COURSE MODULES ANIMATION & VISUAL EFFECTS

General Courses

Math for Digital Artist
Physic for Digital Artist
Basic Programming for Digital Artist
Psychology for Digital Design
Principles of Design
History of Art and Design
User Experience (UX)
Design and Technology Research

Traditional Art Courses

Language and Senses of Drawing I
Language and Senses of Drawing II
Design and Composition
Color I
Color II
Life Drawing I
Life Drawing II
Human Anatomy
Animal Anatomy
Perspective

Digital Art Courses

Digital Painting
Character Design
Prop and Costume design
Set and Environmental Design
Concept and Illustrations

Technician Director Courses

Rigging I
Rigging II
FX (Particle,fluid)
FX (Rigid/Softbody and Cloth)
Real time FX

3D Art Asset Courses

Organic Modeling
Man-made Modeling
Procedural Modeling
Lighting and Rendering
Texture
Low Poloygon
3D Sculpturing

S-Topic Courses

Special Topic for Digital Designer I
Special Topic for Digital Designer II

Core Courses

Cognitive Psychology
Photography
Cinematography
2D Raster Editing
2D Vector Editing
3D Editing
Motion Graphic and Compositing
Design Thinking in Visual Context
Sound Design
Scripting and Visual Language

Animation Courses

Animation I
Animation II
Animation Technique I
Animation Technique II
Storyboard
Character Animation I
Character Animation II
Character Animation III
3D Animation Technique

Post Production Courses

Compositing I
Compositing II
Match Moving
Film and Green Screen Technique

PROJECTS

AV Project 1
AV Project 2
AV Project 3
AV Project 4
AV Project 5
AV Project 6
AV Project 7

*These modules are subject to be modified according to the TQF2.
However, the learning outcome of each module will be according to what is listed above.

**The modules presented above is still yet to include the compulsory KMUTT General Education courses.

DIGITAL DESIGN