



University College Sabah Foundation
DKU027(S)
Wholly Owned by Yayasan Sabah Group

UNIVERSITY COLLEGE SABAH FOUNDATION

WEB DESIGN

VISUAL COMMUNICATION

2D ANIMATION

3D MODEL



DIGITAL ARTWORK



SKETCHING

ILLUSTRATION



SCREENWRITING



BAS

PHOTO

FACULTY OF ARTS AND CREATIVE MEDIA

DIPLOMA

- **DIPLOMA IN VISUAL ARTS AND DESIGN**

(N/214/4/0222)(FA8181)(09/21)

- **DIPLOMA IN ANIMATION**

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

- **DIPLOMA IN SCREEN ARTS**

(R/213/4/0267)(FA5114)(10/25)



DIPLOMA IN VISUAL ARTS AND DESIGN

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

HIGHLIGHTED COURSES

- Colour Studies
- Drawing & 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

ENTRY REQUIREMENTS

• SPM • O-LEVEL	3 Credits
• STPM • A-LEVEL	1 Subject with Grade C GP 2.00 above
• STAM	Grade Maqbul
• UEC	3 Subjects with Grade B
• SKM (MQF LEVEL 3)	SKM in Arts + Design OR related field + 1 Credit in SPM + Bridging Programme
• CERTIFICATE (MQF LEVEL 3)	Related field CGPA of 2.00
• SIJIL KOLEJ KOMUNITI (MQF LEVEL 3)	1 Credit in SPM + Bridging Programme + related field
• RELATED TECHNICAL • VOCATIONAL • EQUIVALENT CERTIFICATE (MQF LEVEL 3)	CGPA of 2.00 + 1 Year Working Experience OR 1 Semester of Bridging Programme + related field
• PASS AN INTERVIEW & A DRAWING TEST (CONDUCTED BY UCSF)	

*OR any other equivalent qualifications recognized by the Malaysian Government

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

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.

DIPLOMA IN ANIMATION

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

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.

ENTRY REQUIREMENTS

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

*OR any other equivalent qualifications recognized by the Malaysian Government

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 • **February, July & September**

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.

ENTRY REQUIREMENTS

• SPM • O-LEVEL	3 Credits
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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