

DIPLOMA IN ANIMATION & VFX

3 Years Programme – Updated with Essential AI

Programme Focus: Advanced animation/VFX, real-time production, specialisation and portfolio development with responsible AI integration.

Year 1 – Foundation

Module	Key Topics	Practical Outcome
Visual Communication	Drawing, design, composition, colour, photography	Visual portfolio
Digital Art	Photoshop, Illustrator, digital painting; AI-assisted concept/reference work	Digital artwork
2D Animation	Principles, storyboard, animatics, character animation	2D short
Video Production	Cinematography, Premiere, sound, editing; AI-assisted previs/ideation	Edited short
3D Fundamentals	Maya/Blender, modelling, topology, UV, materials	3D asset pack
Introduction to VFX	After Effects, keying, tracking, masks, roto; AI cleanup concepts	VFX exercises

Year 2 – Professional Core

Module	Key Topics	Practical Outcome
Advanced Modelling	Hard-surface, organic, character modelling, retopology; AI reference support	Production assets
Texturing & Look Development	Substance, PBR, shaders, lookdev; AI reference exploration	Texture library
Rigging & Technical Basics	Setup, skinning, controls, constraints, basic scripting; AI coding assistance	Production rig
3D Animation	Body mechanics, quadrupeds, acting, camera animation; AI reference support	Animation sequence
Lighting & Rendering	Lighting, rendering, AOVs, colour management, cinematography	Rendered sequence
FX & Simulation	Particles, fluids, cloth, rigid bodies, destruction; AI-assisted previs	FX shots

Year 3 – Specialisation, Real-Time & Portfolio

Module	Key Topics	Practical Outcome
Advanced Character Animation	Performance, acting, creature animation, polish; AI reference/ideation support	Animation reel
Advanced VFX	Procedural FX, simulations, compositing, CG integration; AI-assisted cleanup/previs	Advanced VFX
Advanced Compositing	Nuke/After Effects, multi-pass, grading, cleanup; AI roto/cleanup with review	Final composite
Unreal Engine / Real-Time	Environment, materials, lighting, animation, Control Rig; AI ideation/scripting support	Real-time cinematic
Production Pipeline	Naming, versioning, shots, collaboration; AI workflow documentation	Pipeline project
Specialisation Elective	Animation, Modelling, VFX, Compositing, Game Art or Technical Art + relevant AI	Specialist portfolio
Major Project	Concept to final production, documentation and showreel; AI disclosure	Major project + showreel

Essential Generative AI Integration

AI is included as a supporting production skill, not a replacement for core artistic and technical skills. Students cover prompt writing, concept/reference ideation, AI-assisted image/video/audio exploration, cleanup/roto assistance, previsualization, coding assistance where relevant, workflow automation, and responsible AI including copyright, licensing, attribution and verification.

Software Exposure

Photoshop, Illustrator, After Effects, Premiere Pro, Maya and/or Blender, Substance 3D, Unreal Engine or Unity, Nuke where applicable, plus selected AI tools for image, video, audio, text and coding assistance.

Portfolio & Assessment

Practical assignments, animation/model/VFX shots, examinations and a final showreel/project. AI-assisted work must be documented with the student's original contribution and production decisions.