full-time in this study period.

Please refer to the [Australian Government website](#) for more details.

### **Work-integrated learning**

Complete work placements or in-class simulated work activities under direction. Your studies will be extended via tuition with industry professionals and the opportunity for client work and internships. You may also have internship possibilities with Ludo (Bluey), Pixel Zoo, AltVFX, and Liquid Animation Studios.

## **My career opportunities**

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As a Bachelor of Animation graduate, you'll be well-equipped to make meaningful contributions to the expanding field of animation practice. You'll be prepared to excel in animation studios, as independent animators, or in the many industries that now offer opportunities for animation. You may find success creating immersive storytelling experiences, animations for educational purposes, promotional materials, or experimenting with animated forms.

With the animation industry experiencing rapid growth and innovation, you'll be well-positioned to pursue an exciting and rewarding career in:

- Animation (2D and 3D/CGI)
- Motion graphics design
- Visual effects designer (film, TV, games and interactive experiences)
- Scriptwriting
- Storyboarding and pre-visualisation

- Compositing and matte painting
- Art direction,
- 3D asset development
- Illustration and graphic art
- Post-production.

## Professional recognition

### Professional recognition

Griffith University is an officially recognised **Toon Boom Centre of Excellence** which verifies this degree meets a high standard of depth, breadth and quality. This qualification provides graduating students the advantage of being in high demand for world recognised studio careers that value a deep knowledge of Toon Boom 2D animation software.

## Pathways to further study

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As a graduate, you'll have the option to develop your specialist skills at a higher level by enrolling in Griffith's Bachelor of Animation (Honours) or Master of Screen Production.

## What are the fees?

### Commonwealth supported students

- The indicative fee represents the expected average fee for an annual full-time study load (80 credit points). This is based on average study patterns across courses and the Australian Government's broad discipline areas (student contribution bands). A student's actual annual fee may vary in accordance with his or her choice of majors and electives. The Australian Government sets student contribution amounts on an annual basis.
- [Find out more...](#)

### Fee-paying undergraduate (domestic) students

These fees are only applicable to domestic students who are not Commonwealth supported including:

- Full-fee paying domestic students who commenced their program prior to 2009.
- International students who have been approved to pay domestic tuition fees after obtaining Australian or New Zealand citizenship or permanent residency or a permanent humanitarian visa and who have not obtained a Commonwealth supported place.

### Tuition fees

- A fee-paying undergraduate student pays tuition fees.
- Students are liable for tuition fees for the courses they are enrolled in as at the census date.
- The tuition fee is charged according to the approved program fee for the trimester in which the student is enrolled.
- [Find out more...](#)

### FEE-HELP

Eligible undergraduate fee-paying students may defer their tuition fees by taking out a FEE-HELP loan which is part of the Higher Education Loan Program (HELP). Payment of the loan is via the taxation system when income reaches a specified level.

- [Higher Education Loan Program \(HELP\)](#)

### Further information

- [Calculating tuition fees](#)
- [Calculating your EFTSL](#)
- [Fees and Charges Procedure](#)
  - [3.2 - Fees for Undergraduate Students \(Non-international\)](#)
  - [Fees and Charges Schedules](#)
- [Financial help and support](#)

### Additional fee information

#### Additional costs

Throughout your program you may be required to pay for the following items:

- 2 x USB3 fast specification, large capacity hard drives (purchase the best quality you can afford).
- Monitor style headphones that completely cover your ears (purchase the best quality you can afford).
- For students who are enrolled into 1104GFS - Drawing for Moving Image, the following equipment is required:
  - A selection of pencils in the 'B' range (2B, 4B, 6B) for figure drawing.

- A visual diary/sketchbook (A4 minimum size, A3 maximum size).
- Wacom stylus (see Animation or Games Design Orientation Booklet for details).