



Postgraduate
Courses 2021

Master of Animation and Visualisation

UTS Animal Logic
Academy





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Acknowledgement of Country

UTS acknowledges the Gadigal People of the Eora Nation and the Boorooberongal People of the Dharug Nation upon whose ancestral lands our campuses stand. We would also like to pay respect to the Elders both past and present, acknowledging them as the traditional custodians of knowledge for these lands.

Unleash your creative potential and join the next wave of animation and visualisation professionals



Ian Thomson
Head of UTS Animal
Logic Academy

A message from the Head of UTS Animal Logic Academy

At the UTS Animal Logic Academy we're looking for the next generation of digital creatives, 3D artists and IT specialists to drive innovative, high-end production and creative excellence in the animation and visualisation industries.

One of the great strengths of the Academy is that we are set up as a fully functioning digital production studio, giving students the opportunity to develop their professional skills in an immersive studio environment and work collaboratively in teams to produce high-end professional projects.

Students have produced internationally recognised, award-winning animated films, interactive games, AR/VR and mixed reality experiences and have gone on to work at studios such as Luma Pictures, Flying Bark, Method Studios, Mill Film, MPC, Start VR, Plastic Wax, Double Negative, Animal Logic and many others.

With Australia continuing to develop an international reputation for world-class animation and visual effects, it's an exciting time to be pushing the boundaries of what animation and visualisation can achieve in creating new worlds, experiences, research, careers and opportunities.

Welcome to the UTS Animal Logic Academy

Take a step inside the UTS Animal Logic Academy – a unique, world-class centre of educational excellence for digital production and emerging visualisation technologies.

Established in 2017, the Academy is a first-of-its-kind collaboration between Australia's top young university, the University of Technology Sydney (UTS), and world-leading digital production house, Animal Logic. We're passionate about producing the next generation of digital artists and technical professionals who are ready to shape the future of the animation and visualisation industries.

Located within the UTS city campus – right in the heart of Sydney's thriving creative precinct – the Academy is a professionally-equipped, custom-built digital production studio space offering a range of practice-based postgraduate programs, including a one-year accelerated Master of Animation and Visualisation (MAV) as well as research and PhD programs.

At the Academy, you'll work alongside leaders in industry, education and research who'll support your artistic and professional growth. By the end of your time with us, you'll have built a robust skillset that's applicable across a wide range of roles, from creative and technical roles in computer generated animation to exploring new and emerging opportunities in virtual reality (VR), augmented reality (AR), mixed reality (MR) and real-time (RT) technologies.

You'll learn the tools of the trade in an immersive studio experience, working with equipment engineered to the highest industry standards, and designed to reflect real-world production environments, so you'll be confident and work-ready. You'll also have the opportunity to gain valuable insights and mentoring from a wide range of industry experts, giving you the networks and connections to boost your career prospects.

Whether you're keen to advance in a creative or technical role in animation or help drive the development of new visualisation industry sectors, studying at the Academy is a unique opportunity to develop your conceptual skill and technical dexterity in a dynamic and collaborative professional learning environment.

No.1

**Ranked top school in
the world for Mobile –
Production Excellence
The Rookie Awards
2019**

No.1

**Ranked top school in
the world for Immersive
Media – Production
Excellence
The Rookie Awards
2019**

Meet the team



Ian Thomson
Head, UTS Animal Logic Academy

As Head of the Academy, Ian Thomson brings over 30 years' international experience as an award-winning media designer, filmmaker, author and educator – with postings in London (Frame Store), Barcelona (OFramestore), Vienna (DMC), Hamburg (Premiere) and Sydney (VPB). Ian has developed media projects, theatre productions, documentaries and courses for a range of large organisations and brands.



Andrew Johnston
Research Director

Andrew Johnston is an Associate Professor at UTS, where he works as the Research Director of the UTS Animal Logic Academy. His work focuses on the design of systems that support experimental, exploratory approaches to interaction, and the experiences and practices of the people who use them. He also co-directs the Creativity and Cognition Studios, an interdisciplinary research group working at the intersection of performance, art and technology.



Alex Weight
Creative Lead

With an extensive international career spanning two decades as a writer, director, animator and script consultant, Alex Weight has worked at a broad range of production companies, including Rising Sun Pictures, Animal Logic, Flying Bark and Script Central. He has worked on blockbuster movies such as *Peter Rabbit*, wrote and directed the Chinese animated features *Frog Kingdom 3* and *4*, was co-director of *Blinky Bill: The Movie* and lead animator on the Oscar-winning *Happy Feet*.



Matt Estela
VFX Lead

Matt Estela has over 20 years' experience in 3D animation and VFX, most recently as VR supervisor and FX lead at Animal Logic Sydney. He has worked on *Peter Rabbit*, *The Lego Batman Movie* and its VR experience, and a number of 3D commercials both here and overseas. Matt is considered to be one of the world's leading specialists in the VFX software Houdini, and is a frequent speaker at international industry conferences.



Daniel Flood
Technical Lead

With more than 10 years' experience in pipeline, lighting and look development at Method, Dr.D and Animal Logic, Daniel Flood has worked on films including *The Great Gatsby*, *Deepwater Horizon*, *Gods of Egypt*, *Ghostbusters* and *Happy Feet Two*.



Sarah Giddy
Studio Coordinator

Sarah Giddy has over 15 years' experience in administration and operations, most recently as part of the HR team at Animal Logic Sydney. As Studio Coordinator she manages the day-to-day operation of the studio, overseeing Academy enquiries and admissions, providing primary student contact and support, and coordinating studio events and social media.

Why study with us?

With the Master of Animation and Visualisation (MAV) you'll be ready to enter the animation and visualisation industries with advanced knowledge and skill, as well as experience in working as part of a professional team.

Developed together between UTS and Animal Logic, the MAV will transform you from an aspiring digital artist to a professional with leading insight into your field. Build niche technical and creative skills, work alongside industry leaders, and expand your intellectual and creative practice through a series of high-end collaborative projects.

Advanced practitioners wanted

This course is for creative, technical and production applicants with pre-existing skills in the animation and/or visualisation space. You've already got the fundamental skills — we'll help you take them to the next level in order to launch you into industry. You'll develop your creative practice, conceptual capabilities and technical dexterity, while learning to apply them in professional and new contexts.

Learn from the best

To be the best, you've got to learn from the best. Because the Academy is a partnership between UTS and Animal Logic, one of the world's leading digital production studios — when you study with us you work with leading professionals in mentored workshops, masterclasses and with guest speakers — who are shaping the digital creative industries of the future.

Build skills that count

The MAV is all about developing specialised skills, but also about diversifying your exposure to all areas of production. As part of a team, you'll build advanced capabilities in story and character development, storyboarding and layout, modelling, rigging, 3D animation, surfacing lighting, compositing, coding and explore emerging visualisation technologies and professional teamwork practices.

Work with the tools of the trade

The MAV is a unique practice-based learning experience. Key to the Academy is our professional studio space, which has been purpose-built to enable the creative workflows that define the industry. It also houses the latest in digital technologies, so you'll be gaining hands-on experience with the same tools you'll use in your professional career.

Gain more than knowledge

Technical knowledge is important, but partnerships are at the heart of all great creative projects. That's why we've built extensive opportunities for creative collaboration into our courses — you'll work alongside peers from a range of backgrounds, sharing skills and expertise to deliver advanced solutions to complex creative and technical challenges.

71%

of Australian companies surveyed plan to adopt augmented and virtual reality technologies by 2022

World Economic Forum Future of Jobs Report 2018

90%

Graduate Employment Success
Master of Animation and
Visualisation

*Based on 2017-19
graduate survey results





Master of Animation and Visualisation (MAV)

The Master of Animation and Visualisation (MAV) is an industry-led, one-year accelerated postgraduate degree designed to build your knowledge and skills in computer graphics animation, visual effects and visualisation. It draws together students from a broad range of backgrounds, from artists, producers and editors, to digital creatives, coders and programmers, to learn under the guidance of industry leaders, preparing graduates to join the next generation of animation and visualisation professionals.

What can I expect?

As a practice-based degree, you'll engage with extensive hands-on experience in a custom-built studio environment. You'll work in collaboration with your fellow students, using your combined expertise to deliver solutions across a series of creative and technical projects. This can include:

- CG animation
- Virtual reality (VR)
- Augmented reality (AR)
- Mixed reality (MR)
- Visualisation
- Immersive/experiential environment challenges

Who should apply?

The MAV is aimed at practitioners with existing skills and experience in the animation and/or visualisation space. Students come from a broad range of backgrounds including:

- Visual, digital and fine arts
- Animation and VFX
- Media and video production
- Games design and development
- Software development, coding and technical programming
- 3D modelling and product design

Course information

Course Code	C04423
Duration	1 year full time
Course structure	Students must complete 72 credit points (CP), comprising three x 24CP sessions.



What your year will look like

Session	Credit points	Session dates
Studio 1: The Connected Studio	24	mid January – mid May
<p>In this first session, you are allocated into departments based on your interests and skills. These include story, concept, layout, modelling, rigging and animation. Some students choose to stay in a single department the entire year, others decide to experience different roles. Whilst working in your teams, the entire cohort is tasked with developing a short CG animated film, approaching it like a high-end commercial studio. Desk rounds are run in the morning and dailies are run throughout the day, to ensure the work is constantly improved and refined. The Leads function as the directors/mentors/clients/teachers, running masterclasses throughout the week and ensuring the project is kept on track and delivered to high industry standards.</p>		
Studio 2: The Collaboration Studio	24	late May – end July
<p>In this session, students get to interact and research the emerging visualisation technology space, such as: AR, VR, real-time and data visualisation. During our masterclasses we invite industry experts in these fields as guest speakers. Students break into teams and are tasked with pitching a real-time project idea at a professional level to a panel of industry experts. Only one project is chosen, and then developed in Studio 3.</p>		
Studio 3: The Challenge Studio	24	early August – late November
<p>During this final session students participate in the studio as professional industry artists. All the projects that were started in Studio 1 and 2 need to be completed to high industry standards. At the end of the session we celebrate with our End of Year Showcase, where we invite key industry partners to view the incredible work the students' accomplished throughout the year, and give students the opportunity to network with potential future employers.</p>		

Teaching mode

The MAV is a one-year, full time degree with three sessions that run from January. Classes are held from 9am – 5pm Monday to Friday, with a two-week break between each session.

Mastering the production process

Producing an animation requires a range of technical expertise. Here are some of the key skills you'll learn as part of the **UTS Master of Animation and Visualisation**.

Story

Everything starts with a spark of inspiration. You'll workshop an idea and use a storyboarding process to break it down into individual frames.

Modelling

Next, you'll make the 3D shapes or models that you'll use as part of your production. 3D modellers use production software to create three-dimensional representations of surfaces and objects, either from scratch or by scanning an existing object and recreating it in 3D.

Rigging

Once you've got your models, you'll need to rig them, this means you'll prepare them to be animated. The 'rig' is essentially a skeleton for the model that enables it to move in a lifelike way.

Animation

Now it's time to animate. Animation is the creation of movement from still images or objects. It's become increasingly sophisticated thanks to computer-generated animation software that simulates the movement of 3D figures.

VFX

Next, add your special effects. These could include rotoscoping (using live-action footage to create lifelike movements in your animation), texturing/shading (adding computer-generated techniques to the exterior of your models to make them look real), matchmoving/tracking (inserting CG elements into your footage), and dynamics effects (overcoming variances in sound volume to create a seamless listening experience).

Lighting

You'll learn to work with everything from point lights and spotlights to directional, ambient and area lights to set the mood and create a lifelike feeling on screen.

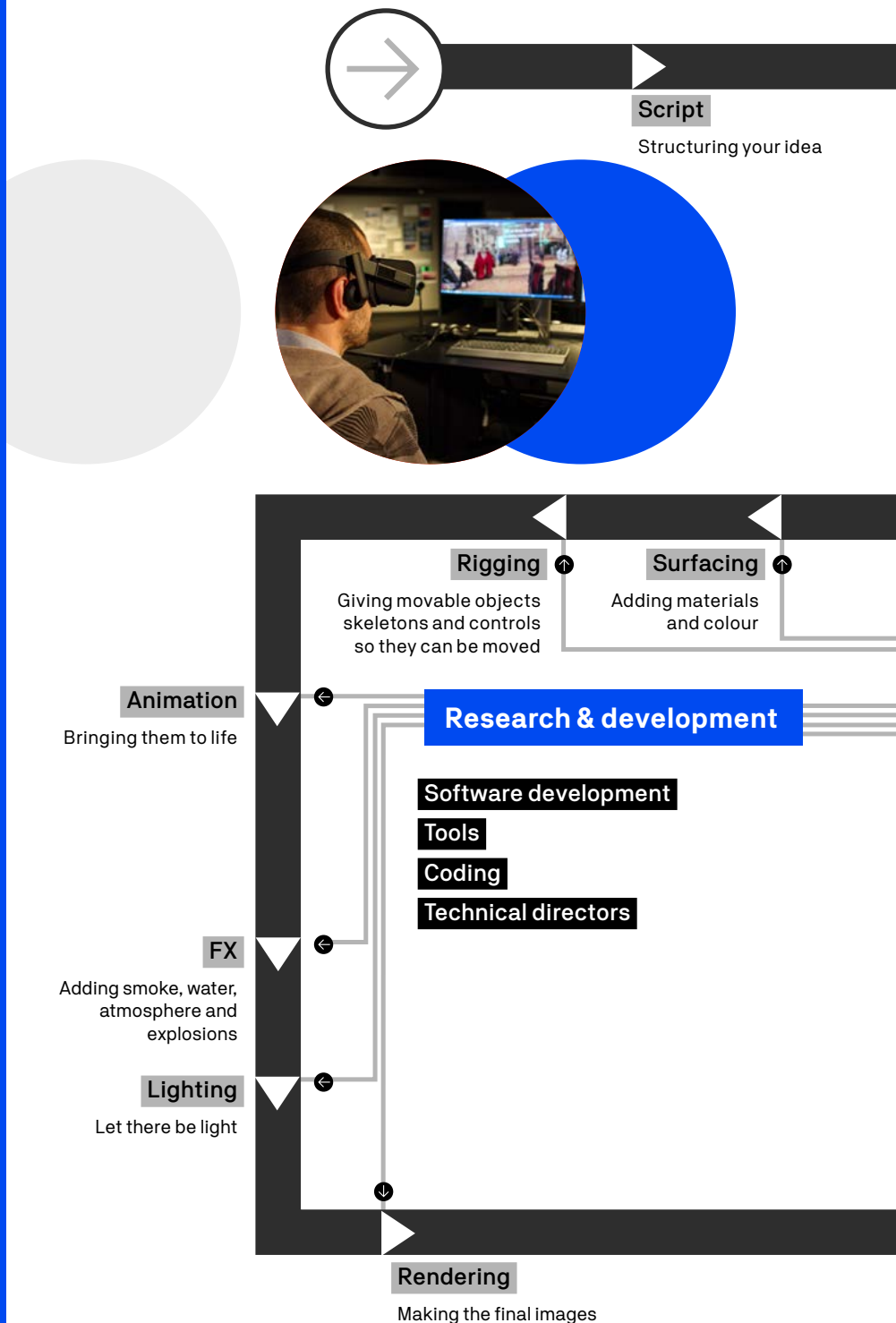
Compositing

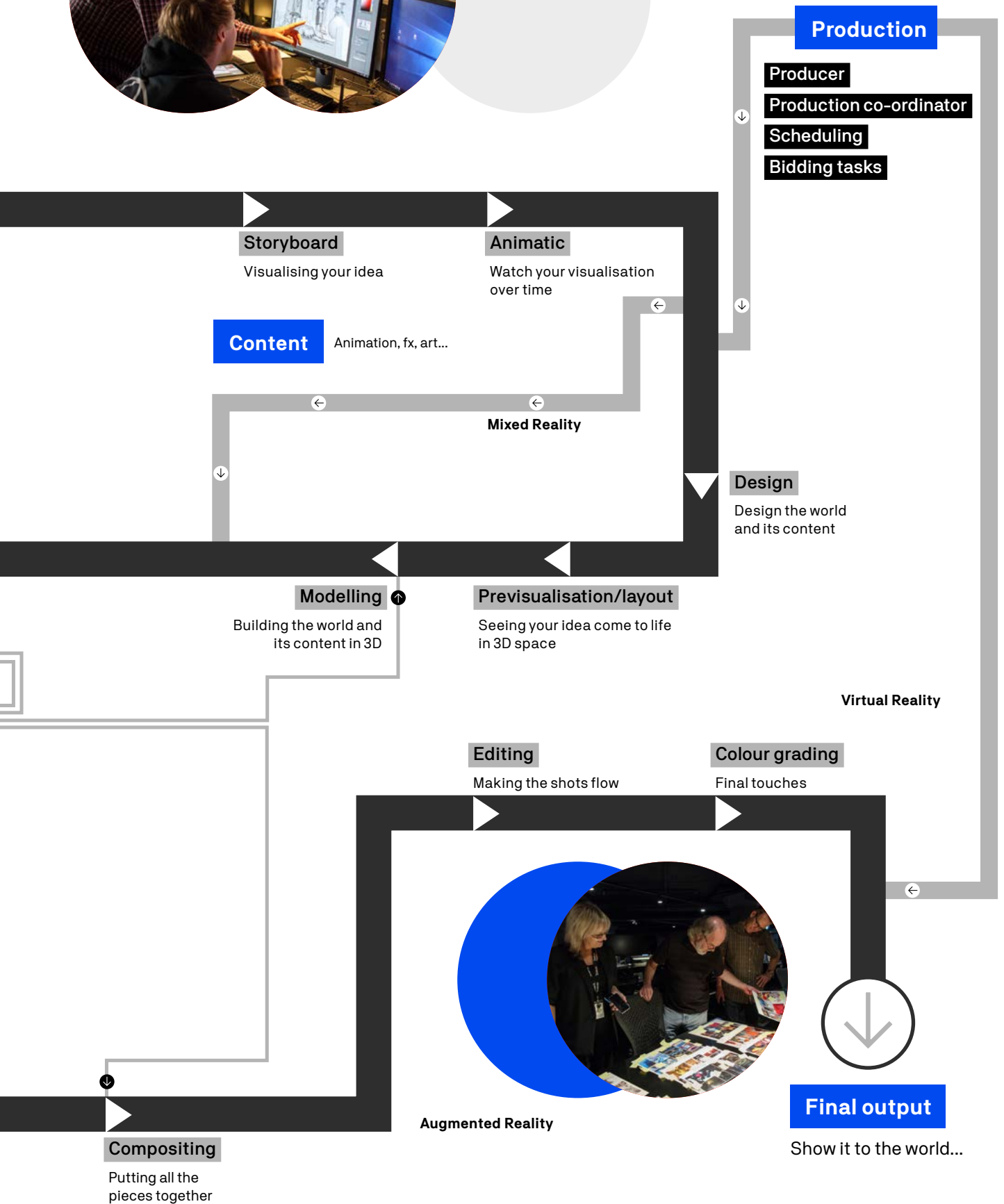
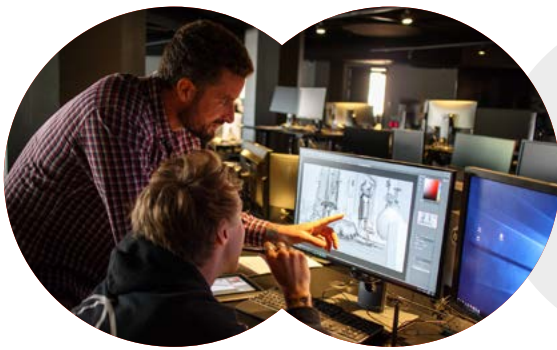
Compositing is the process of combining a bunch of visual elements to create a realistic composite picture. You'll gain skills in manipulating and polishing your source material to make the final composite image look real.

How does the animation and visualisation pipeline work?

Idea

Everything starts with one...or two...





Awards & Projects

Feeling inspired?

Check out more student projects
at: animallogicacademy.uts.edu.au/projects/



The Rookie Awards 2020
Film of the Year, Finalist

Bounty Hunter

3D animated short film

This 2019 short film features a middle-aged, overweight, intergalactic bounty hunter on his last mission to catch and destroy the galaxy's biggest (and cutest) threat – where he encounters more than he's bargained for. The project saw 28 students working together to create this festival favourite.



The Rookie Awards 2020
Game of the Year, Finalist

Subaqua

360° immersive real-time interactive game

Designed for large format, 360° projection at the UTS Data Arena, *Subaqua* is an immersive game designed for groups of players who form the crew of a futuristic submarine. Using spatial motion tracking and real-time visualisation technology, participants move collectively to steer the submarine through an everchanging underwater world, using interactive tools to open gates, ward off threatening sea creatures, and defend themselves from the dangers of the deep.

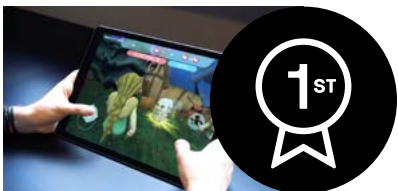


AEAF 2019 Gold Award
Best Student Work

The Colour Thief

3D animated short film

Created by our 2018 students, *The Colour Thief* explores a world where colour is a commodity, centred on a young girl's fight to escape the claws of injustice and bring balance back to humanity in a moving tale of sacrifice and redemption.



The Rookie Awards 2019
Mobile Game of the Year

Xploro

Interactive game

Designed as an educational history game for iOS, *Xploro* brings together mobile augmented reality technology and spatial multiplayer game-play that sees players travel through time portals to historically significant eras where they can interact with key artefacts. In collaboration with The British Museum, the game uses photogrammetry of real-life artefacts and emerging real-time technology to create an innovative, engaging learning experience.



The Rookie Awards 2019
Immersive Game of the Year

Soundbender

Virtual reality sound project

Soundbender is a unique interactive VR experience that immerses users in a beautiful world of light, sound and discovery. The project is designed to evoke empathy within the user as they explore hidden metaphors, communication barriers and interactions in a surreal audio-visual ecosystem. The project was one of nearly 3,500 projects from across the globe submitted in The Rookie Awards 2019, taking home the top accolade Immersive Game of the Year.

Ranked #1 globally for Immersive Media and Mobile Production Excellence

*The Rookie School of the Year Awards 2019



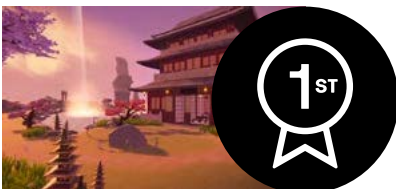
AEAF 2018 Gold Award
Short Animation

Jasper

Mixed-media short film

Jasper is a short animation about the dream of flight, exploring new ways of blurring the lines between analogue and digital visual effects, using both traditional animation techniques and emerging technologies, including robotics and 3D printing. Filmed on a miniature set, using a Blackmagic Design URSA camera on a KUKA robot arm, the project was a collaborative initiative with the Royal Australian Air Force to encourage more young women to engage in STEM subjects and career paths.

The project team earned Gold in the Web/Viral category at the international AEAF 2018 (Animation Effect Awards and Festival).



The Rookie Awards 2018
VR Game of the Year

TerraChi

Virtual reality

TerraChi is an interactive VR experience that transports the user to a stylised world where Tai Chi inspired moves and biometrics allow the user to influence the world around them. Created by our 2017 cohort, the project saw 19 students working together across 15 weeks to complete the project.

The project won 2018 VR Game of the Year from The Rookie Awards – an international awards and mentor platform open to creatives in film, animation, games, VR, motion graphics and architecture visualisation.



Shotgun Pipeline Award
Siggraph 2018

Turret

Software design

Designed by staff and students at the Academy, *Turret* is software which enables the building of large 3D scenes with “live” references to digital assets. This innovative software makes it easier for large teams to collaborate by reducing the number of steps to keep artists’ work in sync and up to date. *Turret* was awarded the prestigious Shotgun Pipeline Award at Siggraph 2018, recognising the best pipeline innovation around the world – and the first time it had been awarded to students!

The student experience

Graduates of the Master of Animation and Visualisation can be found working at the world's leading digital production and visualisation companies, including Luma Pictures, Flying Bark, Method Studios, Mill Film, MPC, Double Negative, Animal Logic, Start VR, Electric Lens Co, and many others, with many working in international studios in Canada, Europe, UK and Asia.

Here's what some of our graduates have to say about their time at the Academy.

Emma Cooney
Lighting artist



“Exposure to a film industry-style production pipeline was one of the most valuable experiences at the Academy. Mirroring industry practices such as desk rounds and dailies really helped me to settle into my first industry job quickly, as that is exactly what they do at Animal Logic.”

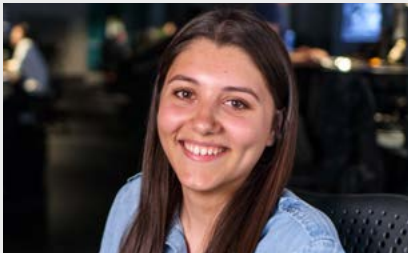
Jessica D'Ali
Technical director



“With the help of close mentors and industry professionals, I was able to leave the Academy and walk into my first job feeling confident that I was ready and knew what I was doing.”

Alessandra Grasso

Production co-ordinator



“My time at the Academy allowed me to gain new skills, work with emerging technology, see what it’s like working in an animation studio and most importantly create industry connections.”

Hannah Chu

Pipeline technical director



“I’ve had the chance to do development on new technologies, like HoloLens and AR/VR development in Unity. And most important of all, the Academy provided me with the experience to understand how it feels to work in the VFX industry, and that’s what I came for in the first place.”

Aaron De Leon

3D generalist



“My time at the Academy helped with building professional networks, being introduced to new software, emerging hardware, and industry workflows.”

Andrew Battye

2D animator and compositor



“My time at the Academy helped in many ways. Experience working in a production pipeline was very important in being able to hit the ground running when you get a job. Also, the network of people you come into contact with and the relationships you form at the MAV are just as, if not more, important as the technical experience you gain.”

Research opportunities

The UTS Animal Logic Academy is home to a thriving research culture. Our research portfolio spans a growing body of knowledge in the future of CGI, animation, interaction and visualisation. As a student in our practice-based PhD and masters degree research programs, you'll make a meaningful contribution to this emerging field of enquiry.

Examples of subject areas include:

- user/audience experiences
- engagement and narrative (particularly in relation to technologies such as augmented and virtual reality)
- animation and interaction
- interaction design for professional CGI work
- new aesthetic and technical approaches to data visualisation
- creative collaboration in the context of professional CGI work
- real-time computer-generated visuals
- sound creative coding & software development.

We're always seeking new research collaborations with artists, performers, creative coders and organisations. To discuss your research ideas or to find out more about research degrees, please contact the Academy.

Contact us:

E: animallogicacademy@uts.edu.au

W: animallogicacademy.uts.edu.au





How to apply

The academic year

There are three teaching sessions as part of the Master of Animation and Visualisation, with classes from January to November.

Application closing dates

If you would like to start studying the Master of Animation and Visualisation (MAV) at UTS in 2021, you will need to apply by:

Local applicants: 18 December 2020

International applicants:
31 October 2020

It is best to apply early to allow yourself plenty of time to organise your Australian student visa to study at UTS.

Offers

UTS will begin making postgraduate offers for 2021 from 27 July 2020.

Admission requirements

Masters by coursework

To be considered for the Master of Animation and Visualisation, you'll need a foundation of knowledge and skills – or prior industry experience – in some aspect of animation and/or visualisation, or related fields (including fine arts, coding and programming, game design and development, motion graphics etc)

All applications must address the following criteria:

1. Completion of a UTS recognised Bachelor's degree or equivalent, or a higher qualification.
2. Applicants must also provide the evidence of their skill in at least one specialisation of digital production or visualisation, such as: animation, modelling, rigging, effects, compositing, surfacing lighting, art/design, concept art, scenic art, storyboarding, anatomy, character development, still-life, virtual reality, augmented reality, game design and production, production management and/or coding/programming.

- For animation, modelling, game design and art/design applicants: a digital portfolio demonstrating aptitude in at least one aspect of 3D art and design, animation, modelling, visualisation, VR-AR, game design, production and/or coding as a PDF file (min. 10 pages) AND a link to the applicant's showreel (no more than 10 minutes duration) on Vimeo, YouTube or a QuickTime file with a showreel breakdown;
- For programming applicants (without a showreel): documented experience in programming for digital production or visualisation, and include links to coding projects on sites such as GitHub;

3. A 300-word personal statement addressing the applicant's reasons for seeking placement in the Master of Animation and Visualisation at UTS;
4. A CV that clearly articulates the applicant's education, training and experience in their specialised area of digital production or visualisation, and a concise account of the individual role played in the creation of any work submitted. CV must include the dates of professional experience and employers; and
5. Contact details for two referees who can validate the applicant's level of skills (these referees can be previous employers/managers or lecturers/teachers).

Other criteria

Applicants without Bachelor academic qualifications or higher will be considered if they meet what is considered to be the equivalent of at least a Bachelor qualification, such as:

- Diploma and/or Advanced Diploma in relevant areas of study, combined with at least 1 year of industry experience AND/OR evidenced advanced levels of knowledge and skills through self-directed learning (evidenced through a portfolio of work); OR
- 2 years of relevant industry experience; OR

- Completion of 3 or more industry short courses in relevant areas of study combined with at least 1 year of industry experience AND/OR evidenced advanced levels of knowledge and skills through self-directed learning (evidenced through a portfolio of work); OR
- Is a non-recent school leaver (over 21 years of age) with demonstrated maturity to undertake postgraduate studies (evidenced through employment and/or project experience)

If your application is of suitable standard, you'll be invited to attend a panel interview so we can find out more about you, your skills and experience. The interview can also be conducted by Skype or Zoom if you are unable to attend campus.

Masters by Research

A postgraduate research degree will see you undertake and complete a research project. Before you submit your application, you'll need to consider what you want to research, write a research proposal and find a supervisor. Need help? If you are interested in a research degree at the UTS Animal Logic Academy, contact us directly at animallogicacademy@uts.edu.au.

Once you're ready, visit uts.ac/apply-for-research or email the UTS Graduate Research School at grs@uts.edu.au to find out more about the application process and to apply.

Local applicants

Submit your online application via the UTS Online Application System at uts.edu.au/pg-admissions.

International applicants

If you're an international student, head to uts.edu.au/international to find the course information, fees and applications details relevant to you.

English language proficiency

Working in a professional animation and visualisation environment requires high levels of English comprehension and communication.

Visit uts.edu.au/english-language-requirements to find out more.

Fees

If you're studying postgraduate by coursework degree, you'll need to pay tuition fees. You can find out more about what your degree will cost at: uts.edu.au/tuition-fee-calculator

For postgraduate by research degrees, you will need to either pay a fee or, if you're eligible for the Research Training Program, the Australian Government will cover the cost for you. To find out more visit: uts.edu.au/domestic-hd-fees

FEE-HELP

If you do have to pay a fee and you're a local student, you may be eligible for FEE-HELP, an Australian Government loan scheme. Using FEE-HELP means you don't have to pay for your tuition fees up front. More information can be found at: uts.edu.au/government-help-schemes

You can choose to repay your FEE-HELP loan simply by notifying your employer who will then withhold your payments through the PAYG tax system. You can also make payments directly to the Australian Taxation Office (ATO).

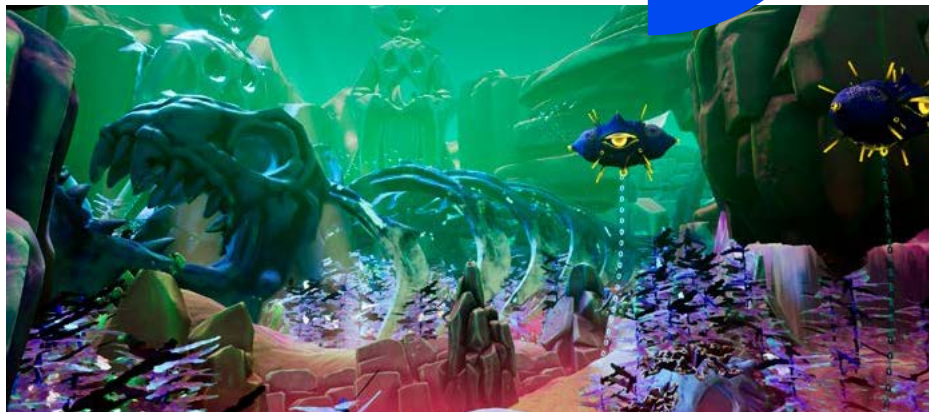
Alumni Advantage

If you've already completed a degree at UTS then you're eligible for the exclusive Alumni Advantage program, which offers a 10% savings on full fee-paying degree programs. Find out if you're eligible for Alumni Advantage at: alumni.uts.edu.au/advantage.

Scholarships

Students applying for the Master of Animation and Visualisation (MAV) may also be eligible for the UTS Animal Logic Academy Scholarship. Please note that the scholarship offering may vary from year to year. For more details, please email contact us directly at animallogicacademy@uts.edu.au

There are also a wide range of scholarships available at UTS. You can learn more at uts.edu.au/scholarships



Disclaimer: Courses and electives are offered subject to numbers. The information in this brochure is provided for Australian and New Zealand Citizens and Australian Permanent Residents. If you are an international student, please consult the International Course Guide available from UTS International. Information is correct at time of printing (July 2020) and is subject to change without notice. Changes in circumstances after this date may alter the accuracy or currency of the information. UTS reserves the right to alter any matter described in this brochure without notice. Readers are responsible for verifying information that pertains to them by contacting the university.

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23358 JULY 2020

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Connect with us

If you have questions about studying at the UTS Animal Logic Academy, drop us a line at animallogicacademy@uts.edu.au



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For advice or information
go to **ask.uts.edu.au**
call **1300 ASK UTS**
visit **animallogicacademy.uts.edu.au**