



University College Sabah Foundation  
DKU027(S)

# UNIVERSITY COLLEGE SABAH FOUNDATION

WEB DESIGN

VISUAL COMMUNICATION

2D ANIMATION

3D MODELING



DIGITAL ARTWORK



SKETCHING

ILLUSTRATION



SCREENWRITING



BAS

PHOTO

FI

# FACULTY OF ARTS AND CREATIVE MEDIA

# DIPLOMA

- **DIPLOMA IN VISUAL ARTS AND DESIGN**

(N/213/4/0295)(PA8181)(09/21)

- **DIPLOMA IN ANIMATION**

(R/213/4/0255)(FA5222)(04/25)

- **DIPLOMA IN SCREEN ARTS**

(N/213/4/0267)(FA5514)(10/20)





# DIPLOMA IN VISUAL ARTS AND DESIGN

- Duration • **2 Years .4 Months**
- Mode of Study • **Full Time**
- Intakes • **April & September**

## ENTRY REQUIREMENTS

•SPM •O-LEVEL	<b>3 Credits</b>
•STPM •A-LEVEL	<b>1 Subject with Grade C GP 2.00 above</b>
•STAM	<b>Grade Maqbul</b>
•UEC	<b>3 Subjects with Grade B</b>
•SKM (MQF LEVEL 3)	<b>SKM in related field + 1 Credit in SPM + Bridging Programme</b>
•CERTIFICATE (MQF LEVEL 3)	<b>Creative multimedia + related field CGPA of 2.00</b>
•SIJIL KOLEJ KOMUNITI (MQF LEVEL 3)	<b>1 Credit in SPM + Bridging Programme + related field</b>
•RELATED TECHNICAL •VOCATIONAL •EQUIVALENT CERTIFICATE (MQF LEVEL 3)	<b>CGPA of 2.00 + 1 Year Working Experience OR 1 Semester of Bridging Programme + related field</b>

\*OR any other equivalent qualifications recognized by the Malaysian Government

## OVERVIEW

This diploma programme is specially designed to educate designers to go beyond learning. Courses in this programme will nurture your design capabilities of working across a range of industries ahead require visual communication, speaking from commercial, educational to environmental, cultural and civic sectors. Today, Visual Arts has become a global language where we are living in an information-driven society, being surrounded by texts and images.

## HIGHLIGHTED COURSES

- Colour Studies
- Drawing and Mixed Media
- Painting Technique & Media
- Photo & Digital Imaging
- Graphic Design & Principle
- Visual Communication
- Creative Communication
- Digital Illustration
- Brand & Packaging
- Printmaking
- Motion Graphics
- 3D Design
- Advertising Design
- Digital Web



## CAREER PROSPECTS

- Creative Director
- Art Director
- Graphic Designer
- Logo Designer
- Typographer
- Digital Artist/ Illustrator
- Web Designer
- Brand Designer
- Concept Artist
- Advertising Designer
- Photographer
- 3D Modelling Designer
- Motion Graphic Designer
- Desktop Publisher
- Art Educator
- Visual Effect Artist
- TV Director
- Interactive Media Designer
- Freelance / Self-Employment Entrepreneur

# DIPLOMA IN ANIMATION

- Duration • **2 Years .6 Months**
- Mode of Study • **Full Time**
- Intakes • **April & September**

## ENTRY REQUIREMENTS

•SPM •O-LEVEL	<b>3 Credits</b>
•STPM •A-LEVEL	<b>1 Subject with GP 2.00 above</b>
•STAM	<b>Grade Maqbul</b>
•UEC	<b>3 Subjects with Grade B</b>
•SKM (MQF LEVEL 3)	<b>SKM in related field + 1 Credit in SPM + Bridging Programme</b>
•CERTIFICATE (MQF LEVEL 3)	<b>Creative multimedia + related field CGPA of 2.00</b>
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## HIGHLIGHTED COURSES

- History of Animation
- Fundamentals of Drawing
- 2D Animation
- Storyboarding
- Character Design
- Storytelling & Scriptwriting
- 3D Modeling
- Art Direction
- Drawing & Anatomies
- Layout & Composition
- 3D Character Animation
- Color Studies
- Motion Graphics

## OVERVIEW

Diploma in Animation is designed to meet the demand for skilled animators whose numbers are on the increase, in tandem to the rapid growth in the game and entertainment industry in Asia as well as globally. You will be equipped with specific set of skills such as animating, drawing, modelling and entrepreneurship to name a few. Additionally, practical training is also in place to ensure you are able to put your knowledge into industrial practice. Job prospects are aplenty for animators depending on the field you choose to specialise in.

## CAREER PROSPECTS

- Animators (3D/2D)
- Storyboard Artist
- Character Designer
- Background Design Artist
- Key Animator
- Composer
- Special Effect Artist
- Clean-up Artist
- Layout Artist
- Animated Feature Film Maker
- Freelance / Self-Employment Entrepreneur

# DIPLOMA IN SCREEN ARTS

- Duration • **2 Years .6 Months**
- Mode of Study • **Full Time**
- Intakes • **April & September**

## ENTRY REQUIREMENTS

•SPM •O-LEVEL	<b>3 Credits</b>
•STPM •A-LEVEL	<b>1 Subject with GP 2.00 above</b>
•STAM	<b>Grade Maqbul</b>
•UEC	<b>3 Subjects with Grade B</b>
•SKM (MQF LEVEL 3)	<b>SKM in related field + 1 Credit in SPM + Bridging Programme</b>
•CERTIFICATE (MQF LEVEL 3)	<b>Creative multimedia + related field CGPA of 2.00</b>
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## HIGHLIGHTED COURSES

- Mass Communication
- Broadcasting
- Film Studies
- Film Appreciation
- Screenwriting
- Computer Graphics
- Photography & Digital Imaging
- Storyboarding & Storytelling
- Cinematography
- Visual Communication
- Journalism
- Music Video Production
- Documentary Production

## OVERVIEW

Diploma in Screen Arts is designed for students interested in the exciting arena where creative art meets digital technology. This programme provides solid technical skills while expanding creative skills, even adaptable to a rapidly changing film industry. Along with technical instructions, in-depth and constructive critiques, mentoring and extensive hands-on experience, you will develop into a self-aware and mature film practitioner.

## CAREER PROSPECTS

- Film Maker
- Cinematographer
- Editor (Video)
- Visual Effects (CVFx)
- Production Designer (SET)
- Gaffer
- Screenwriter
- Storyboard Artist
- Production Crew
- Film Producer
- Freelance / Self-Employment Entrepreneur