

**Diploma in 3D Animation**

S.No	Fields	Description
1.	Institution	Media Design school
2.	Location	Auckland
3.	Brief	The Diploma of 3D Computer Animation is a highly-specific course with significant focus on students developing animation capability that is fundamental to this industry. Under expert tuition of industry practitioners, students on the Diploma of 3D Computer Animation learn to conceptualize, develop, model, texture, animate and render complex animations based on industry techniques and processes utilising industry-standard software application, Autodesk Maya.
4.	Duration	10 Months
5.	Level	6
6.	Intakes	9 June
7.	Entry requirements	When reviewing applications, the school looks for academic success, skills and experience relevant to the course applicants are applying for (these are sometimes non-formal qualifications). All students should have a strong interest in design, technology and innovation. The minimum of an intermediate level of computer knowledge is also required for all courses.
8.	English requirement	Minimum IELTS Academic score of 5.5.
9.	Documents required (For Admission)	<ol style="list-style-type: none"> <li>Five Passport size Color Photographs not more than 6 months old (name of student and passport number should be written on the reverse of the photograph).</li> <li>Passport in original.</li> <li>Statement of Purpose (SOP) for Admission. A brief one Page document that describes your background, what subject you wish to study and why, and also your reasons for choosing a particular institution in New Zealand for your study.</li> <li>All students also have to submit a latest CV.</li> <li>Educational certificates. All educational certificates provided should be in original and a set of copies.</li> </ol> <p><b>The documents to include are:</b></p> <ul style="list-style-type: none"> <li>• IELTS scores</li> <li>• Class 10 Mark sheet/Certificates.</li> <li>• Class 12 Mark sheet/Certificates.</li> <li>• Graduation Mark sheet/Certificates.</li> <li>• Post Graduate Mark sheet/Certificate.</li> <li>• Other courses and Diplomas done.</li> </ul> <ol style="list-style-type: none"> <li>Evidence of Employment – Originals and attested copies If the student is working, and taking leave to study, provide an original letter of leave from the employer on company letterhead. If student is resigning from the job, a work reference from the employer on company letterhead is a must. The company's address and phone number must be included on the letter.</li> <li>Two reference letters from professors/HOD/tutors of previous College/university.</li> </ol>
10.	Work options (During study)	You would be allowed to work for 20 hrs per week during study and full time during Christmas break.
11.	Outcomes	3D computer animation graduates have been employed by a range of companies including Sidhe Interactive, Animal Logic, Weta Digital, Right Hemisphere, Oktobor, La Luna Studios, Binary Star, Fat Animation.
12.	Further Study Pathways	Graduates of the Diploma of 3D Computer Animation may apply for study on the graduate programmes of Game Development (game art stream), Advanced 3D Productions, Creative Technologies (industry research and projects) or broaden their skills through further study on MDS diploma programmes. Graduates may apply for cross-crediting onto the Graduate Diploma of Advanced 3D Productions and commence at the start of the qualification's final year.
13.	Immigration benefits	50 points (Diploma )
14.	Fees in NZ\$ (per annum)	19800
15.	Web links	<a href="http://www.mediadesign.school.nz/courses/3d-animation/">http://www.mediadesign.school.nz/courses/3d-animation/</a>