Successful Alumni — Faculty of Multimedia Creativity

LIMKOKWING UNIVERSITY OF CREATIVE TECHNOLOGY

Malaysia's University of transformation & University of innovation
Double recognition by the Government of Malaysia

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Semester 4
• Multimedia Imaging 2
• Web Design 2
• 3D Design 2
• Video Production 2
• Multimedia Project Management
• Research Methodology

• MPU subjects*
• Global Classroom

Semester 5
• Video for Web
• Visual Effects Production
• Interactive Design
• Multimedia Production
• Dissertation for Multimedia

• Internship
• MPU subjects*

Semester 6
• Professional Studies
• Entrepreneurship
• Media Law
• Final Project

Games Art

This course teaches you how Video Games Art assets are created and implemented in a game. They will learn the importance of concept creation as per the require-ments of the game and transforming those 2D concept images into 3D models.

Entry Requirement
• Pass STPM/A Levels with minimum 2 principals; OR
• Pass Foundation/Pre-University/Matriculation programme in related field; OR
• Pass Diploma in related field; OR
• Any other equivalent qualifications recognized by the Malaysian Government.

Semester 1
• Conceptual Studies
• Digital Imaging 1
• Visual Narrative Studies
• Design Principles
• 3D Modeling for Games 1
• Critical Game Studies 1
• MPU subjects*

Semester 2
• Digital Imaging 2
• Animation Studies 1
• Concept Art for Games
• Game Assets Development 1
• 3D Modeling for Games 2
• Critical Game Studies 2
• MPU subjects*

Semester 3
• Animation Studies 2
• 3D for Games 1
• Sound for Games
• Game Assets Development 2
• Introduction to Game Scripting
• Casual Games Development 1
• MPU subjects*
• Bahasa Kebangsaan A*

Semester 4
• Research Methodology
• 3D for Games 2
• Game Portfolio Management
• Game Assets Development 3
• Casual Games Development 2

• Game Engine Studies
• MPU subjects*
• Global Classroom

Semester 5
• Cinematography for Games
• Art Direction for Games
• Pre-Production for Games
• Entrepreneurship for Games
• Dissertation for Games
• Internship
• MPU subjects*

Semester 6
• Professional Studies
• Final Project
• Games Production
• Games Futures

Games Design

Games design combines artistic and technical skills to create electronic and digital entertainment. Completing a Bachelor of Arts in Games Design program can lead to entry and intermediate level careers in the game design industry. You build skills in games design theory, technology and programming and general art.

Entry Requirement
• Pass STPM/A Levels with minimum 2 principals; OR
• Pass Foundation/Pre-University/Matriculation programme in related field; OR
• Pass Diploma in related field; OR
• Any other equivalent qualifications recognized by the Malaysian Government.

Semester 1
• Fundamentals of Games Design 1
• Fundamentals of Games Art 1
• Fundamentals of Games Technology 1
• Games System and Architecture
• Casual Games Studies
• MPU subjects

Semester 2
• Fundamentals of Games Design 2
• Fundamentals of Games Art 2
• Fundamentals of Games Technology 2
• Game World Creation
• Games Design Project 1
• Game Genre Studies 1
• MPU subjects

Semester 3
• Game Level Design
• Database Design for Games
• Psychology of Play
• Games Design Project 2
• 2D Games Project 1
• Game Genre Studies 2
• MPU subjects*
• Bahasa Kebangsaan A*

Semester 4
• Research Methodology
• Game Assets Development
• Game Platform Studies
• 2D Games Project 2
• Game Genre Studies 3
• Story Telling in Games

• MPU subjects*
• Global Classroom

Semester 5
• Multiplayer Games Design
• Games Design Project 3
• Social Networks in Games
• Games Business Knowledge
• Dissertation for Games
• Internship
• MPU subjects*

Semester 6
• Game Quality Control and Testing
• Games Design Project 4
• Final Project
• Games Project Management
• Games Localization

Motion Graphics & Visual Effects

The Programme concentrates on all stages of the production process similar to the workflow practiced by professionals from related industries which will enable students to undergo a series of hands-on professional training to develop their skills in an industry-based learning system. This course will provide students with the knowledge to use digital compositing to create layered and textural landscapes that engage both the mind and the emotions. Students will learn how to build a seamless presentation that is both visually arresting and commercially effective through the integration of live-action footage, programming clips, graphic elements and sound.

Entry Requirement
• Pass STPM/A Levels with minimum 2 principals; OR
• Pass Foundation/Pre-University/Matriculation programme towards field with minimum of 2.00 CGPA; OR
• Pass Diploma in related field with minimum of 2.00 CGPA; OR
• Any other equivalent qualifications recognized by the Malaysian Government.

Semester 1
• Photography
• Design Principles
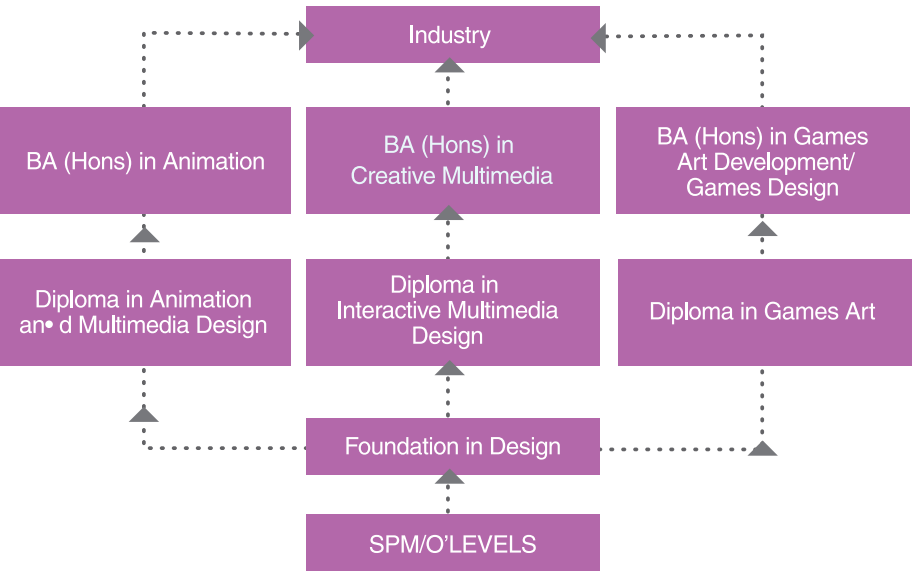• Digital Imaging
• Drawing
• Environment Design
• MPU subjects*

Semester 2
• Ideation & Conceptual Drawing
• Film Structure
• Video Production 1
• Design Principles 2
• Digital Illustration
• MPU subjects*

Semester 3
• Broadcast Design
• Video Production 2
• Typography
• 3D Design 1
• Animation Studies
• MPU subjects*
• Bahasa Kebangsaan A*

Semester 4
• Mograph in Film & TV 1
• 3D Design 2
• Digital Compositing 1
• Production 1
• Research Methodology
• Global Classroom
• MPU subjects*

Semester 5
• Digital Assets for Visual Effects
• Digital Compositing 2
• Mograph in Film and TV 2
• Match Moving and Tracking Techniques
• Production 2
• Dissertation for Mograph & VFX
• Internship
• MPU subjects*

Semester 6
• Visual Effects Studio and Media Law & Policy
• Advance Compositing and Mograph
• Major Project

Academic Pathway — Faculty of Multimedia Creativity

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                     Industry
        ┌───────────────┼───────────────┐
 BA (Hons) in      BA (Hons) in      BA (Hons) in Games
 Animation         Creative          Art Development/
                   Multimedia        Games Design
        │               │                 │
 Diploma in        Diploma in        Diploma in Games Art
 Animation an•d    Interactive
 Multimedia Design Multimedia Design
        └───────────────┼─────────────────┘
              Foundation in Design
                     │
                SPM/O'LEVELS
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Hi-Income Multimedia Industry Careers

Games Art Development • Games Artist • 3D Modelers • 3D Animators • Texture Artists • Games Modelers **Creative Multimedia** • Web Designers • Video Editors • Multimedia Designers • 2D Artists • 3D Animators • Interactive Web Specialists • 3D Texture Artists **Animation** • 3D Animators • 3D Modelers • Texture Artists • Character Animators • Digital Matte Artists • Animation Supervisors **Games Design** • Games Designers • Level Designers • Project Managers • Games Testers • Production Managers **Motion Graphics** • Motion Graphics Designer • Visual Effects Artist • Compositor for film and TV • Visual Effects Director • Video or Film Editor • Producer (Post-Production)

MULTIMEDIA CREATIVITY

Multimedia creativity design is an ever changing integration of theoretical and technological mix within the creative industry expansion. As the creative industry is booming globally, demands for talents in content creation is huge and rewarding. With the most in-demand skills as games artists and designers, motion graphics and visual effects experts, editing and digital imaging talents, modeling and animating skills, video compositing flair and many other important skills, our future-driven graduates are able to respond and adapt readily to emerging trends and technology of the future. They will be the creative, innovative and effective thinkers and directors within the Digital Content Creation and Creative Industries.

BE THE BEST
LIMKOKWING UNIVERSITY OF CREATIVE TECHNOLOGY
BE A LIMKOKWING GRADUATE

FACULTY OF MULTIMEDIA CREATIVITY

With a wide array of relevant programmes offered and industry experienced mentors, this vibrant and dynamic faculty provides students with prospects to develop and hone relevant industry skills and knowledge within the creative environment of the university. An important feature is practical problem solving in multi-disciplinary teams using current and emerging technologies. The programmes discipline simulates the practice in the multimedia industry and allows students to develop more specialized skills in their chosen areas of interest and professional development. The faculty is home to award winners and continues to produce globalized Multimedia designers who will be able to compete, produce outstanding designs and become innovative entrepreneurs of the future.

Foundation

Design

This one year programme is essential as it gives you the crucial preparation for entry into Degree Programmes in Art, Design and Multimedia.
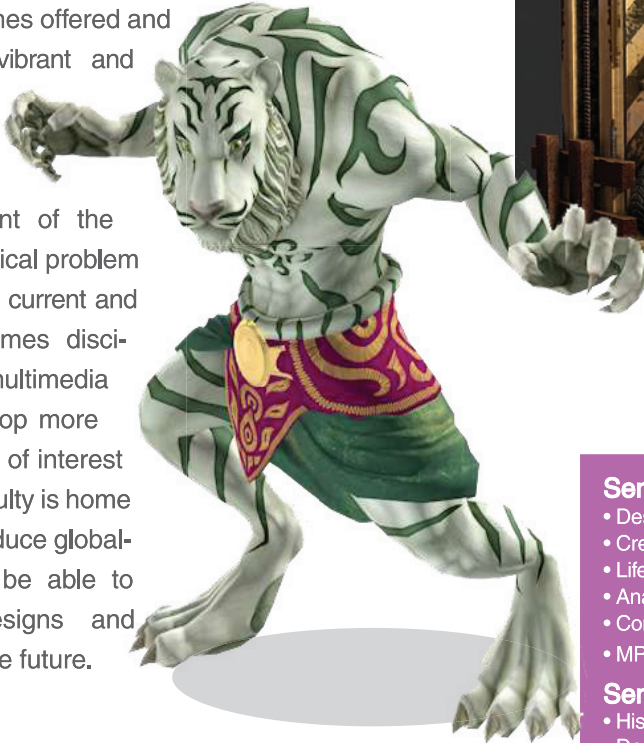
Entry Requirement
- Pass SPM/O Levels with 5 credits including English language and Arts; Or
- Any other equivalent qualifications recognized by the Malaysian Government

Diploma

Interactive Multimedia Design

Our Diploma in Interactive Design will engage you in an animated world where your imaginative ideas come into reality. The programme is broad based and specialises in areas of interactive designs for CD-ROM, web design, digital video and animation.

Entry Requirement
- Pass SPM/SPMV/O Levels with 3 credits.
- Any other equivalent qualifications recognized by the Malaysian Government.

Semester 1
- Design Studies 1
- Creative Studies 1
- Life Drawing 1
- Analytical Drawing
- Communication Studies 1
- MPU subjects*

Semester 2
- History of Art
- Design Studies 2
- Creative Studies 2
- Life Drawing 2
- Photographic Studies 1
- Communication

Studies 2
- Bahasa Kebangsaan A* (Diploma)
- MPU subjects*

Semester 3
- Digital Imaging 1
- Graphic Design 1
- Web Design
- Digital Animation 1
- Narrative Structure
- MPU subjects*

Semester 4
- Digital Imaging 2
- Graphic Design 2

- Web Technology
- Digital Animation 2
- Video & Sound Visualization
- Interactive Design 1
- MPU subjects*

Semester 5
- Digital Imaging 3
- Interactive Design 2
- Multimedia Project 1
- Intellectual Property

Semester 6
- Professional Studies
- 3D and Compositing
- Multimedia Project 2

Animation & Multimedia Design

The Diploma in Animation & Multimedia Design is a programme developed to meet the growing requirements and demands of animation studios globally. The programme focuses on the development of individual creative expression using experimental and innovative 2D and digital animation techniques.

Entry Requirement
- Pass SPM/SPMV/O Levels with 3 credits.
- Any other equivalent qualifications recognized by the Malaysian Government.

Semester 1
- Design Studies 1
- Creative Studies 1
- Life Drawing 1
- Analytical Drawing
- Communication Studies 1
- MPU subjects*

Semester 2
- History of Art & Design
- Design Studies 2
- Creative Studies 2
- Life Drawing 2
- Photographic Studies 1
- Bahasa Kebangsaan A*

- MPU subjects*

Semester 3
- Storyboard & Scriptwriting
- Illustration / Life Drawing 1
- Film Structure
- Photographic Studies 2
- History of Animation
- MPU subjects*

Semester 4
- Drawing Animation 1
- Animation methodology 1
- Video production
- Digital illustration

- Multimedia Design for Animation 1
- MPU subjects*

Semester 5
- Drawing for Animation 2
- Animation Methodology
- Major Project 1
- Multimedia Design for Animation 2

Semester 6
- 3D Modeling
- Web / Interactive Studies
- Major Project 2

Games Art

This course teaches you how Video Games Art assets are created and implemented in a game. They will learn the importance of concept creation as per the requirements of the game and transforming those 2D concept images into 3D models.

Entry Requirement
- Pass STPM/A Levels with minimum 2 principles; OR
- Pass Foundation / Pre-University / Matriculation programme in related field; OR Pass Diploma in related field; OR Any other equivalent qualifications recognized by the Malaysian Government

Semester 1
- Design Studies 1
- Creative Studies 1
- Life Drawing 1
- Analytical Drawing
- Communication Studies 1
- MPU subjects*

Semester 2
- History of Art
- Design Studies 2
- Creative Studies 2
- Life Drawing 2
- Photographic Studies 1
- Communication Studies 2
- Bahasa Kebangsaan A*
- MPU subjects*

Semester 3
- Creative Drawing
- Digital Imaging 1
- Design Principles
- 3D Games Modeling 1
- Introduction to Games Design
- MPU subjects*

Semester 4
- Digital Imaging 2
- Animation Principles 1
- 3D Games Modeling 2
- Casual Games Development 1
- Principles of Game Development &

Technology
- MPU subjects*

Semester 5
- Imaging for Games
- Animation Principles 2
- 3D Animation for Games
- Casual Games Development 2
- Games Production

Semester 6
- Professional Studies for Games
- Advanced Games Development
- Major Project

Bachelor of Arts (Hons)

Animation

The BA (Hons) in Animation explores the fundamental features of animation using contemporary approaches. This course will provide the graduates with the basics and principles of classical animation, which will serve as a concrete foundation for every type, kind and style of animation. Using cutting-edge computer, 3D Animation and compositing software, you'll learn how to produce 3D character and environment, and also create and manage animation project by learning the animation industry pipeline teach by award-winning industry experts.

Entry Requirement
- Pass STPM/A Levels with minimum 3 principals; OR
- Pass Foundation / Pre-university / Matriculation programme in related field; OR Pass Diploma in related field; OR
- Any other equivalent qualifications recognized by the Malaysian Government
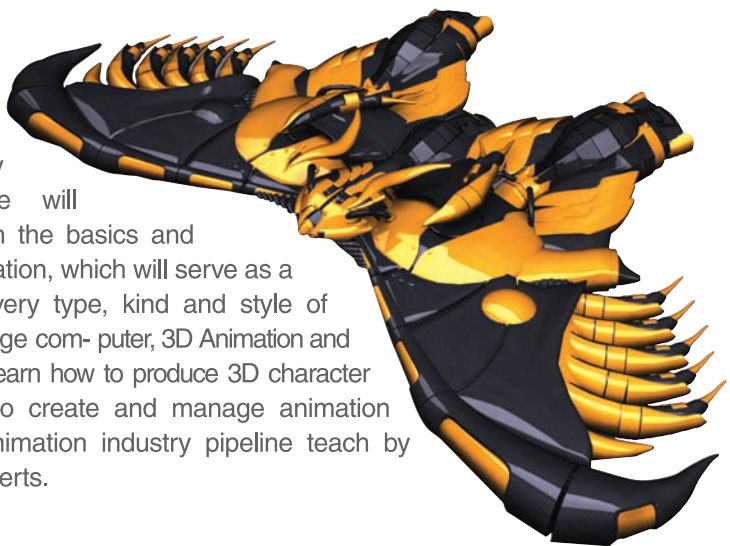
Semester 1
- Animation Practice 1
- Film Structure
- Conceptual Studies 1
- Drawing
- Digital Imaging 1
- MPU subjects*

Semester 2
- Animation Practice 2
- Conceptual Studies 2
- History of Animation
- Digital Imaging 2
- Typography Design
- Video Production 1

- MPU subjects*

Semester 3
- Multimedia Imaging
- Animation Practice 3
- 3D Modelling
- Pre-Production Studies 1
- Film Appreciation
- MPU subjects*
- Bahasa Kebangsaan A*

Semester 4
- Animation Practice 4
- 3D Animation 1
- 3D Environment & FX
- Pre-Production Studies 2
- Research Methodology

- MPU subjects*
- Global Classroom

Semester 5
- 3D Animation 2
- Animation Production
- Animation Project Management
- Dissertation for Animation
- Internship
- MPU subjects*

Semester 6
- 3D Animation 3
- Final Project
- Professional Studies
- Entrepreneurship

Creative Multimedia

Creative Multimedia has always posed as a vital sector of the economy. BA (Hons) in Creative Multimedia is a 3 year programme that provides you with 4 major components of Creative Multimedia; 2D Animation and Imaging, 3D Modeling & Animation, Video and Motion Graphics and Interactive Web Design.

Entry Requirement
- Pass STPM/A Levels with minimum 3 principals; OR
- Pass Foundation / Pre-university / Matriculation programme in related field; OR Pass Diploma in related field; OR
- Any other equivalent qualifications recognized by the Malaysian Government

Semester 1
- Drawing
- Visual Communication
- Digital Imaging 1
- Typography Design
- Design Principles 1
- History of Multimedia
- MPU subjects*

Semester 2
- Principles of Scriptwriting
- Illustration
- Conceptual Studies
- Digital Imaging 2
- Design Principles 2
- Animation Studies 1
- Film Language
- MPU subjects*

Semester 3
- Sound of Multimedia
- Multimedia Imaging 1
- Web Design 1
- Animation Studies 2
- 3D Design 1
- Video Production 1
- MPU subjects*
- Bahasa Kebangsaan A*