



DIGITAL IMAGINATORS AND ANIMATORS.

The thing you love more than playing with the coolest technologies is learning the coolest new technologies to make your own cool stuff. You bring together a unique mix of technical skill and creative flair to imagine and create characters and their worlds. If you're good at communicating your visions and working with like-minded creatives, this could be your ideal world.



LOVE

- Creating and bringing characters and worlds to life
- Learning new technologies
- Problem solving
- Working in a team



STRENGTHS

- Highly creative imagination
- Razor-sharp technical mind
- Ability to communicate ideas clearly



PREFER

- Being around like-minded people with creative and business flair



DEAL BREAKERS

- Not loving the thing you're making!

WHERE COULD YOUR IMAGINATION TAKE YOU?

Games, animation, virtual and augmented reality, these creative technologies are all creative industries in their own right but they also cross over into other worlds too. Animation, for instance, could take you into film production, advertising, product gamification, or bringing virtual and augmented reality experiences to exhibition spaces, tourist attractions and training environments. You could be working for a tech start-up during the day and collaborating with friends on your own projects at weekends.

- Creative tech start-ups and studios
- Game production studios
- Film production studios
- 2D and 3D animation studios
- Specialist virtual reality and augmented reality studios
- Specialist AI (artificial intelligence) and VFX studios
- Freelance opportunities



BRING VISIONS AND CHARACTERS TO LIFE.

ARTIST

- Working with a client and their creative brief to design characters and their unique environments on paper or with digital technologies, often within tight timeframes.

ILLUSTRATOR

- Applying technical skill and creative flair to build all the animation elements, from characters to objects and environments using vector graphics.
- Liaising with animators to determine the way characters move and make facial expressions.

ANIMATOR

- Bringing characters and worlds into moving digital images in 2D or 3D or virtual and augmented reality and special effects.
- Working with designers and illustrators to ensure the creative vision is fully realised and brought to life through movement.

CREATE WHOLE NEW WORLDS.

GAMES PROGRAMMER OR DEVELOPER

- Writing the code that builds amazing game worlds envisaged by the game designer.
- Bringing sophisticated technical and mathematical skill to problem solving and making the magic happen.

GAMES DESIGNER

- Imagining and creating the whole vision for a fully functional and engaging game, from the structure and layout to gameplay and rules.
- Liaising, problem solving and managing the technical and creative development process with the whole team to fully realise the vision.



WHERE TO FROM HERE? EXPLORE YOUR PATHWAYS.

VOCATIONAL TRAINING

- CUA31020 Cert III Screen and Media
- CUA41220 Cert IV Screen and Media (Animation and visual effects)
- CUA51020 Diploma Screen and Media (Animation, gaming, and visual effects)
- ICT30120 Cert III Information Technology
- ICT40120 Cert IV Information Technology (Gaming development)
- ICT50220 Diploma Information Technology (Game art and design) OR (Game programming)

TRAINEESHIPS

Giving you the opportunity to combine practical experience at work with structured training, you enter a formal training contract with an employer that leads to a nationally recognised qualification. And you spend most of your time in paid employment.

- Screen (Level 3) CUA31020 – Certificate III in Screen and Media
- Screen (Level 4) CUA41220 – Certificate IV in Screen and Media
- Information Technology (Level 3) – Certificate III in Information Technology (Code: ICT30120)
- Information Technology (Level 4) – Certificate IV in Information Technology (Code: ICT40120)
- Information Technology (Level 5) – Diploma of Information Technology (Code: ICT50220)

UNIVERSITY COURSES

- Games and Interactive Design, Edith Cowan University
- Games Technology, Murdoch University
- Games Art and Design, Murdoch University
- Animation and Game Design, Curtin University
- Bachelor of Games Development, SAE Creative Media Institute

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