

# BACHELOR DEGREE OVERVIEW

EVERYTHING YOU NEED TO KNOW ABOUT THE SERVICES WE OFFER



STUDY  
2D

STUDY  
3D

STUDY  
ANIMATION

STUDY  
VFX

CDW STUDIOS, SCHOOL OF VISUAL EFFECTS & ENTERTAINMENT DESIGN

[www.cdwstudios.com](http://www.cdwstudios.com) | [info@cdwstudios.com](mailto:info@cdwstudios.com)



Hi! CDW Studios is an internationally acclaimed School of Visual Effects and Entertainment Design. We operate out of sites in Adelaide, Melbourne and Sydney and provide secondary, tertiary and private study programs Australia wide.

CDW Studios is unique in that we provide simulated industry experience and practical learning opportunities for all students. We teach traditional techniques and methods with digital tools, with classes taught directly by industry professionals, keeping all of our courses thorough, industry relevant and world-class.

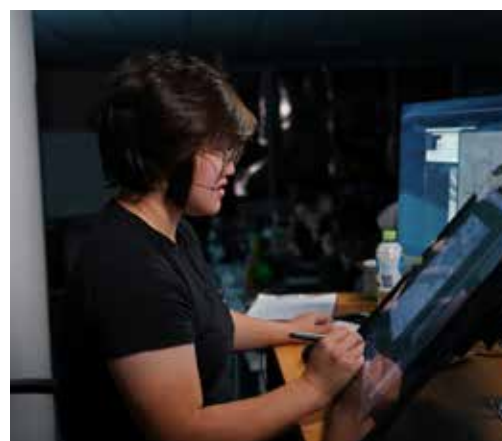
## **BACHELOR OF CREATIVE ARTS (VISUAL EFFECTS & ENTERTAINMENT DESIGN)**

We teach a degree in conjunction with Flinders University for students who want to enter the film and game industries. The Bachelor of Creative Arts (Visual Effects & Entertainment Design) is offered in four distinct pathways, which students choose from based on their skills and area of interest:

- **2D:** Comics and graphic art, concept art, character design, environment design, digital painting
- **3D:** 3D modeling, 3D sculpting, VFX, concept art, visual development
- **VFX:** Lighting & visual effects, compositing for film and video games
- **Animation:** 2D and 3D animation for film and video games

### **Essential Degree Information**

- **Course Duration:** Three years (full time), with an option for a fourth year of study in an Honours program.
- **Cost:** The annual indicative fee in 2023 is \$10,020 per year (HECS-HELP available for domestic students).
- **Entry Requirements:** Portfolio, CV, written statement, ATAR requirement. Information is available on the Flinders University website about alternative pathways.
- **How to Apply:** Applications via SATAC (Course Code 224131)
- **Time Commitment:** 30-60 hours per week, depending on topic load.
- **Outcome:** This degree is highly practical and directed toward preparing the student to be industry ready.
- **View past student work [here](#).**
- **For detailed information about the degree, visit our [website](#).**



**For more information visit [our website](#) or email [info@cdwstudios.com](mailto:info@cdwstudios.com)**

# HOLIDAY WORKSHOPS OVERVIEW

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## HOLIDAY WORKSHOPS

We offer three workshops per year during the school holidays, one in April, one in July and one in October. These are two-day workshops that are very condensed versions of our classes. Topics vary from term to term and include things like Concept Art, Digital Painting, Character Design and basic 3D Modeling. The industry instructor that we have teaching the class will determine what the holiday workshop will be about.

All workshops are led by an industry instructor who demonstrates their process for creating their work, and students are able to follow along or just watch them in action. However, the format of the workshops vary based on the topic. Below are some examples of how different topics are delivered:

- **Concept Art/Digital Painting:** The first day would usually introduce drawing, Adobe Photoshop (software), shape design, composition, thumbnails, and values. The second day would be an introduction to incorporating Blender (3D software) into the workflow (art piece).
- **Character Design:** The first day would be learning structure, posing, proportion, and the second day would be designing the idea for the character. Character Design is mainly drawing based, using digital tools.
- **3D Modeling:** The first day usually includes hard surface modeling using Blender or Maya (software), and the second day includes sculpting in Zbrush (software).

There are no prerequisites required to attend a holiday workshop however the recommended minimum age for holiday workshops is 14 years old, and the content is aimed at beginners to intermediate level artists.

We recommend these workshops for people who are just starting out. If following along, students should be bringing their own laptop with software installed, and a Wacom tablet. Alternatively if they don't have these items, something to draw with/on or take notes with is fine, like a sketchbook and markers. There are powerboards at every desk so there is access to power, and WIFI.

### Essential Holiday Workshop Information

- **Course Duration:** Two consecutive days (six hours per day)
- **Cost:** \$120 (Payment required up front on registration)
- **Delivery:** In person and online
- **Hardware/Software Requirements:** Students must bring their own tools. Free trial versions of all software is available for students to access.
- **Registration:** Sign up via the registration form on [our website](#).
- **Prerequisites:** No prior knowledge or experience is required, however the minimum age requirement is 14 years. All workshops are aimed at beginner to intermediate level artists.
- **Outcome:** Students gain insight into the workflow of a professional artist and learn foundational skills to practice.
- **For detailed information about our holiday workshops, click [here](#).**



# ONLINE SHORT COURSES OVERVIEW

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## ONLINE SHORT COURSES

In conjunction with Flinders University, we offer four unaccredited online twelve-week workshops which are exercise-based and aimed at people who are looking for longer engagement and would like feedback from an industry instructor. Our online short courses are a great way to learn directly from industry professionals, wherever you are, in your own home. Each online short course features twelve weeks of pre-recorded demonstrations, step-by-step guides by industry artists, and fortnightly live-webinars with your industry instructor. Topics include Intro to 3D Art, Intro to Character Design, Intro to 3D Animation and Intro to Concept Art (details below).

The online short courses include weekly pre-recorded tutorials that students can watch at their own pace as they complete weekly exercises. The tutorials can be watched at any time of the day. There is a scheduled fortnightly online feedback session with the industry instructor. These are meant for interaction with the instructor, however they are recorded in case the student isn't able to attend at the scheduled time. Students are able to seek help and get feedback during these sessions. The courses run for twelve weeks (with a two-week break midway through) as it follows the university semester. Our online short courses run twice a year, once in Semester 1 and once in Semester 2. The courses are delivered via the Flinders online learning platform, which students have access to once the semester commences.

### Essential Online Short Course Information

- **Course Duration:** Twelve weeks (plus a two week mid-semester break)
- **Cost:** \$950 inclusive of all twelve weeks (payment required up front)
- **Delivery:** Online (weekly pre-recorded content plus fortnightly live webinars with the industry instructor)
- **Time Commitment:** Time will vary with the length of tutorials, the amount of tutorials and how long students spend on the weekly exercise. On average students may invest six to ten hours per week for the length of the course.
- **Registration:** Sign up via the registration form on the Flinders University website.
- **Outcome:** Students will be working towards creating work suitable to put in a portfolio, working to deadlines and reaching a higher skill level than before they started.
- **For detailed information about our online short courses or to register click [here](#).**



INTRO TO 3D - WITH SIMON SCALES

This course is an introduction to creating 3D art in Blender. You will be introduced to techniques found in 3D software that you can use to build and render entire scenes in 3D.



INTRO TO CHARACTER DESIGN - WITH REBECCA OBORN

This course is an introduction to designing and drawing characters digitally. You'll learn different types of drawing and rendering techniques to create compelling characters.



INTRO TO 3D ANIMATION - WITH JOE HELMORE

This course is an introduction to 3D Animation in Maya. You will begin to learn fundamental principles of animation with an emphasis on making that process creative and fun.



INTRO TO CONCEPT ART - WITH SIMON SCALES

This course is an introduction to creating concept art for films & games. You will learn design fundamentals and start building a portfolio for the entertainment design industry.

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