Bachelor of Animation (Domestic students)

Program code
1179

Available at
South Bank Campus

Duration
3 years full-time
6 years part-time

Credit points
240

Indicative fee
$11,000.00* per year (more)
* 2024 indicative annual CSP fee

Admission requirements
ATAR/Rank OR Portfolio and Interview

(more)

Commencing in
Trimester 1

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.

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

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?

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).