COURSE GUIDE

Creative & Business Faculties

cgspectrum.institute

CG Spectrum Institute | ABN 18 085 501 837 | Provider Number PRV12023

cg spectrum
institute

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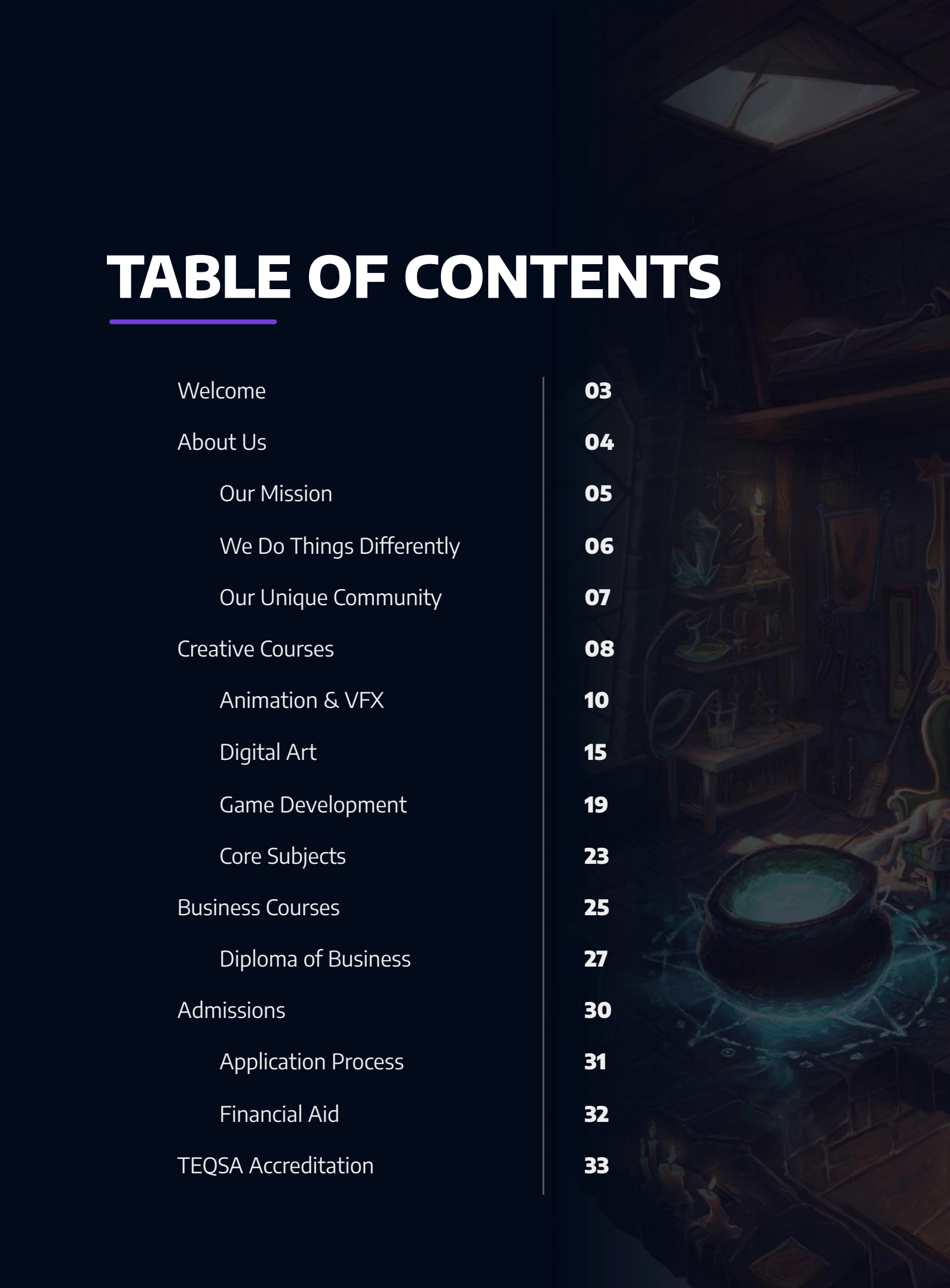


WELCOME

Hello,

Thank you for your interest in CG Spectrum Institute (CGSI). We are more than just an educational institution—we are a thriving online learning community where creativity and critical thinking collide. With a dedication to excellence in the digital arts and business, we provide an enriching and dynamic learning environment to hone your creative, interpersonal, technical and entrepreneurial skills so you can reach your full potential.

Through exploring this guide, you'll discover that CG Spectrum Institute is reimagining education for the modern world. Our industry-focused degrees are carefully crafted to equip you with the hands-on experience and knowledge that the creative industries demand. You'll have the chance to work on real-world projects, collaborate with like-minded peers, and learn from seasoned professionals who have made a mark in the global entertainment industry.

CGSI is a thriving creative ecosystem, providing you with a wealth of inspiration and networking possibilities. Whether you're interested in breathing life into static characters through animation, translating creative visions into powerful imagery as a concept artist, crafting mind-bending visual effects, building immersive gaming experiences, or leading a team of artists, we have the resources and mentorship to guide you on your creative path.

As you immerse yourself in our community, you'll come to understand that CG Spectrum Institute is not just a place to learn; it's a place to belong. Our tight-knit and supportive community of students, alumni, mentors, and industry partners is dedicated to helping you grow.

Choosing CG Spectrum Institute is choosing a journey that promises to be filled with creativity, discovery, and opportunity.

Yours Sincerely,

Catherine O'Sullivan
CEO

ABOUT US

CG SPECTRUM INSTITUTE

CG Spectrum Institute (CGSI) is an online higher education provider delivering expert-led training and industry upskilling in animation, visual effects, digital art, and game development. Established in 2022 to address a gap in the Australian bachelor's degree market, CGSI is committed to nurturing the creative and technical talents of aspiring artists and providing them with the skills and knowledge necessary to excel in a competitive industry.

Courses at CGSI seamlessly blend academic excellence with practical industry methodologies, helping students pave a steadfast pathway to a successful creative career.

CG SPECTRUM

CG Spectrum Institute is part of CG Spectrum's ongoing evolution. Established in 2011, CG Spectrum is a global top-ranked online training provider offering specialised non-award programs in animation, digital painting, game development, 3D modelling, VFX, virtual production, and 3D visualisation. CG Spectrum educates creators through personalised mentorship from industry experts.

- 170+ film and game industry mentors
- 80% job success rate (advanced students)
- Students across 90+ countries
- Career development services

OUR MISSION

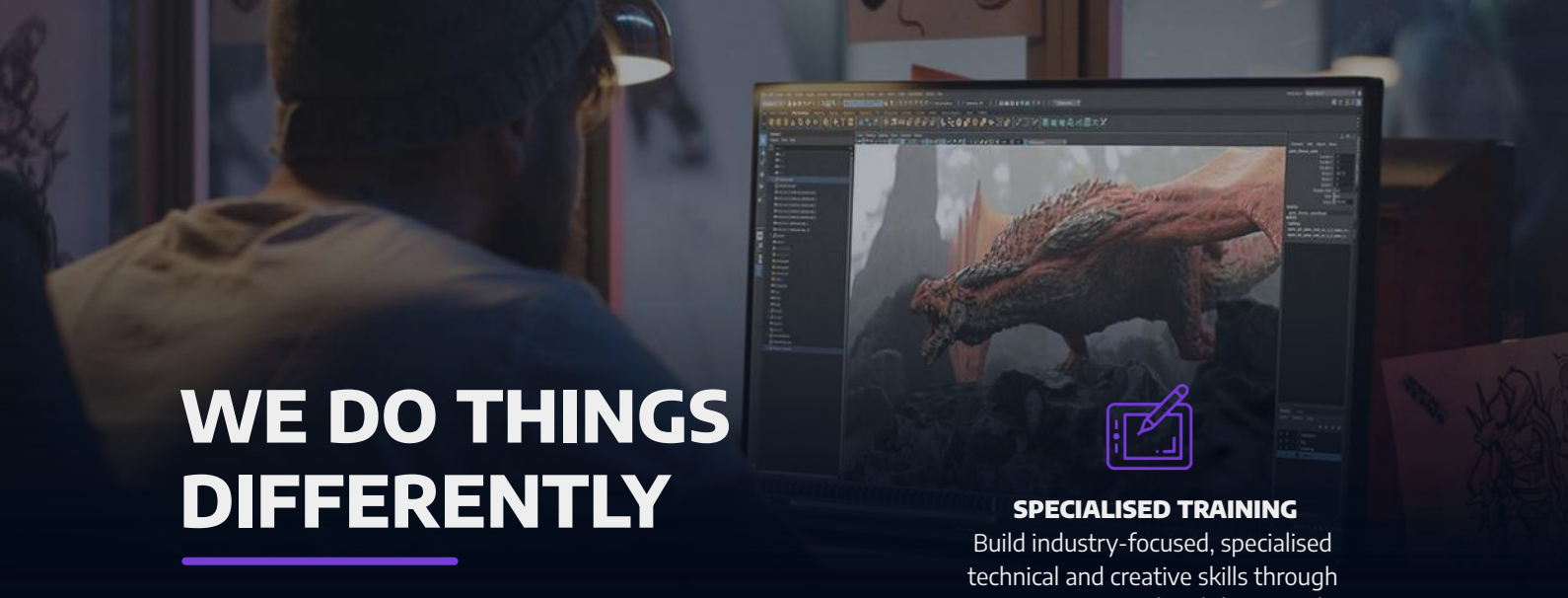
At CGSI, our mission is to empower the next wave of film and games industry leaders through the delivery of highly specialised and bespoke content, extensive one-on-one mentoring from local and international industry mentors, immersive studio experiences, small class sizes, highly effective pedagogies and relationship-building opportunities spanning all industry levels and with reputable studios from across the globe.

We believe in fostering creativity, critical thinking, and problem-solving abilities to produce well-prepared graduates ready to enter the ever-evolving film and games industry as professional artists who can adapt and thrive alongside it.

Our long-term goal is to become a self-sustaining learning ecosystem that brings together a full spectrum of students—from school leavers to senior talent and management—in both physical and virtual spaces. In these fertile spaces, ideas will cross-pollinate, the latest trends and resources will be shared, and industry innovations seeded.

"We have really appreciated being part of the consultation process led by CGSI in designing what we believe will be a suite of high quality and industry relevant degrees."

-Trent Kusters, Co-Founder and Director | League of Geeks



WE DO THINGS DIFFERENTLY

Our bachelor's degrees, developed by industry professionals and academics, provide students with a holistic education through four unique learning strands, helping them hone relevant technical, creative, theoretical, and practical skills, setting them up for success in the creative industries.

Our four learning strands comprise:

CREATIVE CONCEPTS AND PRINCIPLES

The *Creative Concepts and Principles* strand introduces students to a set of theoretical concepts and frameworks underpinning the creative and technical aspects of the degree, fostering their capacity to analyse, review, and reflect.

INDUSTRY CONCEPTS, PROCESSES AND CAPABILITIES

Within the *Industry Concepts, Processes and Capabilities* strand, students will develop a broad understanding of the interpersonal and business management skills required to be successful in the creative industry, including as a freelance artist.

TECHNICAL AND CREATIVE PROCESSES AND PRACTICES

In the *Technical and Creative Processes and Practices* strand, students will gain comprehensive skills in one specific major, building their conceptual and technical knowledge and unique creative and artistic abilities required by industry. This strand enables students to select an area of focus within the broader world of animation, visual effects, and games. Majors promote a higher level of creative and technical expertise and help students pave a more specialised career pathway that will lead them into the industry.

CAPSTONE TRIMESTER

The final *Capstone* trimester requires students to reflect on their learnings, appraise their body of work, and develop a high-quality professional portfolio, helping them to hit the ground running upon graduation.

SPECIALISED TRAINING

Build industry-focused, specialised technical and creative skills through rigorous practical and theoretical training.

CONCEPTUAL LEARNING

Learn the underlying concepts and principles that govern the creative industries and how to apply them as a working artist.

INDUSTRY LEADERSHIP

Learn from, and network with, professional and academic thought leaders within the world of creative technology.

INTERPERSONAL SKILLS FOCUS

Gain essential skills for success in the real world, including communication, problem-solving, management, and leadership.

CAREER-DRIVEN OUTCOMES

Graduate job-ready with a holistic skillset, polished portfolio or showreel, and support from our career services team.

OUR UNIQUE COMMUNITY

When you join CG Spectrum Institute, you gain lifetime access to our unique and vibrant online community, comprised of over 4,000 students, graduates, and mentors. It's the perfect space to push your learning further, share your progress, find other artists to collaborate with, seek valuable support and advice, network and make friends, and have fun!

The community also hosts regular creative challenges and collaborative group activities, creating opportunities to participate in cross-disciplinary projects and refine your newly learned skills. Troubleshooting any technical problems is made easier with the help of dedicated online Technical Assistants, located across the globe to ensure you can keep moving forward with your learning and your art.

"In this industry, community is so important, either for feedback and to get better, but also to find a job. You're definitely going to find such a nice and receptive community here! Everyone is there for you to grow.

- JONATHAN R

"This doesn't feel like online studying. The live chats and forum help you get to know your fellow students who are also more than willing to give insightful feedback. Every step of the way you're growing into a wonderful community.

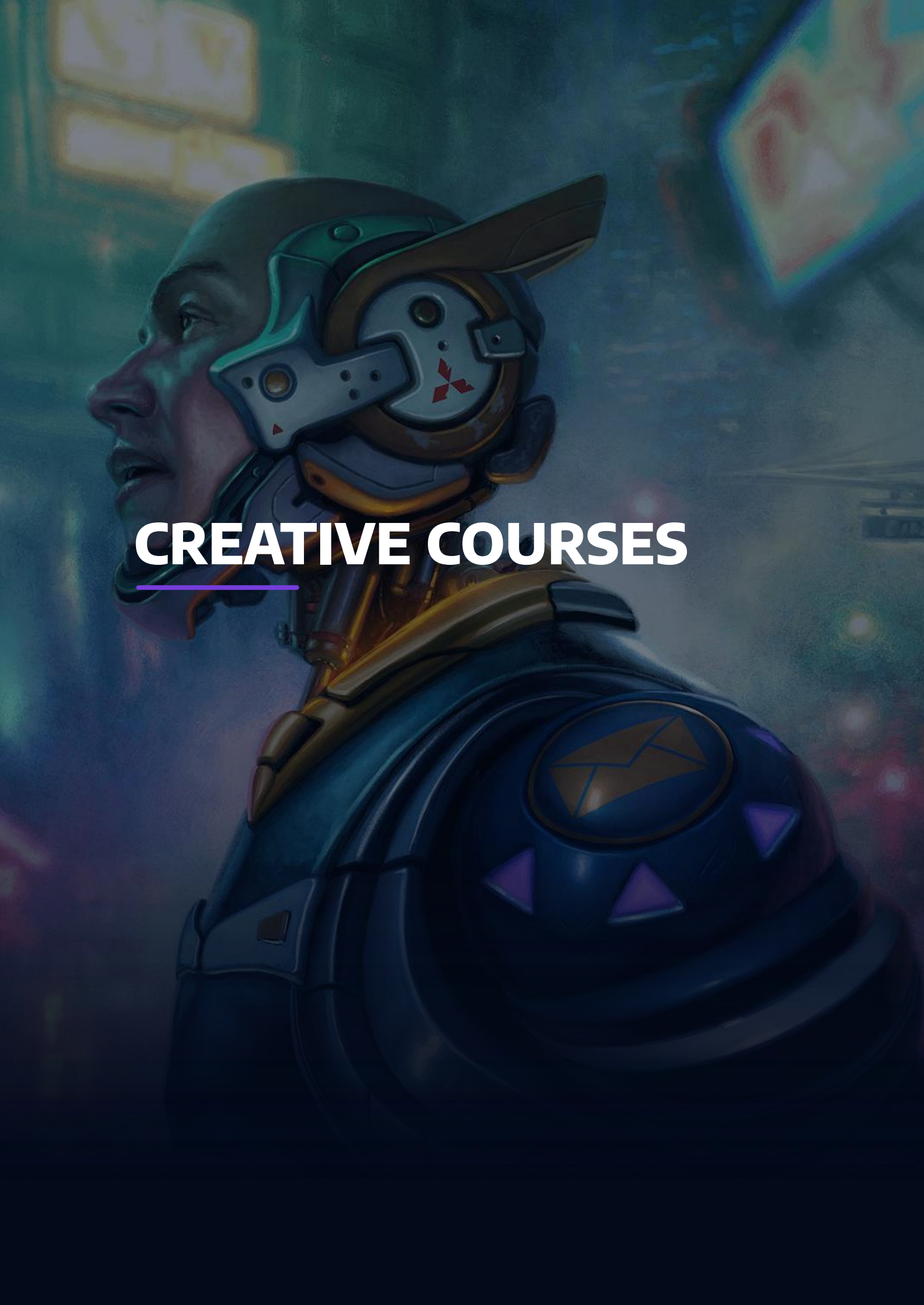
- PATRICIA T

"The feedback and community have provided more motivation to improve and feel passionate about something I enjoy than I could have imagined."

- JARROD C

"I've made new friends, teammates, and peers that are a huge support system. Being able to network in a caring community all while getting in-person help from mentors has been an invaluable experience.

- PENNY G



CREATIVE COURSES

TRAINING AND GUIDANCE FROM INDUSTRY PROFESSIONALS

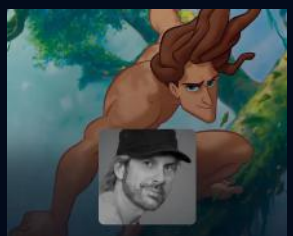
Learning from creative industry academics and professionals offers invaluable firsthand knowledge of tools, techniques, and workflows that can accelerate your growth, enhance your skills, and provide essential networking opportunities. These highly skilled industry veterans **are well-established, well-connected, and well-positioned to help prepare you for a fulfilling** in your chosen specialisation.

BRANDON REIMCHEN
Concept Art
Resident Evil

SPECTRA SANTI
3D Animation
Unchartered 4

DANIEL HOURIGAN
FX
Game of Thrones

JON KRUMMEL
3D Modelling
Frozen



SCOTT CLAUS
2D Animation
Tarzan

TYLER JAMES
Concept Art
World of Warcraft

FIRAS HOSN
Game Programming
Assassin's Creed 3

MAGDALENA BISOGNI
Core Subjects
Mad Max: Fury Road

KATHY CONSTANTIN
Core Subjects
Thor: Ragnarok

JON VENER
3D Animation
Halo 4

HEATH SMITH
Game Design
Shadow of the Tomb Raider

SYKOSAN
2D Animation
Love, Death & Robots

ANIMATION & VFX

Start your creative journey as an animator or visual effects artist with industry and academic experts as your guides. Discover how to bring digital characters, captivating worlds, and mind-bending effects to life for film, TV, virtual production, advertising, and video games. Master specialised software and delve deep into the VFX pipeline and industry workflows, building the skills and techniques top studios look for in new hires.

Crafted by industry professionals and leading academics, these career-focused courses will help you develop your specialised artistic and technical toolkit alongside the analytical, managerial, and critical thinking skills required to excel in the creative industries as a 3D animator, 3D modeller, FX artist, or similar.

START DATES
January 2024
May 2024
September 2024

QUALIFICATION
Diploma of Animation & VFX
Bachelor of Animation & VFX

DURATION
Diploma - 2 Trimesters
Bachelor - 6 Trimesters
Part-time options available

NO. OF SUBJECTS
Diploma - 6 Subjects
Bachelor - 18 Subjects

DELIVERY MODE
Online classes, feedback and community support

FEES
Diploma - $16,664
Bachelor - $49,992
FEE-Help Available

CHOOSE YOUR SPECIALISATION

CGSI has developed a unique educational experience that empowers our students to master the essential skills needed to thrive in their chosen fields after graduation. Students choose a major/specialisation at the beginning of their studies, allowing them to dive deep into their passion and emerge as true experts.

3D MODELLING
Build your 3D modelling and sculpting skills. Create realistic props, curious creatures, and immersive environments using Maya, ZBrush, and Substance Painter, guided by industry experts.

FX
Enter the dynamic world of FX and learn how to conjure realistic CG fire, destruction, tidal waves, and more using industry-standard tools and workflows taught directly by professional FX artists.

3D ANIMATION (Coming Soon)
Focus on 3D animation and learn how to breathe life into digital characters using Autodesk Maya with instruction and support from professional film and game animators.

CAREER PATHWAYS

Studying Animation and VFX can open many viable career opportunities, including the following roles:

- 3D Modeller
- FX Artist
- 3D animator
- Digital Compositor
- Real-Time Technical Artist
- Environment Artist
- CG Supervisor
- VFX Supervisor

As you progress with your studies, you will build a range of skills that will pave the way to a fulfilling creative career in your area of specialisation.

SOFTWARE

Our students use industry standard software to push the boundaries of creativity and innovation in their projects.

ANIMATION & VFX

BRING 3D CHARACTERS AND SCENES TO LIFE FOR FILM, TV, AND GAMES

The Bachelor of Animation and Visual Effects is developed with two exit points: an 80-credit point diploma and a 240-credit point bachelor's degree. Graduates at the bachelor level will have a broad and coherent body of knowledge and skills for use in professional work. Graduates at the diploma level will have specialised knowledge and skills for use in para-professional work.

Full-time students who opt to exit with a diploma (AQF level 5) will study across two consecutive trimesters, while full-time students in the Bachelor of Animation and Visual Effects (AQF Level 7) will complete their qualification in two years (six consecutive trimesters). In each trimester, full-time students will complete three subjects: one 20-credit point subject and two 10-credit point subjects.

CORE SUBJECTS (included in each degree)		**TECHNICAL, CREATIVE CONCEPTS & PRACTICES** (Choose one specialisation/major)		
Creative Concepts & Principles	**Industry Concepts, Processes & Capabilities**	**3D Modelling**	**FX**	**3D Animation (Coming Soon)**
Film & Game Principles, Concepts & Innovations	Industry Overview	3D Modelling Fundamentals	FX Foundations	3D Animation Foundations
Art & Design Concepts & Principles	Communicate! Mode, Purpose & Context	Character & Environment Modelling	Rigid Body Dynamics & Pyro	Body Mechanics
		DIPLOMA EXIT		
Concepts & Principles of Story & Visual Narrative	Identifying & Solving Problems	Creature & Hard Surface Modelling	Liquid & Vellum FX	Storytelling for Animation
Concepts & Principles of Lighting & Cinematography	Managing Projects & Creative Assets	Advanced Character Modelling	FX in Production	Advanced Character Acting
Leading with Integrity	Establishing & Sustaining Your Business	Advanced Environment Modelling & Layout	Advanced FX Production	Creature Animation
Stepping into Industry	Marketing Yourself & Your Work	Modelling Capstone	FX Capstone	3D Animation Capstone
		BACHELOR EXIT		

ANIMATION & VFX

3D MODELLING SUBJECT OVERVIEW

3D Modelling Fundamentals (TCPMOD101)

In *3D Modelling Fundamentals*, students explore the basics of 3D modelling, covering form, volume, lighting, and digital sculpting. They'll master software navigation, professional workflows, industry-standard tools, and creating 3D assets from scratch. In an immersive online studio environment, students distinguish between film and video game modelling, delve into modelling, texturing, and rendering fundamentals, and create a 3D character. They'll learn character development through reference sourcing, modelling, UV layout techniques, and various processes and tools for finalising 3D models with textures and rendering effects.

Character and Environment Modelling (TCPMOD102)

In *Character and Environment Modellin*g, students will learn how to create stylised characters and environments for animated films and video games. They will explore sculpting, form, volume, and lighting principles and use them to craft characters in various poses with detailed renderings. This will involve a process that includes initial concept development, sourcing suitable reference imagery and footage, constructing front, side and back views, and creating a character rig. Delving into the styles relevant to their chosen medium, students will focus on producing polished and pro-level meshes using retopology to streamline complex 3D models. They also become proficient in UV layout techniques, making it easier to apply textures, and will be able to explain pipeline processes involved in 3D modelling.

Creature and Hard Surface Modelling (TCPMOD201)

Digital sculpting taps into cutting-edge technology for 3D modelling, offering artists unprecedented creative freedom. In *Creature and Hard Surface Modelling*, students master the latest industry-standard software like ZBrush, integrating elements like muscles, skin, scales, and fur into their designs. They delve into animal anatomy theories and the principles behind crafting intricate and lifelike creature designs. In an immersive online studio environment, students explore hard surface objects, including mechanical designs, and the factors that impact their technical feasibility. Their grasp of these concepts is showcased through their digital artworks.

Advanced Character Modelling (TCPMOD202)

Creating lifelike modelled characters is an in-demand skill of professional 3D modellers working in film and games. In *Advanced Character Modelling*, students harness human anatomy, form, volume, and lighting principles to create characters with authentic features and proportions. They also master the art of retopologising intricate character meshes, ensuring clean geometry while preserving realistic details. Students employ principles of physics in software tools to design clothing, fashion accessories, and lifelike drapery around their characters. The goal is to produce a meticulously detailed, fully textured, and finely rendered character for their portfolio.

Advanced Environment Modelling and Layout (TCPMOD303)

Incorporating realism, like weather, ecosystems, and terrain, into the digital environment starts with analysing real-world references. In *Advanced Environment Modelling and Layout*, students delve into biodiversity, geology, geography, climate, and meteorology concepts to inform scenic designs for film and video games. In an immersive online studio setting, students create highly detailed digital scenes that mimic reality. They employ procedural techniques, including tools that automate parts of the creative process, to craft realistic terrains and populate them with rocks, trees, and foliage for a convincing environment.

3D Modelling Capstone Portfolio (CAPMOD303)

Throughout their studies, students will have accumulated a comprehensive body of theoretical, technical, creative and cognitive disciplinary knowledge and skills relating to their major study. In *Capstone Portfolio*, students will need to reflect critically on and review this evolving catalogue of knowledge and skills in order to plan for, edit and curate a body of work into a cohesive portfolio that showcases their professional, artistic, and technical abilities.

ANIMATION & VFX

FX SUBJECT OVERVIEW

FX Foundations (TCPFX101)

If films and games are to be successful, they must be engaging. This also applies to their visuals—natural and supernatural FX is often responsible for building atmosphere, creating mood and progressing storylines. In *FX Foundations*, students delve into real-world elements and how to replicate them in simulated environments using industry-standard tools. Students will explore fluid dynamics, incorporating attributes like viscosity, density, and velocity for desired aesthetics. They begin by examining node networks and working with basic particles to understand element attributes and interactivity, setting the stage for complex animated FX like smoke and fire.

Rigid Body Dynamics and Pyro (TCPFX102)

In the prior subject, students explored foundational visual effects for elements like fluid, fire, and smoke. In this subject, they'll delve into creating and demolishing soft and rigid animated bodies to interact with their surroundings. They'll utilise math functions like noise and randomness to convincingly shatter solid forms. Students will work in an immersive studio environment, directing FX designs in real-world contexts. This includes integrating character motion capture and environment assets for a complex building destruction scene with full-scale fire simulation.

Liquid and Vellum FX (TCPFX201)

Incorporating fluid, cloth, and hair simulations into visual effects shots is a complex and time-consuming endeavour. It demands patience, meticulous reference analysis, and creative experimentation to achieve the desired aesthetics. Our *Liquid and Vellum FX* subject teaches students how to integrate physically realistic parameters for high-end film, games, and scientific simulations. Students explore intricate processes to replicate real-world hair, grains, and cloth for a polished final look. These processes involve a careful balance between understanding physical attributes and precise art direction. Starting with small, controlled FX that feature realistic character interactions, students progress to combining multiple elements into refined production shots. Within an immersive online studio setting, students use digital tools to simulate fluids, mirroring the appearance and movement of real viscous materials. They also create and render realistic ocean surfaces that interact with the environment, incorporating props like boats and shorelines.

FX in Production (TCPFX202)

In our *FX Production* subject, students will explore real-world applications of Houdini software, enhancing their understanding of FX workflows and processes. Within an immersive online studio environment, they'll delve into intricate asset management workflows, gaining insight into data handling by industry professionals. This involves using third-party plugins and renderers for enhanced productivity and addressing rendering challenges. Additionally, students will develop expertise in FX compositing, including tracking footage to generate 3D camera integration for digital FX. They will also learn how to create and share custom Houdini tools, mirroring common practices in VFX production.

Advanced FX Production (TCPFX303)

Fully immersive and engaging visual FX shots require a thorough understanding and management of each asset and element that is contained within them. They also need a structured pipeline for reference management and usage. In *Advanced FX Production*, students will investigate dimensions of photo-realism in FX, with an emphasis on the creative and technical skills needed to create a digital shot that is indistinguishable from its reference.

FX Capstone Portfolio (CAPFX303)

Throughout their studies, students will have accumulated a comprehensive body of theoretical, technical, creative and cognitive disciplinary knowledge and skills relating to their major study. In *Capstone Portfolio*, students will need to reflect critically on and review this evolving catalogue of knowledge and skills in order to plan for, edit and curate a body of work into a cohesive portfolio that showcases their professional, artistic, and technical abilities.

ANIMATION & VFX

3D ANIMATION SUBJECT OVERVIEW (Coming Soon)

3D Animation Foundations (TCPANIM101)

This subject covers the fundamentals of 3D animation, including the impact of the 12 animation principles on character and object motion. Students work with animation rigs (skeletal frameworks), mastering the manipulation and animation of simple objects. Core animation concepts like timing, spacing, and overlapping action are explored. Students apply these principles to create animated scenes and characters, initially focusing on art fundamentals like silhouettes and dynamic posing. As they advance, they tackle more complex animations, beginning with walk and run cycles, emphasising arc-based motion for fluid, captivating animations, and examining the influence of props on character movement.

Body Mechanics (TCPANIM102)

In *Body Mechanics*, students apply physical laws to animated motion by studying human locomotion during various physical tasks. Beginning with running, jumping, and parkour-style exercises, they refine their understanding of physiology and the impact of external forces on body movement. Students will simulate weight as characters interact with different heavy objects. They also dissect reference footage and incorporate core animation principles like timing and spacing. The final project involves creating a multi-character animated shot that reflects character personality and motive.

Storytelling for Animation (TCPANIM201)

In *Storytelling for Animation*, students use animation tools to bring digital character rigs to life. They explore character personality and acting principles, including staging, timing, spacing, arcs, and performance, building on previous subject work in motion and physiology. Students will analyse acting and human behaviour references, creating a pantomime scene and a walk cycle that reflects mental and physiological character traits. They also delve into animation storytelling techniques, including 'lip-syncing,' where characters are placed in dramatic monologue scenes with facial expressions and recorded dialogue.

Advanced Character Acting (TCPANIM202)

In *Advanced Character Acting*, students analyse theatre performances for insights applicable to animation. They showcase their skills in an animated comedy scene, highlighting comedic timing through physical movements and recorded dialogue. Students will practice animating action scenes, emphasising character motivation, realistic weight, and timing. Projects involve distinct animation phases, including setup, keying, storytelling poses, breakdowns, in-betweens, and final polish. This builds efficient workflows for tackling more complex tasks. The subject concludes with students creating a multi-character dialogue scene, integrating camera framing, cuts, and portraying contrasting character personalities and interactions.

Creature Animation (TCPANIM303)

Creating compelling creature animations requires a deep understanding of non-human physiology and shot composition. In *Creature Animation*, students tackle complex projects to gain confidence and experience applying these insights to challenging animation tasks. Students will explore various animation rigs, each tailored to a specific animal's motion range. They start with quadruped motion, progressing from walking to running, and ultimately work on flight animation. They study flight behaviours, capturing weightlessness and energy while maintaining a creature's motives. The subject culminates in a two-character physical confrontation animation created from footage of creature interactions.

3D Animation Capstone Portfolio (CAPANIM303)

Throughout their studies, students will have accumulated a comprehensive body of theoretical, technical, creative and cognitive disciplinary knowledge and skills relating to their major study. In Capstone Portfolio, students will need to reflect critically on and review this evolving catalogue of knowledge and skills in order to plan for, edit and curate a body of work into a cohesive portfolio that showcases their professional, artistic, and technical abilities.

DIGITAL ART

Become a professional concept artist, illustrator, or 2D animator! Study digital art and develop the skills to effectively translate concepts and ideas into compelling visuals for film, video games, and publishing. With support and feedback from established artists, get hands-on experience creating industry-standard artwork in Photoshop or Toon Boom Harmony and learn how to work with client briefs to ensure you're job-ready.

Our comprehensive digital art curriculum, created by experts in the industry, equips you with a unique blend of creative and technical skills while honing your capacity to analyse, problem-solve, and employ critical thinking through essential practical and theoretical studies.

START DATES
January 2024
May 2024
September 2024

QUALIFICATION
Diploma of Digital Art
Bachelor of Digital Art

DURATION
Diploma - 2 Trimesters
Bachelor - 6 Trimesters
Part-time options available

NO. OF SUBJECTS
Diploma - 6 Subjects
Bachelor - 18 Subjects

DELIVERY MODE
Online classes, feedback and community support

FEES
Diploma - $16,664
Bachelor - $49,992
FEE-Help Available

CHOOSE YOUR SPECIALISATION

CGSI has developed a unique educational experience that empowers our students to master the essential skills needed to thrive in their chosen fields after graduation. Students choose a major/specialisation at the beginning of their studies, allowing them to dive deep into their passion and emerge as true experts.

CONCEPT ART
With experts guiding your progress, the concept art specialisation covers creature, character, props, and environment design, plus matte painting, photo-bashing, and paint-over techniques. Your artwork will take shape in both 2D and 3D using the latest industry software, including Photoshop, Blender, and ZBrush.

2D ANIMATION
Develop foundational knowledge in this digital art form through an exploration of the 12 principles of animation, executing core animation principles such as timing, spacing and overlapping action in Toon Boom Harmony. Guided by professional animators with years of experience, you'll also learn principles of biology, physiology and anatomy as you bring humans and quadrupeds to life in 2D.

CAREER PATHWAYS

Studying Digital Art can open many viable career opportunities, including the following roles:

- Concept Artist
- Illustrator
- 2D Animator
- Storyboard Artist
- Character Design
- Environment Designer
- Splash Artist
- Digital Matte Painter

As you progress with your studies, you will build a range of skills that will pave the way to a fulfilling creative career in your area of specialisation.

SOFTWARE

Our students use industry standard software to push the boundaries of creativity and innovation in their projects.

Ps ZBRUSH blender Harmony

DIGITAL ART

TRANSLATE CONCEPTS AND IDEAS INTO CAPTIVATING IMAGERY

The Bachelor of Digital Art is developed with two exit points: an 80-credit point diploma and a 240-credit point bachelor's degree. Graduates at the bachelor level will have a broad and coherent body of knowledge and skills for use in professional work. Graduates at the diploma level will have specialised knowledge and skills for use in para-professional work.

Full-time students who opt to exit with a diploma (AQF level 5) will study across two consecutive trimesters, while full-time students in the Bachelor of Digital Art (AQF Level 7) will complete their qualification in two years (six consecutive trimesters). In each trimester, full-time students will complete three subjects: one 20-credit point subject and two 10-credit point subjects.

CORE SUBJECTS (included in each degree)		**TECHNICAL, CREATIVE CONCEPTS & PRACTICES** (Choose one specialisation/major)	
Creative Concepts & Principles	**Industry Concepts, Processes & Capabilities**	**2D Animation**	**Concept Art**
Film & Game Principles, Concepts & Innovations	Industry Overview	Fundamentals of 2D Animation	Developing Visual Concepts: Props & Characters
Art & Design Concepts & Principles	Communicate! Mode, Purpose & Context	Acting & Creature Animation	Rendering Techniques & Character Drawing
		DIPLOMA EXIT	
Concepts & Principles of Story & Visual Narrative	Identifying & Solving Problems	Advanced Acting for 2D Animation	Layout, Level Design & Composition
Concepts & Principles of Lighting & Cinematography	Managing Projects & Creative Assets	Cutout Animation	Characters, Creatures & Enhanced Workflows
Leading with Integrity	Establishing & Sustaining Your Business	Advanced Cutout Animation	3D Concept Art Workflows
Stepping into Industry	Marketing Yourself & Your Work	Game Design Capstone	Game Programming Capstone
		BACHELOR EXIT	

DIGITAL ART

2D ANIMATION SUBJECT OVERVIEW

Fundamentals of 2D Animation (TCP2DANIM101)

Animation, the illusion of motion through drawings played in rapid succession, has been a popular form of entertainment since the 19th century. Technological and artistic innovation has been key to its evolution. In this subject, students develop fundamental 2D animation knowledge by exploring the 12 Principles of Animation in ToonBoom Harmony. Starting with drawing fundamentals, they master 'tradigital' animation—a blend of traditional and digital techniques—while exploring animation principles such as timing, spacing and overlapping action. Students infuse personality, emotion, and the illusion of three-dimensional space into their work. They explore essential software features, honing core drawing tools, integrating animation principles, and creating the illusion of movement through animation timelines.

Acting & Creature Animation (TCP2DANIM102)

In *Acting and Creature Animation*, students examine the art of creating convincing animated characters, exploring biology, physiology, and anatomy to enhance their human and quadruped figure illustrations. They will expand their technical and problem-solving abilities to craft advanced, anatomically accurate drawings. Students will plan and develop scenes involving pantomime and simple dialogue and analyse renowned animation works and artists to unravel the secrets of captivation, emphasising silhouettes and timing. Additionally, they will optimise their workflow with thumbnailing, quick and loose sketches that define focus, key poses, and composition lines.

Advanced Acting for 2D Animation (TCP2DANIM201)

Bringing characters to life entails studying human behaviour and an understanding of face, lip, body language, and gesture animation. In this subject, students craft diverse 2D characters with compelling designs rooted in the animation principle of solid drawing. They will leverage character model sheets to ideate, plan, and delve into character personalities, attributes, and motivations, culminating in multi-character dialogue animations. Within an immersive online studio environment, students will embrace life drawing practice for humans and quadrupeds. They also explore effects and camera techniques to enhance appeal and stylisation in their animations.

Cutout Animation (TCP2DANIM202)

In this subject, students will investigate a traditional stop-motion animation technique that has been incorporated into the digital space. *Cutout Animation* involves creating layered characters that can be used as rigged puppets with skeletons and joint-based manipulation. In an immersive online studio setting, students will master Toon Boom Harmony techniques using the peg and node animation system. They will apply these lessons to develop biped and quadruped rigs for animation, including creating functional animation rigs, and seamlessly incorporate these assets into animation cycles and physical shots.

Advanced Cutout Animation (TCP2DANIM202)

In *Advanced Cutout Animation*, students will be tasked with synthesising the technical and theoretical skills they accumulated during their studies to create advanced cutout animation shots. This process will involve students creating single-character animations, as well as two-character dialogues, using digital stop motion techniques as a way of matching audio to character motion and face animation. They will apply their animation skills to design briefs that reflect professional feature/episodic projects. These projects will require mastery of Harmony FX and compositing tools to enhance the quality of visuals.

2D Animation Capstone Portfolio (CAPANIM303)

Throughout their studies, students will have accumulated a comprehensive body of theoretical, technical, creative and cognitive disciplinary knowledge and skills relating to their major study. In *Capstone Portfolio*, students will need to reflect critically on and review this evolving catalogue of knowledge and skills in order to plan for, edit and curate a body of work into a cohesive portfolio that showcases their professional, artistic, and technical abilities.

DIGITAL ART

CONCEPT ART SUBJECT OVERVIEW

Developing Visual Concepts: Props and Characters (TCPCA101)

In this foundational subject, students will develop the skills and theoretical knowledge for visual concept development, creating props, characters, and creatures while covering line, value, colour theory, human anatomy, clothing, perspective, proportions, and material physics. Students will examine a range of artistic styles as the basis for developing and refining their own style to create concept pieces for their portfolio. The subject involves active learning workshops and online discussions, with assessments focused on enhancing technical, creative, and cognitive skills using industry-standard practices. Students will also explain how art fundamentals and feedback from peers and mentors informed their design choices.

Rendering Techniques & Character Drawing (TCPCA102)

Light and colour serve as foundational elements in creating compelling concept art and illustrations. They set the mood, define materials, and shape environments. In this subject, students delve into lighting theory, examining different lighting and surfacing parameters and applying them to various scenarios. In an immersive online studio environment, they will also have opportunities to practice their life-drawing skills by observing the human figure.

Layout, Level Design and Composition (TCPCA201)

In *Layout, Level Design and Composition*, students dive into the theories and practices of artistic composition and filmic framing, uncovering the conventions used by film and game developers for effective mood and narrative communication. They apply this knowledge to craft intricate environment concepts, master perspective, and emphasise lighting, mood, and asset integration to breathe life into immersive worlds. Additionally, they prototype game level designs, considering both aesthetics and technical aspects for the final game engine output. Students then experiment with dramatic framing and staging techniques to enhance visual narratives and genre moods in story-based artwork.

Characters, Creatures and Enhanced Workflows (TCPCA202)

Skilled character artists possess both versatile aesthetics and a deep understanding of infusing unique personalities and backgrounds into their creations. In this subject, students learn the theories behind crafting archetypal characters for storytelling, exploring how hero, villain, and creature attributes shape compelling designs. They will enhance these skills by preparing matte paintings, using 'photo-bashing' techniques, and integrating object and character paintovers into their prototyping process. This subject challenges students to complete character projects, from brainstorming and conceptualisation to referencing genre-specific traits to the execution of final visual designs.

3D Concept Art Workflows (TCPCA303)

As design software, game engines, and video production tech become more accessible, artists need expertise in innovative toolkits to streamline workflows and boost creative productivity. In *3D Concept Art Workflows*, students explore emerging digital tools and assess leading 3D modelling software for 2D concept art workflows, working within an immersive online environment. They will employ advanced 3D modelling techniques for designing, sculpting, lighting, texturing, and rendering artworks for 2D paintovers. These tools accelerate workflow efficiency by enabling multidimensional visualisation before final composition decisions. Starting with sculpting basic forms to generate quick digital renders, students will finish with a full understanding of an expert 3D pipeline for visualisation before creating more complex human forms and environments.

Concept Art Capstone Portfolio (CAPCA303)

Throughout their studies, students will have accumulated a comprehensive body of theoretical, technical, creative and cognitive disciplinary knowledge and skills relating to their major study. In *Capstone Portfolio*, students will need to reflect critically on and review this evolving catalogue of knowledge and skills in order to plan for, edit and curate a body of work into a cohesive portfolio that showcases their professional, artistic, and technical abilities.

GAME DEVELOPMENT

Transform your passion for video games into a career! Learn how to plan, develop, and implement immersive and interactive games in Unreal Engine, with a focus on either game design or game programming. Receive leadership and training from game development experts using professional software and practices, building the techniques and knowledge that will allow you to evolve and thrive along with the industry.

These courses will support you in your creative and technical pursuits by adopting, adapting, integrating, and applying emerging and established technologies and processes to create impressive projects. You'll also learn to think critically, problem-solve, analyse, evaluate, and critique, helping you to get ahead of the game.

START DATES
January 2024
May 2024
September 2024

QUALIFICATION
Diploma of Game Development
Bachelor of Game Development

DURATION
Diploma - 2 Trimesters
Bachelor - 6 Trimesters
Part-time options available

NO. OF SUBJECTS
Diploma - 6 Subjects
Bachelor - 18 Subjects

DELIVERY MODE
Online classes, feedback and community support

FEES
Diploma - $16,664
Bachelor - $49,992
FEE-Help Available

CHOOSE YOUR SPECIALISATION

CGSI has developed a unique educational experience that empowers our students to master the essential skills needed to thrive in their chosen fields after graduation. Students choose a major/specialisation at the beginning of their studies, allowing them to dive deep into their passion and emerge as true experts.

GAME DESIGN
Learn how to design and implement game systems using Unreal Engine using your learned knowledge of the principles and processes that make digital games unique, playable and successful. With instruction and support from professionals, you'll explore combat and action gameplay development for PC and consoles and level up your level design.

GAME PROGRAMMING (Coming Soon)
Master C++, a renowned and versatile object-oriented programming language for games and software applications. Dive into Unreal Engine to create a playable game, including developing game mechanics, building simple levels, and exploring AI while also learning how to debug your gameplay to ensure it runs successfully in complex environments.

CAREER PATHWAYS

Studying Game Development can open many viable career opportunities, including the following roles:

- Game Designer
- Level Designer
- Game Programmer
- AI Programmer
- Gameplay Engineer
- Systems Designer
- Game Artist
- Real-time 3D Artist

As you progress with your studies, you will build a range of skills that will pave the way to a fulfilling creative career in your area of specialisation.

SOFTWARE

Our students use industry-standard software to push the boundaries of creativity and innovation in their projects.

GAME DEVELOPMENT

DESIGN AND PROGRAM IMMERSIVE AND INTERACTIVE WORLDS

The Bachelor of Game Development is developed with two exit points: an 80-credit point diploma and a 240-credit point bachelor's degree. Graduates at the bachelor level will have a broad and coherent body of knowledge and skills for use in professional work. Graduates at the diploma level will have specialised knowledge and skills for use in para-professional work.

Full-time students who opt to exit with a diploma (AQF level 5) will study across two consecutive trimesters, while full-time students in the Bachelor of Game Development (AQF Level 7) will complete their qualification in two years (six consecutive trimesters). In each trimester, full-time students will complete three subjects: one 20-credit point subject and two 10-credit point subjects.

CORE SUBJECTS (included in each degree)		**TECHNICAL, CREATIVE CONCEPTS & PRACTICES** (Choose one specialisation/major)	
Creative Concepts & Principles	**Industry Concepts, Processes & Capabilities**	**Game Design**	**Game Programming (Coming Soon)**
Film & Game Principles, Concepts & Innovations	Industry Overview	Game Design Foundations	Game Programming Fundamentals
Art & Design Concepts & Principles	Communicate! Mode, Purpose & Context	Designing & Implementing Game Systems	Game Engine Programming
		DIPLOMA EXIT	
Concepts & Principles of Story & Visual Narrative	Identifying & Solving Problems	Action Gameplay Development	Gameplay & AI Techniques
Concepts & Principles of Lighting & Cinematography	Managing Projects & Creative Assets	Level Design Pre-Production	Networking & Replication
Leading with Integrity	Establishing & Sustaining Your Business	Level Design Production	Advanced AI, Animation & Game Mechanics
Stepping into Industry	Marketing Yourself & Your Work	Game Design Capstone	Game Programming Capstone
		BACHELOR EXIT	

GAME DEVELOPMENT

GAME DESIGN SUBJECT OVERVIEW

Game Design Foundations (TCPGD101)

Game Design Foundations introduces students to theory, core elements, and the unique design principles and processes that make digital games unique, playable, and successful. Great video game designers know how to deconstruct, analyse and understand the technical nuances and narrative intricacies of a game and how these elements work together to engage players. In this subject, students explore diverse game genres, examining their unique attributes and playability. They investigate how game platforms and the formats for game consumption impact design possibilities and constraints while also developing written, visual, and playable concepts.

Designing and Implementing Game Systems (TCPGD102)

In this subject, students expand upon concepts, processes, and theories from the previous trimester, discussing and communicating conceptual and visual game designs. They also employ a game engine to develop and stress-test core video game elements. Working in an immersive online studio environment, they learn to validate and express ideas and create complex level designs while navigating platform constraints, user needs, and technical considerations. Students explore the essence of fun and engagement in gaming, applying these principles to craft a 'Beautiful Corner,' a compact game prototype section highlighting main mechanics and style. This involves developing whiteboxed levels—playable areas constructed using basic assets—for user feedback.

Action Gameplay Development (TCPGD201)

Action and combat are important components of many of the leading games on the market. The credibility and playability of a game's action sequences are often integral to its success or failure. In *Action Game Development*, students will learn to design and create AAA combat and action games for PC and console. Merging the theory of design for fast-paced gameplay with an understanding of the principles and processes associated with creating a game vision in Unreal engine, students will be tasked with creating an elaborate and detailed gameplay prototype for a first-person combat game. They will have opportunities to analyse what contributes to player enjoyment by focusing on game mechanics, player quests, enemy intelligence and level layout. Students will then practice implementing these features into gameplay to allow users to interact with games and provide valuable feedback using a custom toolkit.

Level Design Pre-production (TCPGD202)

In this subject, students delve into advanced level design, integrating complex player movement, expanded combat mechanics, and detailed quests. They explore the conceptual frameworks underlying game playability, user interface navigation, visual coding, and level design theory. Students wear the dual hats of level artists and designers, working within an immersive online environment to craft visually stunning and engaging levels. They discover the art of building photorealistic terrains, infusing real-world lighting and weather systems for the atmosphere, and efficiently utilising 'kitbashing' assets for rapid gameplay development.

Level Design Production (TCPGD303)

Developing richly detailed and realistic levels relies on an understanding of what makes environments feasible, readable to the player and aesthetically pleasing to explore. In *Level Design Production*, students will learn about the underlying principles of playability and concepts relating to artificial intelligence as well as user navigation through large maps, interiors and exteriors. They will develop a range of NPCs—non-playable characters—to interact with the player in a level. Students will also script complex artificial intelligence behaviours for user interaction and implement advanced interactive level blueprints in game engines to make highly interactive levels incorporating visual and technical polish.

Game Design Capstone Portfolio (CAPGD303)

Throughout their studies, students will have accumulated a comprehensive body of theoretical, technical, creative and cognitive disciplinary knowledge and skills relating to their major study. In *Capstone Portfolio*, students will need to reflect critically on and review this evolving catalogue of knowledge and skills in order to plan for, edit and curate a body of work into a cohesive portfolio that showcases their professional, artistic, and technical abilities.

GAME DEVELOPMENT

PROGRAMMING SUBJECT OVERVIEW (Coming Soon)

Programming Foundations (TCPGPR101)

In *Programming Foundations*, students master the essential concepts of logic and coding by deep diving into C++, a renowned and versatile object-oriented programming language used in games and software development. Starting with syntax exploration, students engage in exercises to grasp vital coding elements like variables, operators, branching, functions, loops, and arrays, progressing from simple to complex tasks. They will build and stack their knowledge through exercises that become increasingly complex. Students will explore advanced areas of logic and functionality where they will be required to utilise references, memory, classes, objects and data structures.

Game Engine Programming (TCPGPR102)

In *Game Engine Programming*, students delve into Unreal Engine, a leading platform for AAA+ game development and a powerful cinematic toolkit. Building on their scripting and logic foundations, they will explore how game editors manage code bases to increase user interactivity and playability through techniques such as on player levels and gameplay elements. Students craft modular game assets using visual scripting or 'blueprints.' They create playable games, design game mechanics, build levels, and incorporate features like player health, death, and respawning. Using their evolving knowledge of game development, students will create their own uniquely styled game visions.

Gameplay and AI Techniques (TCPGPR201)

In this subject, students tackle managing large-scale code bases with platforms like Github. They craft game worlds focusing on the 'Three Cs:' playable characters with complete models, texture, and animation; controllers for interactivity; and cameras for navigation. Students will design and refine digital characters by applying theoretical concepts linked to kinematic equations of velocity and acceleration capable of fine-tuning character motion. They will also incorporate elements like audio to enhance player experience during character-environment interactions. The subject delves into designing and building game worlds from scratch using artificial intelligence, preparing students for Multiplayer and Online gameplay systems. It culminates with students creating their own final playable game.

Networking and Replication (TCPGPR202)

Often, the appeal of highly successful contemporary and historical digital games lies in their players having the option to interact with local or remote partners and their use of sophisticated computer-controlled characters to complete the immersive experience. In this subject, students will explore the concepts and principles associated with building multiplayer networks for games. Within an immersive studio, students grasp core architecture for networking, including an understanding of authority, ownership, syncvars, and spawning - the synchronisation of a server to a player (a 'client') to allow new objects or characters to join the game world. They delve into replication and prediction concepts, ensuring smooth multiplayer experiences and gain essential debugging skills for complex environments.

Advanced AI, Animation and Game Mechanics (TCPGPR303)

In *Character Animation and AI*, students explore how purpose-built character animation elevates game visuals and immerses users in a realistic experience. They delve into complex behaviour trees, blending multiple animations for various user inputs and animations for player interactions, such as climbing walls or adapting to different terrains. Within an immersive studio environment, students extend these insights to advanced artificial intelligence, applying animation concepts to non-playable opponents navigating complex environments in pursuit of a target.

Game Programming Capstone Portfolio (CAPGPR303)

Throughout their studies, students will have accumulated a comprehensive body of theoretical, technical, creative and cognitive disciplinary knowledge and skills relating to their major study. In *Capstone Portfolio*, students will need to reflect critically on and review this evolving catalogue of knowledge and skills in order to plan for, edit and curate a body of work into a cohesive portfolio that showcases their professional, artistic, and technical abilities.

CORE SUBJECTS

INDUSTRY CONCEPTS, PROCESSES & CAPABILITIES

Industry Overview: Pipeline and Production Processes (ICP101)

Animation, VFX, and video games industry professionals require a thorough understanding of production pipelines and processes to ensure efficient and timely project development. This subject introduces students to essential terminology, frameworks, and stages of these creative fields, emphasising their interconnectedness. Through an engaging online teaching approach that encourages active learning, students examine the entire production journey, from inception to distribution. They also delve into workflow frameworks unique to animation, VFX, and game studios, facilitating industry comparisons. The culmination involves creating a career information video that explores the technical skills, job prospects, and valued attributes of a chosen role in the film and games sectors.

Communicate! Mode, Purpose and Context (ICP102)

This subject highlights the crucial role of effective communication skills in the creative industries. It offers a comprehensive overview of professional, ethical, and culturally sensitive communication, focusing on both oral and written communication. Through an engaging online teaching approach that encourages active learning, students begin by exploring the significance of mode, context, and purpose. They then delve into communication theories, models, and frameworks for facilitating interactions, transactions, and feedback. Students gain insights into paralanguage, responsive listening, active collaboration, and delivering/receiving respectful feedback. They also consider how to apply theoretical and conceptual frameworks in diverse professional settings within the creative industries.

Identifying and Solving Problems (ICP201)

In *Identifying and Solving Problems*, artists and technicians tackle everyday challenges with a foundation in theoretically sound problem-solving. This course delves into the principles of creative reasoning, encompassing argument presentation and addressing unconscious bias. Students also explore frameworks for analysing and reviewing artistic works, along with identifying and resolving creative, technical, and ethical issues in creative projects.

Managing Projects and Creative Assets (ICP202)

Complicated animation, visual effects, and game projects require strategic thinking and high-level organisational skills if they are to be realised and delivered on time and within budget. *Managing Projects and Creative Assets* equips students with knowledge of the complex management processes, asset pipelines, and project management systems that streamline the delivery of complex creative endeavours. Through online discussions, case studies, peer presentations, and simulations, students delve into technical and communication processes and tools that facilitate the smooth flow of digital information in pipelines, including character and shot sequence management.

Establishing and Sustaining Your Business (ICP301)

In *Establishing and Sustaining Your Business*, students gain crucial skills for the film and games industries: managing finances, negotiating contracts, and understanding legal obligations. This course offers insights into the financial and legal responsibilities of running creative businesses and projects. Through online forums, students analyse case studies and simulated scenarios covering sole trading enterprises, partnerships, and large companies. They learn budgeting, finance, taxation, superannuation, cashflows, profit and loss, as well as learn about bidding, intellectual property (IP), trademarking, and quantifying their creative worth.

Leading with Integrity (ICP302)

Leading successfully requires grasping leadership principles and understanding your own dynamics with others. In *Leading with Integrity*, students delve into self-assessment, team dynamics, conflict management, performance optimisation, and effective leadership. With a creative business emphasis, they examine ethical, inclusive practices and their impact on the performance of a business. In collaborative online workshops, students analyse case studies, hypothetical scenarios, and leadership strengths and weaknesses, learning from others' experiences to define success for individuals and companies.

CORE SUBJECTS

CREATIVE CONCEPTS & PRINCIPLES

Film and Games Principles, Concepts and Innovations: Learning from History (CCP101)

Professionals in the film and games industries must grasp the historical foundations, theories, innovations, and principles shaping contemporary practices. They should also recognise how advancements in one creative field can influence and revolutionise others. *Film and Games: Learning from History* uses case studies and documented evidence to delve into the historical, social, technical, and theoretical factors impacting these industries. Students analyse how innovations and technologies from one sector (e.g., games) are applied to the other (e.g., film), driving continuous transformation and progress.

Art and Design Concepts and Principles (CCP102)

Comprehending fundamental art and design concepts is vital for aspiring professionals in the creative industries. In this subject, students delve into theories and principles of colour, light, and composition and their relevance in art movements, film, and digital games. They analyse compositions and artworks, examining the integration of line, shape, space, depth, content, and style, recognising their significance in creative endeavours. Through collaborative online discussions, students explore and contrast historical and contemporary artworks, shedding light on the evolution of art and design theories and practices.

Concepts and Principles of Story and Visual Narrative (CCP201)

In *Concepts and Principles of Story and Visual Narrative*, students discover the diverse ways stories are crafted, whether through single images, multiple images, or moving images. Beginning with the origins of storytelling, they explore the fundamental concepts and principles that underpin visual storytelling. Literary elements like story arcs, hero's journey, Aristotle's three-act structure, tropes, linear and nonlinear plots, visual metaphors, motifs, and symbolism are examined. Through online tutorials, students engage in discussions, peer learning, and group work, analysing plot structures and comparing character development.

Concepts and Principles of Lighting and Cinematography (CCP202)

In this subject, students delve into the essential elements of compelling storytelling: cinematography and lighting. Cinematography deals with shot framing and camera angles, while lighting encompasses direction, quality, colour, and environment to evoke specific moods or aesthetics. Students explore the theoretical concepts and principles of lighting and cinematography, applying them to visual storytelling and photography in both real-world and digital contexts.

CAPSTONE

Stepping Into Industry: Becoming a Proactive Practitioner (CAP301)

Adaptability and openness to new technologies are crucial in the dynamic film and games industries. *In Stepping Into Industry*, students employ a PESTLE analysis to explore current and future trends in the creative sector and identify potential career paths. They're encouraged to reflect on their strengths, values, and adaptability, helping shape their future career choices.

Marketing Yourself and Your Work (CAP302)

Professionals in the film and games industries must grasp their markets and align their brand with their values, whether as a freelancer or a company. *Marketing Yourself and Your Work* teaches students the core of marketing, helping them build a personal brand that resonates with their beliefs in the global digital market. This involves understanding target markets, customer needs, integrated marketing, and handling challenges, alongside exploring motivations for success. Students also gain insights into managing the diverse, cross-cultural landscape of film and games.

BUSINESS COURSES

THE BEST IN BUSINESS

CG Spectrum Institute has a a team of experienced teachers and lecturers who understand how to succeed in today's business landscape, including in the dynamic creative industries. These experts are dedicated to helping students achieve their goals by providing personalised feedback and offering industry insights and tips based on their extensive real-world experience.

BADEN U'REN
CGSI's Dean (Business and Entrepreneurship), Baden is an entrepreneur, educator, and multiple company founder with a background in investment banking and private equity. He is committed to inspiring and fostering rising entrepreneurs.

AUDEN FISKERLAND
Auden has 20+ years of working in start-ups, scale-ups, innovation, strategy, research, and education. He has also been actively involved in the Australian electronic music industry as a producer, DJ, and promoter for over two decades.

ROCHELLE WILSON
Rochelle has a PhD in Behavioural and Experimental Economics. Her academic background and experience as a Risk Analyst for the Bank of New York Mellon have enabled Rochelle to successfully design and deliver specialised economics courses across several universities.

BIANCA ROSE PHILLIPS
Bianca is a lawyer, philosopher, and dancer who believes technology creates significant opportunities for humanity and that they should be explored with deep consideration of the law and legal mechanisms.

JOSHUA SMITH
With a background in politics, film and television, and science and technology, Joshua encourages people to learn and grow as individuals, contribute to their local communities, and positively influence the media and political landscapes.

BUSINESS

The Diploma of Business prepares work-ready graduates by offering a fundamental understanding of contemporary business practices. You will explore the principles of management and how culture, diversity, and ethics influence businesses, learn how to communicate your vision effectively to motivate and inspire others, and gain essential skills, including agility, critical analysis, and problem-solving.

Designed to provide you with the knowledge and skills to start your business career, the Diploma of Business covers broad range of topics, including marketing, finance, management, and entrepreneurship. You'll develop desirable business skills that can help you progress to more responsible roles within an organisation.

START DATES
January 2024
May 2024
September 2024

QUALIFICATION
Diploma of Business

DURATION
Diploma - 2 Trimesters

NO. OF SUBJECTS
Diploma - 6 Subjects

DELIVERY MODE
Online classes, feedback and community support

FEES
Diploma - $16,666
FEE-Help Available

COURSE OUTCOMES

Graduates of the Diploma of Business will achieve the following learning outcomes:

STRATEGIC PROFICIENCY
Master strategic planning tailored to the creative arts and entertainment sector, enabling you to develop, execute, and adapt effective business strategies.

FINANCIAL ACUMEN
Gain expertise in financial management specific to creative enterprises, ensuring fiscal responsibility, profitability, and sustainability.

MARKETING EXCELLENCE
Acquire advanced marketing and promotional skills customised for the creative industry, empowering you to connect with audiences and build strong brands.

ENTREPRENEURIAL READINESS
Be prepared for entrepreneurship with a solid foundation in legal, ethical, and practical aspects, enabling you to launch and manage successful creative ventures.

CAREER PATHWAYS

Studying business can open many viable career opportunities. This course is ideal for:

- Business-oriented people wanting to build their creative capabilities
- **Innovative individuals** wishing to develop valuable business skills
- Artists wanting to move into leadership or management roles
- Industry folk looking to start their own studio

As you progress with your studies, you will build a range of skills that will pave the way to a fulfilling career in the world of creative business.

BUSINESS

BUSINESS COURSE FOR THE CREATIVE INDUSTRIES

The Diploma of Business is developed with an 80-credit exit point. Graduates at the diploma level will have specialised knowledge and skills for use in para-professional work and/or continued study.

Full-time diploma students (AQF level 5) will study across two consecutive trimesters. In each trimester, students will complete four subjects, each worth 10-credit points.

DIPLOMA OF BUSINESS SUBJECTS	
Trimester One	**Trimester Two**
Foundations of Entrepreneurship	Using Data for Decision Making
Professional Business Communication Skills	Marketing Foundations
Principles of Management	Accounting for Decision Making
Understanding the Business Environment	Business Law

BUSINESS

DIPLOMA OF BUSINESS SUBJECT SUMMARIES

Foundations of Entrepreneurship (ENT100)

Entrepreneurial capability has become a strategic asset in many firms, with human resource departments prioritising entrepreneurial skills such as agility, creativity and curiosity. This subject will introduce the foundational elements of the ways in which entrepreneurs think, reason and act. Students will learn about the skillsets and mindsets expert entrepreneurs use to sense, seize and transform opportunities into new ventures.

Professional Business Communication Skills (BUS100)

An essential business skill is the ability to understand and be understood – to communicate effectively and to get your message across both verbally through presentation and non-verbally in writing. In *Professional Business Communication Skills*, students will learn the principles of effective communication, starting with a discussion of communication theory before launching into the practice of excellent writing and presentation skills.

Principles of Management (MGT100)

Centered on the fundamental pillars of effective management—planning, organising, controlling, and leading—the *Principles of Management* subject will empower students to delve deep into the intricate structures and systems that underpin the functioning of organisations

Understanding the Business Environment (ECO100)

Companies are affected by a myriad of external factors relating to the broader economic landscape. Thus, having a solid understanding of the fundamental drivers of economics and finance is essential for individuals aspiring to enter into managerial roles. *Understanding the Business Environment* will touch on the key concepts.

Using Data for Decision Making (BUS101)

In our increasingly data-driven business environment, the ability to accurately collect, analyse, and interpret data sets has become a much-valued skill. In *Using Data for Decision Making*, students will begin to understand how to harness data as a powerful tool for informed decision-making within organisational contexts.

Marketing Foundations (MKT100)

In *Marketing Foundations*, students will learn how to analyse markets and market characteristics while being introduced to the principles of marketing research in today's contemporary environment. They will examine consumer behaviour and gain an understanding of the factors that influence what people and businesses buy and the reasons behind their prurchases.

Accounting for Decision Making (ACT100)

The activities of a company and its decisions need to be accounted for. The *Accounting for Decision Making* subject will provide creative students with an appreciation of the accounting function and how they can interact with it.

Business Law (LAW100)

The legal implications of actions and activities in the creative industries are significant. In *Business Law*, students are equipped with some foundational legal knowledge to ensure their work endeavours remain legitimate. They will also learn methods for navigating the legal space through effective communication with lawyers.

ENTRY REQUIREMENTS

AUSTRALIAN STUDENTS

Australian Citizens & Residents: School Leavers
School leavers must satisfy the following requirements:

EITHER
- An Australian Senior Secondary Certificate of Education (Year 12 certificate) or equivalent (e.g., Certificate III);

OR
- A Certificate IV or higher qualification (for example, a TAFE Diploma) or higher

AND
A portfolio of original work demonstrating skills relevant to the selected major (Digital Art only).

Australian Citizens & Residents: Non-school Leavers

EITHER
- An Australian Senior Secondary Certificate of Education (Year 12 certificate) or equivalent (e.g., Certificate III);

OR
- A Certificate IV or higher qualification (for example, a TAFE Diploma) or higher.

AND
A portfolio of original work demonstrating skills relevant to the selected major for those applicants who do not meet the requirements of entry criteria 1 or 2 above.

Domestic applicants whose qualifications were completed in programs where English was not the language of instruction must provide documentary evidence that they meet English Language Proficiency requirements.

ALTERNATIVE ENTRY

Special and/or alternative entry: articulation pathway admissions

There are other study pathways, including credit transfers or recognition of prior learning.

Diploma-holding applicants seeking credit for the first two trimesters of the bachelor program must demonstrate the currency of their technical skills prior to this credit being applied. This may require an interview and/or a technical proficiency assessment.

INTERNATIONAL STUDENTS

Non-visa Holding Online International Students
Non-visa-holding online international students must also satisfy one of the following requirements:

EITHER
- A Senior Secondary Certificate of Education or equivalent;

OR
- A Certificate IV or higher qualification (for example, a TAFE Diploma) or higher

AND
A portfolio of original work demonstrating skills relevant to the selected major for those applicants who do not meet the requirements of entry criteria 1 or 2 above.

Applicants for admission to all courses at the Institute are required to demonstrate and meet one of the following minimum English Language Proficiency standards:

EITHER

Successful completion of secondary education, or an Australian Qualification Framework (AQF) award at Level 4 or above, in which English was the medium of instruction and assessment, and the final year of study was undertaken during the five (5) years immediately prior to commencement of study with CGSI;

OR

Achieving the minimum requirements of an approved English Language test (as per the bullet points below) within two (2) years prior to the commencement of study. Minimum requirements for each respective test are as follows:

- **IELTS Academic** (International English Language Testing System): Overall Band Score 6.0 with a minimum sub-score of 5.5 in writing, reading, speaking and listening.
- **TOEFL** (Test of English as a Foreign Language) Internet-Based Test (iBT): 75 or better overall and no score less than 17.
- **PTE Academic** (Pearson Test of English Academic): Overall score of 54 with no sub-score less than 46.

Applicants to any of the CGSI courses must provide documentary evidence that they meet English Language Proficiency requirements.

APPLICATION PROCESS

STARTING YOUR CREATIVE JOURNEY WITH US

HOW TO APPLY

Applying at CG Spectrum Institute is simple. Once you know the course you want to study, simply fill in the online application form at **cgspectrum.institute/application-process**. Once we receive your form, our Admissions Team will reach out to you to confirm your details and finalise your application.

As part of the application process, you will also be required to provide CGSI with the following documents:

DOMESTIC APPLICATIONS:

- Student enrollment form
- A copy of your current Australian passport OR citizenship/birth certificate and photo ID (e.g., driver's licence)
- A copy of your Senior Secondary Certificate of Education (or academic transcripts of your highest educational qualification)
- Portfolio (Digital Art only)

INTERNATIONAL APPLICATIONS:

- Student enrollment form
- A certified copy of your passport
- Certified copy of your final academic transcripts of your highest educational qualification (including the units or subjects attempted and proof of completion)
- Certified copy of your English language proficiency results
- Portfolio (Digital Art only)

APPLY NOW

FINANCING

DOMESTIC STUDENTS

Domestic students who meet specific eligibility criteria can access FEE-HELP, a loan program provided by the Australian Government that assists in paying for higher education tuition fees. It allows eligible students to borrow money for all or part of their tuition fees and repay the loan through the tax system once their income reaches a certain threshold. For more information, please visit the Fees & Payment page on our website.

How FEE-HELP Works:

- Once eligible students have been accepted into an accredited higher education course and are enrolled in eligible units of study, they can apply for FEE-HELP through their provider.
- The amount borrowed through FEE-HELP will cover all or part of the tuition fees for the eligible units of study. There is a maximum limit on the amount that can be borrowed each year, which is known as the FEE-HELP limit.
- Repayment of the FEE-HELP loan begins once the student's income reaches the minimum repayment threshold, which is determined by the Australian Taxation Office (ATO). The repayments are made through the tax system based on the student's income.
- FEE-HELP debts are subject to indexation, which means the debt is adjusted annually to reflect changes in the cost of living.
- Students can make voluntary repayments at any time to reduce their FEE-HELP debt faster without incurring any penalties.

Eligibility Criteria for FEE-HELP:

1. Australian Citizenship or Permanent Humanitarian Visa: To be eligible for FEE-HELP, students must be either an Australian citizen or hold a permanent humanitarian visa.
2. Enrollment in an Eligible Course: Students must be enrolled in an accredited higher education course at a university or other approved higher education provider that offers FEE-HELP.
3. Meet the Citizenship Requirements: If a student is not an Australian citizen but holds a permanent humanitarian visa, they need to meet the requisite residency requirements set by the Australian Government.
4. A Unique Student Identifier (USI): Students must have a valid Unique Student Identifier (USI) to apply for FEE-HELP.
5. Eligible Unit of Study: FEE-HELP is available for individual units of study that are part of an accredited higher education course. Students must be enrolled in at least one unit that is eligible for FEE-HELP to access the loan for that semester or study period.

Note: Before applying for FEE-HELP, students should carefully consider their financial situation and repayment obligations. They can seek further information and guidance from their higher education provider or visit the official Australian Government Study Assist website for more information.

INTERNATIONAL STUDENTS

There is a range of financing options suited to your situation and country. Please contact our friendly admissions team for more information on how we can support your learning journey.

ACCREDITATION

STUDY WITH CONFIDENCE

CG Spectrum Institute is registered with the Tertiary Education Quality and Standards Agency (TEQSA), ensuring students receive a high-quality education and graduate with reputable qualifications.

TEQSA is an independent regulatory body in Australia responsible for assuring the quality and standards of higher education institutions.

Benefits of TEQSA Accreditation include:

- **Credibility and Recognition** - TEQSA accreditation enhances the reputation and credibility of the institution and its qualifications both nationally and internationally.
- **Quality Assurance** - The accreditation process ensures that the institution provides a high standard of education and is committed to continuous improvement.
- **Access to Government Support** - Accredited institutions are eligible for government funding and financial assistance programs, making education more accessible to students.
- **Student Confidence** - Students can have confidence in the quality of education they will receive and the value of their qualifications in the job market.
- **Global Mobility** - TEQSA-accredited qualifications are widely recognised, allowing students to pursue further studies or employment opportunities around the world.

TEQSA

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