



## Bachelor of Animation (International students)

Program code	Entry requirements	Apply Now
1179	6.5	
Available at	IELTS (Academic) ( <a href="#">more</a> )	
South Bank Campus	CRICOS code	
Duration	011449J	
3 years full-time	Commencing in	
Credit points	Trimester 1	
240		
Indicative fee		
\$34,500.00* per year ( <a href="#">more</a> )		
* 2024 indicative annual 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. The theoretical and practical skills that are essential to these career paths are comprehensively covered through majors in Animating, Art Direction and CGI Technical Direction.

Using top-of-the-line hardware and premium industry-recognised software, you'll produce original animated projects from concept to delivery. You'll learn skills in concept development, storyboarding, 2D, 3D and stop-motion character animation, editing, sound recording, visual effects, virtual production, post-production and motion capture.

You will also develop the ability to apply appropriate animation formats to specific projects-traditional drawn animation, 2D, 3D and motion-captured digital animation, 3D puppet or clay animation and other experimental media. Your academic studies will be extended by studio course work and engagement with industry production, providing you with first-hand experience.

#### 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, and performer, character creator, trainer, coordinator and director, Marco Sinigaglia; and Myrna Gawryn, character performance specialist, Lucasfilm and 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 the APSA, NEP Group, World Congress of Science and Factual Producers, Gobelins L'école De L'image and the 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

Submit your work to animation festivals or competitions and take your talents further through in-field study, as well as domestic and international study tours.

### 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.

If you are an International student on a student visa, you must ensure that you enrol in a way that will allow you to complete your enrolment within the expected program duration as stated on your Confirmation of Enrolment (CoE).

## Work-integrated learning

Students will complete work placements or in-class simulated work activities under direction as part of Introduction to Professional Practice, Industry Research and Animation Portfolio courses.

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.

You'll work alongside film and screen media production and games design students to complete capstone projects and have opportunities to collaborate with students from the Queensland Conservatorium.

## My career opportunities

### My career opportunities

You may find work in 2D and 3D character animation and visual effects for film, television, computer games and interactive media companies.

Prepare for a career that includes many exciting and creative pathways, such as designing characters and environments for 2D and CGI/3D-animated projects, scriptwriting, storyboarding and pre-visualisation, animation in 2D and 3D, illustration, graphic art, compositing, matte painting, and visual effects.

## Professional recognition

### Professional recognition

This program is recognised as a **Toon Boom Centre of Excellence**.

Griffith University is an officially recognised Toon Boom Centre of Excellence, which verifies that the Griffith Film School Bachelor of Animation meets a high standard of depth, breadth and quality in animation tuition. 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

### Pathways to further study

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?

### International students

An International student is one who is not:

- an Australian or New Zealand citizen or
- a Pacific Engagement visa holder or
- a person who has Australian permanent resident status.

### Indicative annual tuition fee

The indicative annual tuition fee is calculated based on a standard full-time study load which is usually 80 credit points (two full-time trimesters).

The indicative annual tuition fee is based on current conditions and available data and should only be used as a guide. These fees are reviewed annually and are subject to change.

### Tuition fees

- An International 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 for students who commence their program prior to 2014 is charged according to the approved program fee for the trimester in which the student commenced the program.
- The tuition fee for students who commence their program from 2014 onwards is charged according to the approved program fee for the trimester in which the student is enrolled.

### Program fees for the Bachelor of Animation (1179)

Fees for this program can be found on the Programs and Courses website in the "Overview and fees" section. Select your commencing year to view your fees.

### Changing programs

If an International student changes to a different program they will be subject to the approved program fee for the trimester in which they are enrolled.

### Permanent resident status

If an **undergraduate student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will be provided with a domestic fee-paying place.

The student may then apply for a Commonwealth supported place at the next admission period provided that the student satisfies the conditions for transfer from a domestic fee-paying place to a Commonwealth supported place as set out in the [Undergraduate Programs Admission Policy](#).

If a **postgraduate student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will automatically be considered for a Commonwealth supported place (subject to availability) or a domestic fee-paying place as applicable for the program.

If a **research student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will automatically be considered for a Commonwealth Government Research Training Program (RTP) Fee Offset or a domestic fee-paying place as applicable for the program.

### Further information

- [Fees and Charges Procedure](#)
  - 3.6 - Fees for International Students
  - 3.9 - Administrative and Miscellaneous Charges
  - [Fees and Charges Schedules](#)
- [Cost of studying in Australia](#)

### 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).