



Sky Noon by Lunar Rooster (2016)

Bachelor of Creative Technologies (Game Art)

Be part of one of the biggest industries in the world.

If you love games and want to create breathtaking environments and characters for one of the biggest industries in the world, then Game Art is for you.

The Bachelor of Creative Technologies (Game Art) will develop your artistic style and technical skills through a combination of traditional art practices and the use of industry standard software. You will create beautiful environments and characters and use these assets to develop immersive experiences in an industry that is bigger than the music and movie sectors put together!

Throughout the course you will work alongside lecturers who will offer you practical industry insights and collaborate with other game artists and programmers to develop an industry-level game.

In addition to practical skills, knowledge and design capability, the Bachelor of Creative Technologies (Game Art) also has a holistic approach to developing your individual attributes and abilities in 'soft skills' such as communication, commercial acumen, and understanding of business realities. The development of 'soft skills' underpins all learning and responds to a growing understanding by both employers and students that these skills enhance a graduate's employability.

CRICOS CODE:

086069A

INTAKE PERIODS:

February, June, September

DURATION:

Full-time: 3 years

Full-time accelerated: 2 years

Part-time: 6 years maximum

FEE:

\$67,500

STUDY TYPE:

Full-time on campus

Core Subjects

Design Context

Design Studio 1

Discover, Define, Develop. Deliver

PBL Studio

Work Integrated Learning

Social Enterprise



GYROMAG by Gunsloth Games (2016)



**MEDIA
DESIGN
SCHOOL**



**TORRENS
UNIVERSITY
AUSTRALIA**

mediadesignschool.tua.edu.au

Specialisation subjects

2D Asset Creation

Game Design Principles

3D Asset Creation

Game Production Foundation

Game Studies

Advanced 3D Asset Creation

Animation

Rapid Game Prototype

Pre-production Capstone 1

Production Capstone 2

To be awarded the Bachelor of Creative Technologies (Game Art), students must complete 240 credit points over 23 subjects. Each subject has a value of 10 credit points, with one subject having a value of 20 credit points (PRO302 Production Capstone).

Career possibilities:

2D Artists

3D Modeller Generalist

Animator

Texture Artist

Environment Artist

Character Artist

Technical Artist

Entry requirements

- Year 12 equivalent with ATAR 60.
- For international applications IELTS 6.0 with no skills band less than 5.5

Special Entry Requirements:

Demonstrated ability to undertake study at this level:

- Work experience, and/or other formal, informal or non-formal study attempted and/or completed, OR
- Design portfolio (6-10 pieces of original creative work)

At Torrens University Australia, you can:



Enjoy an international study experience as part of your program.



Enjoy hands-on, real world experience with industry placements.



Experience small class sizes of up to 25 students.



Take advantage of a fast-tracked program to complete your qualifications in as little as two years.



Be a part of a global network and community of ideas with Laureate International Universities.



Apply direct to Torrens and find out if you've been accepted.

More Information

Contact a Course and Careers Advisor on **1300 851 245** for more information on any Torrens program.

Torrens University Australia, ABN 99 154 937 005, CRICOS provider number: 03389E. Torrens University Australia is registered as a self-accrediting Australian university by the Tertiary Education Quality and Standards Agency (TEQSA).

The information published in this document is correct at the time of print. However, all programs are subject to review by the Academic Council of Torrens University Australia and the University reserves the right to change its program offerings and courses without notice.

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