CERTIFICATE III IN
Screen and Media

This qualification is intended to help you explore and develop a set of core skills used in the digital games and animation industry. The course will focus on the development of artistic and technical skills to create a video game using industry standard software.

Upon successful completion of this course you will exit with the skills, experience and confidence to demonstrate the following:
- **Competence in 3D modelling**
- **Competence in 2D animation**
- **Competence in HTML and CSS**
- **Competence in generating digital images**

PATHWAYS AND EMPLOYMENT OPPORTUNITIES
Job roles vary across different industry sectors and may include:
- Visual Industry
- Interactive Design
- Creative Industries
- Design
- Game Development Industry
- 3D Modelling
- Special Effects Industry

After completion of CUA31020 – Certificate III in Screen and Media, you might wish to undertake further study in CUA41220– Cert IV in Screen and Media.

QUALIFICATION
CUA31020 Certificate III in Screen and Media

RTO
AIE - 88021

COURSE STRUCTURE
- Two-year course
- Timetabled classes
- Knight Street Campus
- Scored

TEACHER
Andrew Nicholls
andrew.nicholls@notredame.vic.edu.au

COURSE FEE
$75 per term

MATERIALS REQUIRED
- A3 Visual Art Diary

ATTENDANCE
It is important that students commit to all course requirements, including study and assessments the student may need to complete outside their normal training sessions.

ASSESSMENTS
A variety of assessments can be undertaken, including written and practical assessments.

VET

Notre Dame COLLEGE

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Knight Street Campus
139 Knight Street
Shepparton VIC 3630

Emmaus Campus
95 Grace Road
Shepparton North VIC 3631

CERTIFICATE III IN
Screen and Media

UNITS OF COMPETENCY

YEAR ONE

BSBCRT311*	Apply Critical Thinking Skills in a Team Environment
CUAWHS312*	Apply Work Health and Safety practices
CUAIND311*	Work effectively in the creative arts industry
CUADES303*	Explore and apply the creative design process to 3D forms
CUADES201*	Follow a design process
CUAACD201*	Develop drawing skills to communicate ideas

YEAR TWO

CUADES302*	Explore and apply the creative design process to 2D forms
CUAANM301*	Create 2D digital animations
CUADIG304*	Create visual design components
CUAWRT301*	Write content for a range of media
CUADIG312*	Author interactive sequences

Core Units

You can find details about these Units of Competency by searching training.gov.au