

Technical Information Sheet

Bachelor of Arts in Motion Design and Animation

Equipment Requirements

Mac (Not Recommended)		PC
Operating System	Mac OS X 11 or later	Windows 10 or 11
Processor	Recommended: Intel® 7thGen or newer CPU or Apple silicon M1 or newer	Minimum: Intel® 6th Gen or newer CPU – or AMD Ryzen™ 1000 Series or newer CPU Recommended: Intel® 7th Gen or newer CPU with Quick Sync – or AMD Ryzen™ 3000 Series / Threadripper 2000 series or newer CPU
Display	Optimised for 1920 x 1080 or higher	Optimised for 1920 x 1080 or higher
Memory	Minimum: 8GB Recommended: 16GB	Minimum: 8GB Recommended: 16GB
Video Card	Minimum: Intel Iris Pro Graphics 6200 1536MB Recommended: Radeon Pro 560	Minimum NVIDIA 1060 Recommended: NVIDIA Geforce GTX 2080Ti
Disk Space/Hard Drive	128GB for Software Minimum: 256GB HDD Recommended: 256GB SSD	64GB for Software Minimum: 256GB HDD Recommended: 256GB SSD
Year 1 Semester 1		
History of Animation: Communication and Design* Storyboarding and Illustration* Fine Art 1: Drawing *	Hardware:	
	Digital Drawing Tablet	<i>Recommend: Wacom One Drawing Tablet, XP-PEN Artist 15.6 Pro Pen Display, iPad Pro / Air</i>
	External Hard Drive	Minimum: 500GB, Recommended: 2x 1TB
	Pen and Paper	Drawing Journal and graphite pencils
	Software:	
	Toonboom Storyboard Pro Adobe Creative Suite Maya	
Year 1 Semester 2		
Media Literacy and Critical Thinking* Motion Design 1: Drawing for Animation* Fine Art 2: Drawing*	All previously purchased software and hardware will be used to complete assessments for this semester.	
Year 2 Semester 1		
Digital 2D Animation 1: Toonboom®*	Hardware:	
Digital 3D Animation 1: Maya®*		
Screenwriting and Visual Narrative Design*	3 Button Mouse	

Year 2 Semester 2		
Digital 2D Animation 2: Toonboom®* Creative Practical Project: Stop Motion Animation Research Methodology* Motion Design 2	Hardware:	
	3x Desk Lamps	<i>Any desk lamp with a lamp shade. 60W Bulbs</i>
	Camera	<i>Recommend: Canon EOS models, Nikon Z Series To understand how your camera is used by your software during your studies, visit https://www.dragonframe.com/camera-support/</i>
	Tripod	
	Software:	
	Toonboom Harmony DragonFrame (stop motion) Celtx (Free)	
Year 3 Semester 1		
Digital 3D Animation 2: Maya®* Fine Art 3: Painting* Art History	<i>All previously purchased software and hardware will be used to complete assessments for this semester.</i>	
Year 3 Semester 2		
Fine Art 4: Sculpting Digital 2D Animation 3: Toonboom®* Digital 3D Animation 3: Maya®* Business Communication and Project Design	<i>All previously purchased software and hardware will be used to complete assessments for this semester.</i>	
Year 4 Semester 1		
Creative Project: Pre-Production* Applied Research Digital 2D Animation 4 Digital 3D Animation 4	<i>All previously purchased software and hardware will be used to complete assessments for this semester.</i>	
Year 4 Semester 2		
Creative Project: Production and Post-Production Motion Graphics Creative Project: Visual Effects	<i>All previously purchased software and hardware will be used to complete assessments for this semester.</i>	