

Bachelor of Animation Design with Game Art (Hons)

[N/213/6/0361\(MQA/PA15203\)02/29](#)



Delivery Mode:
Conventional

Duration of Study:
3 Years (Full-Time)

Intakes

- January, May and September

Academic Schedule

- January : 14 weeks*
- May : 14 weeks*
- September : 14 weeks*

**Inclusive of exam period.*

Everything You Need to Learn to Start a Career in Animation

The Bachelor of Animation Design with Game Art (Hons) programme is designed to develop talents with animation and design expertise to work in the multimedia industry. Gain understanding of the principles and development of team projects for the industry and apply the skills in real-world practice.

Career Prospects

- Multimedia / Graphic Designer
- Production Designer
- Motion Designer
- 2D and 3D Animator
- Lighting and Rendering Artist
- Web Designer
- Composer
- Layout Artist
- Game Designer
- Concept Artist
- Videographer
- Photographer
- Video and Audio Editor
- VFX artist
- Filmmaker
- Illustrator
- Storyboard Artist
- Script Writer
- Creative Writer
- Content Writer
- Art Director
- Game Artist
- 2D & 3D Visualiser

Areas of Knowledge

Fundamentals of Animation Design & Game Art

The pre-production of idea generation in terms of the principles of animation design and game art, story creation, script writing, storyboarding, concept of art and animatic creation.

Production Skills of Animation Design & Game Art


The production process on how to develop 2D and 3D animation design and game art products by using the software and hardware to develop 2D/3D layouts, 2D/3D modelling, 2D/3D texturing, 2D/3D rigging, 2D/3D animation with game art, visual effects in 2D/3D, lighting and rendering.

Post-Production Skills of Animation Design & Game Art

The post-production process for 2D and 3D animation design and game art products including the compositing, visual effects in 2D/3D, and colour correction.

Malaysian, International and Animation Design & Game Art

The chance to explore the industry needs for the 2D/3D animation design and game art genre and anticipating opportunities in the emerging animation industries locally and internationally.

 **Interested in this course?**
We are more than happy to share.
Email us or give us a call.

Tel : +603 7627 7200
WhatsApp : +011 1051 2825
Email : enquiries@unitar.my

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Did You Know?

100% COURSEWORK-BASED

Course assessment primarily revolves around assignments rather than examinations.

**Fear Exams? Worry not, as the animation programmes here are fully coursework-based*

**100% project-based, hands-on training, with assigned clients to produce comprehensive industry-standard products*

AFFORDABLE FEES

Comparatively affordable to other institutions.

REWARDING CAREER

Upon graduation, students will be able to explore Animation in depth.

- Listed as the Top 10 skills of 2025, opens many doors with huge job opportunities

**Internship, lifelong learning and business incubators for aspiring arts and design entrepreneurs*

ACADEMICIANS: INDUSTRY-TRAINED LECTURERS

Strong line of academicians with:

- Up to 10 years' Industrial background
- Technologist Specialist in Art & Design Creative Multimedia Technology (MBOT)
- Member of Malaysian Animation Association (ANIMAS)
- Member of Malaysian Design Council (MRM)
- Member of Education and Induction Animation Malaysia Association (EDUMATION)
- Pegawai Penilai SKM
- Panel Pakar MOSTI

**The programme's experienced lecturers from the animation industry have extensive teaching experience.*

MICRO-CREDENTIAL (MC) PROGRAMME

A wide range of MC Programmes (Certificates) can be credit transferred into this full academic programme

FACILITIES AND PROGRAMME RESOURCES

- Good range of common student facilities compared to other institutions offering similar programmes
- State-of-the-art facilities - brand new facilities to cater to student's needs during their studies

OTHERS

- The programme provides strong grounding in all aspects that caters to industry needs - i.e. developing of skills in utilising tools of the trade such as software, hardware and production

Why UNITAR?

5-STAR QUALITY

5-STAR rating in QS for Teaching, Employability, Inclusiveness, Online Education and Accounting and Finance.

AFFORDABILITY

PPTN, ZAKAT, EPF and various financial aid available.

UNITAR C.A.R.E

We ensure that students are well-equipped with applicable skills: Collaborative, Adaptive, Reflective and Entrepreneurial.

Entry Requirements

A pass in STPM with a minimum of Grade C (GP 2.00) in any two (2) subjects, or its equivalent;

OR

A pass in STAM with a minimum grade of Jayyid or its equivalent;

OR



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UNITAR International University (DU004-B)
Tierra Crest, Jalan SS6/3, Kelana Jaya,
47301 Petaling Jaya, Selangor Darul Ehsan, Malaysia

Matriculation / Foundation / Pre-University with a minimum CGPA of 2.00 or its equivalent;

OR

A Diploma (Level 4, MQF) with a minimum CGPA of 2.00;

OR

Pass Diploma Kemahiran Malaysia (DKM)/ Diploma Lanjutan Kemahiran Malaysia (DLKM)/ Diploma Vokasional Malaysia (DVM) with a minimum CGPA of 2.50 in relevant field subject to the approval of the Senate*;

OR

Pass DKM/ DLKM/ DVM with at least CGPA 2.00 AND have at least two (2) years of work experience in the relevant field;

OR

Any other equivalent qualifications recognised by the Malaysian Government.

AND

Pass an interview OR submission of student's portfolio determined by HEP

International Students

1. Minimum score of 5.0 for IELTS OR

2. MUET Band 3 OR its equivalent

Local Students

Exempted from the University's English Courses:

1. Distinction in SPM / SPMV English

2. MUET Band 4, 5 and 6

3. A Pass in English Course at a previous institution

Required to take English Preparatory 2:

1. Credit in SPM / SPMV English

2. MUET Band 1, 2 and 3

Required to take both English Preparatory 1 and 2:

1. No credit in SPM / SPMV English

Programme Core Modules

- Drawing Fundamentals
- Design Principles
- History of Animation
- Introduction to Digital Graphics
- Multimedia Application
- Creative Studies
- Audio Visual Technique & Digital Video Production
- 2D Animation
- Visual Communication
- Character Design Animation I
- Direction for Storyboarding
- 3D Modelling
- Web Animation
- Media Aesthetics
- Script Writing for Animation
- Game Illustration
- Game Art
- Game Design and Development
- 3D Animation
- Game Rendering
- Cyber Ethics
- Character Design Animation II
- Game Visualisation I
- Game Production
- UI/UX in Game Design
- Game Visualisation II
- Editing & Composition
- Music, Sounds and Effects
- Professional Practice
- Final Project
- Industry Work Placement

University Core Modules

- Recreational Event Planning
- Design Thinking
- Design Thinking OR Bahasa Kebangsaan A
- Penghayatan Etika dan Peradaban / Philosophy and Current Issues (Int)
- Entrepreneurship
- Falsafah dan Isu Semasa / Bahasa Komunikasi 2

English Core Modules

- English For Academic Purposes

Get ahead in the multimedia industry.

100% project-based with hands-on training.

Fully-equipped with the state-of-the-art facilities.

Learn from experts and hone diverse set of creative skills.