

Diploma of Animation Production

Frequently Asked Questions



UTS
College

UNIVERSITY
OF TECHNOLOGY
SYDNEY

Why should I choose the Diploma of Animation Production at UTS College?

At UTS College, you'll learn the foundational concepts of animation, 2D and 3D motion drawing on computer, and Disney's 12 Principles of Animation.

You'll enjoy life drawing studios and drawing excursions, and work in the collaboration studio at 609 Harris Street, with configurable work zones and presentation showcase areas.

At UTS College, you'll commence, and continue to work on, a growing portfolio of work that you will take to the bachelor's degree at UTS.

You'll use industry standard software including Harmony, Adobe Creative Suite, and Shotgrid software, and access our dedicated animation lab with colour-calibrated monitors.

Plus, you'll be provided close guidance, and lots of academic and wellbeing support to succeed and articulate to UTS.

What are the benefits of doing the diploma at UTS College?

We offer a creative, studio-led approach taught in a supportive and caring environment. You'll develop extensive knowledge and skills through practice-based assessments, in a practical learning environment, taught by experts in design, animation and creative industries.

At UTS College you can access support 24/7 from Student Success Advisers, Study Success Workshops, Studiosity, Talk Campus, teachers and coordinators. Our classes are small and you'll benefit from personalised attention. Our model of learning is collaborative, engaging, interactive and fun as we focus on traditional and foundational knowledge in animation.

Plus, you'll access a dedicated animation lab with colour-calibrated monitors and study and collaborate with others in a flexible open-plan multipurpose studio space.

What subjects will I study in the Diploma of Animation Production?

Students of the Diploma of Animation Production will study the following six practical and studio-based first-year UTS subjects using a robust and traditional approach to animation.

- Studio: Foundations in Animation Language (12 cp)
- Context: 2D Animation Introduction (6 cp)
- Digital Media Industries (6 cp)
- Studio: Foundations in Animation Design (12 cp)
- Context: Introduction to Hybrid Animation (6 cp)
- Academic English language and literacy (6 cp)


Go to utscollege.edu.au/diploma-of-animation-production for full subject outlines.

What options for articulation to UTS will I have from the diploma?

The Diploma of Animation Production articulates to the following UTS degrees:

The [Bachelor of Animation Production](#) or

The [Bachelor of Animation Production / Bachelor of International Studies](#)



What career options are there for graduates of animation production?

Students with a degree in Animation Production can build careers as animation directors, character animators, game animators, stop motion animators, visual effects artists, motion graphics designers, storyboard artists, technical directors, production managers and art directors.

The Bachelor of Animation Production will equip you with an ability to develop, pitch and defend ideas, and create original content for TV, film, advertising and other media.

You'll build a strong portfolio and gain practical experience through internships or freelance projects to greatly enhance your career prospects in the animation industry.

Where else can animators find work?

Graduates of animation work not only in creative industries on films, and in television, digital media and multimedia, but also within the billion-dollar gaming industry, finance, robotics, and medical technology, to name a few. Careers in animation range from creative to production to technical, and students interested in IT, production, multimedia, visual arts, and design can build a successful career in animation. The animation industry is growing – with the US Bureau of Labor Statistics predicting video games, movies and television as the three biggest career growth industries in the next decade.

What opportunities for connecting with industry will I have at UTS?

UTS has long-standing relationships with Sydney's local animation studios such as Flying Bark Productions, Mighty Nice, Cheeky Little Media, Dave Enterprises, and Animal Logic, which offer students multiple opportunities to engage in practice while studying.

Students may have the opportunity to work on live projects such as SXSW and VIVID, and enter work into film festivals such as Sundance Film Festival, Sydney Film Festival, Melbourne International Film Festival and Zagreb Animation Festival.

What technology will I use in the diploma?

You will use a range of production and workflow software, and industry standard applications for animation, video production, web and media design, including Harmony, Adobe Creative Suite, and Shotgrid.

What technology will I be able to access in the bachelor's degree?

You'll access animation production facilities at UTS including Mac Studio Pro video editing stations, colour correction suites, audio voice-over and recording booths, digital stop motion animation suites, animation labs and hub – featuring high-end computer workstations and industry standard applications for animation, video production, web and media design.

You'll have access to Maya, Harmony, Adobe Creative Suite, Nuke, Shotgrid and more in the UTS Animation Labs and Hub.

You'll work with high-end film and sound equipment, a world-class render farm for computer intensive 3D rendering and compositing, and the Data Arena.

How will I learn at UTS College?

UTS College offers students a fun, engaging and interactive way to learn called [Learning.Connected](#). This model of teaching puts you, the student, at the centre of your learning. You'll learn in the classroom, and independently. You'll come to class prepared to collaborate with fellow students on character and storyline development, participate in group work, and provide feedback.

Your independent work will be drawing tasks outside of class and self-paced, guided reflection and review activities, plus 24/7 access to learning materials on Canvas.

How many credit points will I get towards the bachelor's degree?

On successful completion of your diploma (with either the required GPA or no more than 2 subject failures) you will articulate to the second year of the Bachelor of Animation Production at UTS with 48 credit points.

Can I still articulate with 36 credit points to the Bachelor of Animation Production from the Diploma of Architecture and Design?

Not from Semester 1, 2024. The only way to articulate to the Bachelor of Animation Production at UTS will be from the Diploma of Animation Production. The first cohort from the Diploma of Animation Production to the bachelor's degree will be Autumn 2025.

How will I be supported to succeed at UTS College?

UTS College offers students a wide range of academic and personal support services to assist you with your studies and to help you meet your full potential. These include our Student Success Advisers, Student Centre advisers, HELPS Centre, Canvas resources, Studiosity online tutors and 24/7 support, TalkCampus and more. Our teachers, academic coordinators and program managers are also available to answer your questions and assist you with your studies. You'll receive personalised guidance, and if needed, welfare and mental health support.

Do I need to be able to draw well to do this diploma and degree?

No. To do this diploma, you should be already practicing and committed to drawing. However, you will get lots of opportunity to develop and practise your drawing skills with the support of our skilled teachers. You will be taught the fundamentals of drawing in the diploma and you will work with advanced animation software in both the diploma and bachelor's degree. A drawing portfolio is not a requirement of entry to this diploma.

Can I start this pathway now?

We are taking applications now to commence in Semester 1, 2024.

I am starting the Diploma of Architecture and Design with the intention of articulating to the Bachelor of Animation Production. Can I change to the Diploma of Animation Production?

The last opportunity for Diploma of Design and Architecture students to join the Bachelor of Animation Production is **UTS Autumn (Feb) intake 2024**.

Only **Semester 2 2023 students** on an **accelerated** study plan who complete their diploma by Semester 3 2023, can articulate to the Bachelor of Animation Production at UTS for Autumn session 2024.

If you would like to articulate to the Bachelor of Animation Production, you should now wait to commence the Diploma of Animation Production in Semester 1, 2024.

I was going to start a Diploma of Design in Semester 3, 2023. Should I defer starting at UTS College if I want to articulate to the Bachelor of Animation Production?

Yes. The last opportunity for Diploma of Design and Architecture students to join the Bachelor of Animation Production is **UTS Autumn (Feb) intake 2024**.

Only **Semester 2 2023 students** on an **accelerated** study plan can articulate to the Bachelor of Animation Production for Autumn session 2024.

If you start the Diploma of Design in Semester 3, 2023 you **will not** be able to articulate into UTS Bachelor of Animation Production. You should wait to commence the Diploma of Animation Production in Semester 1, 2024.

Is the Diploma of Animation Production at UTS College only offered in Sydney?

Yes. If you're interested in undertaking the Diploma of Animation Production, you must come to Sydney and attend classes on campus.

When can I lodge my application for the Diploma of Animation Production?

You can submit applications for the Diploma of Animation Production through the Agent and Student Portals (in StudyLink).

How is the Diploma of Animation Production different from the Diploma of Design?

The Diploma of Animation Production offers the only direct pathway to the Bachelor of Animation Production, entry into second year of the bachelor's degree with 48 credit points, and practical first-year subjects aligned with the bachelor's degree. The Diploma of Design and Architecture offers different subjects that are not aligned with the Diploma of Animation Production and does not offer a pathway to the Bachelor of Animation Production at UTS.

What's the difference between animation, production, and design?

These three terms refer broadly to general areas of study:

- **Animation** refers to technical skills of drawing and working with software.
- **Production** emphasises the workflow and collaboration processes (e.g. working with colleagues in sound design, spatial design, curation for an installation piece or showcase premiere).
- **Design** refers to the iterative conceptualisation of characters, storylines, colour palettes, ambiances, and so on.

Will there be much hands-on learning and teaching in this new diploma?

Yes. The Diploma of Animation Production teaches traditional animation techniques, including Disney's 12 Principles of Animation. You will go on drawing excursions and undertake life drawing studios. You will also use animation software to apply your learning.

Where can I find out more about the Diploma of Animation Production?

You can find out more on our website. Go to utscollege.edu.au/diploma-of-animation-production

Do I need to provide a portfolio to enrol in this program?

No. The academic and English entry requirements are the same as for any UTS College diploma. You will not need to show that you can draw, or have an existing portfolio. A healthy interest in animation production is recommended, but everyone has the ability to draw, and you will be taught how to draw from the beginning. There are no expectations of experience in drawing when starting the diploma.

What's one thing that might surprise me about studying animation at UTS and UTS College?

You might be surprised at how collaborative and real-world your studies in animation production are. You'll create innovative multimedia content alongside students from degrees across UTS, including Music and Sound Design, Games Design and Media Production. These collaborations give you a first-hand insight into what it's like to work as a creative professional. Recognising the central role of teamwork in the animation industry, UTS emphasises studio-based subjects. This creates an immersive and dynamic learning environment where you can develop essential skills in collaboration and professionalism. By combining creativity, technology, and research, our program fosters a strong sense of camaraderie and allows you to thrive. You can also broaden your employability by completing Communication electives. We offer a diverse range of options to suit your interests, from environmental, gender or film studies, to design thinking and digital media.

Why has Animation moved from DAB to FASS?

The Bachelor of Animation Production is based on a studio model, which reflects the kind of conditions that you'll work in, in industry. There is group and collaborative work, collaborations with real-world partners, and working to external briefs. The learning atmosphere is like a studio and being within the Faculty of Arts and Social Sciences allows you to collaborate with other creative students and academics within writing, music and sound design, and media arts production areas. It is a really great fit.