Course enrolment planner

Bachelor of Animation / Bachelor of Applied Innovation - BB-ANIAIN

Recommended Sequence

Units are listed on your Course Planner in a recommended sequence.
However this can be amended depending on unit availability, prerequisite
requirements and the semester in which you commenced your course.
Changes to this planner may extend the duration of your course.

How to use your course planner

The units in your planner are colour coded to assist you with mapping out your studies. Refer to the boxes below for an overview of your course requirements.

Course Information

Course 400 Credit Points

Core units
150 credit points

A set of compulsory units you **MUST** complete as part of your Course.

Animation Major
100 Credit points

A set of compulsory units you **MUST** complete as part of your Course.

Applied Innovation Major units
100 Credit points

A set of compulsory units you **MUST** complete as part of your Course.

Elective units
50 Credit points

A combination of elective units or a Minor

Work Integrated Learning

A Professional Placement is a Work Integrated Learning (WIL) option. You can apply for a Professional Placement during your second year. More information on Professional Placement and other WIL options at **Work Integrated Learning**

FAQs
How can I find more information about my course including Majors and Elective units?
Visit **Bachelor of Animation / Bachelor of App Innovation**

Where can I find out more about individual unit Information?

Visit the **Single Unit Search** page to search for additional unit content.

What's a full-time study load?
100 credit points (8 units per year)

What's a part-time study load?
50 credit points (4 units per year)

How can I plan my timetable?
Check the **University Timetable Planner** before enrolling into units.

Year One

Your First Semester		Your Second Semester	
ANI10001 Introduction to Animation	+12.5	ANI10004 Introduction to Character and Environment Design	+12.5
ANI10002 2D Production Techniques for Animation	+12.5	ANI10005 3D Production Techniques for Animation	+12.5
ANI10003 History of Animation	+12.5	ANI10006 Action Analysis and Locomotion	+12.5
FTV10005 Sound Design and Acquisition	+12.5	FTV10006 Genre and the Moving Image	+12.5

Winter Term

INV10001 Exploring Creativity and Innovation	+12.5

Year Two

Your First Semester		Your Second Semester	
INV10002 Fundamentals of Innovation Practice	+12.5	INV10004 Responsible Innovation Futures	+12.5
ANI20001 Advanced Character Design for Animation	+12.5	ANI20003 Acting for Animation	+12.5
ANI20002 Writing and Directing for Animation	+12.5	ANI20004 Producing and Production Management for Animation	+12.5
Elective	+12.5	Elective	+12.5

Winter Term

INV10003 Innovation Sandpit	+12.5

Optional - Professional Placement

You can choose to add an additional 6 month or 1 year placement to your course. The maximum credit points to complete your course will be increased to accommodate the Professional Placement	+37.5-+100

Year Three

Your First Semester		Your Second Semester	
INV20003 Applied Innovation Internship	+12.5	INV20001 Innovation Challenges of Today	+12.5
ANI30001 Major Project: Development and Pre-Production	+12.5	ANI30002 Major Project: Production and Post Production	+25
FTV30014 Major Project: Screen Writing	+12.5	Elective	+12.5
Elective	+12.5		

Winter Term

INV30003 Leadership and Facilitation of Innovation	+12.5

Year Four

Summer Term

INV20002 Innovation for the Future	+12.5

Your First Semester

INV30001 Applied Innovation Studio A	+25
INV30002 Applied Innovation Studio B	+25