

## Registration Instructions for ADM Students (Admission Year 2018 to 2020)

All ADM students register for courses using the Student Automated Registration System (STARS). Students will be granted access to STARS based on your **Registration Study Year** (i.e study year in Semester 1 of AY2019-20). Students are to check your personalized date and time for registration through [STARS](#).

The registration period will be per university-designated times and will follow the standard university process and procedures. Please refer to [university course registration schedule](#) for more information and schedule of courses.

Class schedule for courses offered by ADM can be found in ADM website at attached link.

<https://www.ntu.edu.sg/adm/programmes/undergraduates/undergraduate-programmes/class-schedules>

**NOTE: Any changes to the class schedule will be notified via the School's website and if necessary, through students' NTU email account.**

All Major Core Courses will have places reserved for students in the major area. Students in each major area are assured a place in their Major's Core Courses. **Each course will be capped at a number of places that can be accommodated by the instructor and facilities.**

Following the registration of core courses by students in the major area, if there are remaining vacancies in the Major Core Courses, these places are open to any ADM student to enroll as a Major Prescribed Elective **subject to meeting the prerequisite** of the course.

\* Student must have the appropriate **prerequisite** to enroll in any ADM course.

The process for enrolling will follow the standard university process. In NTU, a student in Year Four is given priority to register for elective courses first, followed by Year Three and Year Two. This ensures that students closer to graduation are able to enroll in the courses necessary to complete their degree programme requirements in four years.

Please refer to the [Course Registration & Curriculum Structure](#) on ADM website.

### Summary of Academic Unit (AU) Requirements and Classification of Students

The recommended number of AUs that students should complete in each Academic Year and the classification of students by Study Year can be found on this webpage:

[https://www.ntu.edu.sg/adm/programmes/undergraduates/undergraduate-programmes/course-registration-matters#Content\\_C027\\_Col00](https://www.ntu.edu.sg/adm/programmes/undergraduates/undergraduate-programmes/course-registration-matters#Content_C027_Col00)

## **BFA AU Requirements (134 AUs)**

### **1. DESIGN ART**

Core Foundation Studio Course (21 AUs; 7 courses)

Core Foundation Art History (6 AUs; 2 Courses)

Core Professional Attachment (5AUs; 10 weeks during May-Jul in Year 3)

Core Final Year Project (Continues across two semesters) (9 AUs)

Core Interdisciplinary Seminar (3 AUs; 1 Course)

- (a) Compulsory Major Prescribed Studio Courses (24 AUs; 8 Courses)
- (b) Compulsory Major Prescribed History Courses (6 AUs; 2 Courses including Area History)
- (c) Other Major Prescribed Studio Courses (6 AUs; 2 Courses)
- (d) GER Core (18 AUs; 8 Courses) and GER Prescribed Elective (12 AUs; 4 Courses)
- (e) Unrestricted Electives (24 AUs; 8 Courses)

### **2. MEDIA ART**

Core Foundation Studio Course (18 AUs; 6 courses)

Core Foundation Art History (6 AUs; 2 Courses)

Core Professional Attachment (5AUs; 10 weeks during May-Jul in Year 3)

Core Final Year Project (Continues across two semesters) (9 AUs)

Core Interdisciplinary Seminar (3 AUs; 1 Course)

Compulsory Foundation Major Prescribed Studio Course (3 AUs; 1 course)

- (a) Compulsory Major Prescribed Studio Courses (24 AUs; 8 Courses)
- (b) Compulsory Major Prescribed History Courses (6 AUs; 2 Courses including Area History)
- (c) Other Major Prescribed Studio Courses (6 AUs; 2 Courses)
- (d) GER Core (18 AUs; 8 Courses) and GER Prescribed Elective (12 AUs; 4 Courses)
- (e) Unrestricted Electives (24 AUs; 8 Courses)

**(a) Compulsory Major Prescribed Studio Courses – 8 Courses, 24 AUs**

Students are encouraged to always plan carefully to ensure that they have taken the pre-requisite courses and should also look further ahead to the course requirements of the **Final Year Project (FYP)**.

**\*Students are to enroll in at least four compulsory Major PE studio courses in each Study Year (i.e Years 2 and 3).**

- The compulsory studio courses for Design Art are as stated in **Table 1A**.
- The compulsory studio courses for Media Art are as stated in **Table 1B**.

**\*IMPORTANT**

**Please ensure that you have sufficient outstanding Major PE AUs to register for the following COMPUSLORY MAJOR PE courses:**

- **8 Studio Pathway**
- **1 Area History**
- **1 Art History (Choose 1 from a list of 9 courses)**

**You need to complete the Compulsory Major PE studio and Area History courses as Major PE only for the pathway to be awarded a BFA (Design Art or Media Art) with specific pathway indicated in the academic transcript**

If you plan to pursue a **SPECIFIC** pathway, do take note of the combination of courses below. You need to complete the **Compulsory Major PE studio and Area History courses as Major PE only** (as shown in the images below) for the pathway to be awarded a BFA (Design Art or Media Art) with specific pathway indicated in the academic transcript.

## DESIGN ART – Award of Specialisation (Based on Completion of Specified Major PE Courses)

	Interaction Design	Product Design	Visual Communication
Area History	<b>DD3016 History of Design</b>		
<b>8 Compulsory Major Prescribed Elective Courses</b>	DM2000 Interactive I	DR2000 Conceptual Design	DV2000 Typography I
	DM2006 Narratives for Interaction	DR2001 Product Design I	DV2001 Visual Communication I
	DM2007 Interactive II	DR2004 Product Design II	DV2004 Typograph II
	DM2008 Programming for Interaction	DR2005 Computer Aided Design I	DV2005 Visual Communication II
	DM3013 Interactive Spaces	DR3005 Product Design IV	DV3008 Visual Communication IV
	DM3014 Interactive Devices	DR3006 Product Design III	DV3010 Visual Communication III
	DM3015 Interactive Environments	DR3007 Studies In Form	DV3011 Typography III
	DM3010 Project Development & Planning	DR3008 Advanced Development & Prototyping	DV3012 Production for Graphic Designers

# MEDIA ART – Award of Specialisation

## (Based on Completion of Specified Major PE Courses)

	Animation	Filmmaking	Game	Photography	
Area History	DT2007 History and Culture of Animation, VFX and Game	DF2009 History of World Cinema	DT2007 History and Culture of Animation, VFX and Game	DP2002 History of Photography	
8 Compulsory Major Prescribed Elective Courses	DT2001 3D Production	DF2000 Digital Film Production I	DT2018 Animation for Games I	DP2001 Digital Photography	
	DT2009 Storyboarding & Production Design	DF2001 Film Editing	DT2019 Animation for Games II	DP2005 Photography: Colour and Context	
	DT3008 Research and Visual Development	DF2003 Cinematography I	DT2020 Game Design I	DP2006 Principles of Lighting	
	DT3013 Animation Seminar	DF2005 Writing for Film	DT3008 Research and Visual Development	DP2011 Photography: Light and Location	
	DT2000 Basic Principles of Motion	DT2010 Digital Compositing	DF2011 Sound for Film	DT3014 Game Design II	DP3000 Photographic Media and Presentation
	DT2011 Stop Motion	DT3010 Visual Effects I	DF3004 Digital Film Production II	DT3016 Game Jam	DP3010 Moving Image for Media Artists
	DT2016 3D Character Animation	DT3011 Visual Effects II	DF3012 Film Directing	DT3017 Game Seminar	DP3011 Documentary Practices
	DT3012 Acting for Animation	DF2003 Cinematography I	DF3013 Producing for Film and Media	DM2008 Programming for Interaction	DP4001 Extended Photography
	Character Stream	Visual Effects Stream	**Students who complete the 4 courses in Character Stream will be awarded Specialisation in Animation (Character Stream); and students who complete the 4 courses in Visual Effects Stream will be awarded Specialisation in Animation (Visual Effects Stream). Otherwise, students will simply be awarded Specialisation in Animation.		

If you plan to pursue a **GENERAL** pathway, then you will choose any **EIGHT Compulsory Major Prescribed Electives** courses from each pathway offered under your Major that interests you.

Students who are **considering a General Pathway**, do consult the relevant Pathway Coordinators about course combinations and seek their advice on the sequence to take courses. You may approach ADM Undergraduate Office to find out the contact details of the Pathway Coordinators.

### Design Art Pathway Coordinators:

- Interaction: Assoc/P Ina Conradi-Chavez ([InaConradi@ntu.edu.sg](mailto:InaConradi@ntu.edu.sg))
- Product Design: Asst/P Veronica Ranner ([veronica.ranner@ntu.edu.sg](mailto:veronica.ranner@ntu.edu.sg))
- Visual Communication: Lecturer Desmond Pang ([desmond.pang@ntu.edu.sg](mailto:desmond.pang@ntu.edu.sg))

### Media Art Pathway Coordinators:

- Animation: Assoc/P Benjamin Seide ([Bseide@ntu.edu.sg](mailto:Bseide@ntu.edu.sg))
- Filmmaking: Assoc/P Christoph Hahnheiser ([C.hahnheiser@ntu.edu.sg](mailto:C.hahnheiser@ntu.edu.sg))
- Game: Assoc/P Gray Hodgkinson ([ghodgkinson@ntu.edu.sg](mailto:ghodgkinson@ntu.edu.sg))
- Photography: Lecturer Ang Song Nian ([SNAng@ntu.edu.sg](mailto:SNAng@ntu.edu.sg))

**Table 1A – DESIGN ART Major Studio PE Courses (24 AUs)**  
(Choose any **EIGHT** courses from the list below, unless pursuing a specific pathway)

DESIGN ART MAJOR
<b><u>Compulsory Courses for Interaction Pathway</u></b>
DM2000 Interactive I
DM2008 Programming for Interaction
DM2006 Narratives for Interaction
*DM2007 Interactive II (Pre-req: DM2000)
*DM3013 Interactive Spaces (Pre-req: DM2007)
*DM3014 Interactive Devices (Pre-req: DM2007)

DM3010 Project Development & Planning  
\*DM3015 Interactive Environments (Pre-req: DM3013)

**Compulsory Courses for Product Design Pathway**

DR2001 Product Design I  
DR2005 Computer Aided Design I  
DR2000 Conceptual Design  
\*DR2004 Product Design II (Pre-req: DR2001)  
\*DR3006 Product Design III (Pre-req: DR2004)  
\*DR3007 Studies In Form (Pre-req: DR2005)  
\*DR3005 Product Design IV (Pre-req: DR3006)  
\*DR3008 Advanced Development & Prototyping (Pre-req: DR3006)

**Compulsory Courses for Visual Communication Pathway**

DV2000 Typography I  
DV2001 Visual Communication I  
\*DV2004 Typography II (Pre-req: DV2000)  
\*DV2005 Visual Communication II (Pre-req: DV2001)  
\*DV3010 Visual Communication III (Pre-req: DV2005)  
\*DV3011 Typography III (Pre-req: DV2004)  
\*DV3012 Production for Graphic Designers (Pre-req: DV3010)  
\*DV3008 Visual Communication IV (Pre-req: DV3010)

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**\*\*Note: Year 3 DA students need to clear ONE of the following pre-requisite courses (besides being of Year 4 standing) to be eligible for **FINAL YEAR PROJECT (FYP)**. Otherwise, you need to seek approval with respective Pathway Coordinator.**

**DM3010** Project Development & Planning  
**\*DR3005** Product Design IV (Pre-req: DR3006)  
**\*DV3008** Visual Communication IV (Pre-req: DV3010)

**\*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite to register for the advance-level course.**

**Table 1B – MEDIA ART Major Studio PE Courses (24 AUs)  
(Choose any EIGHT courses from the list below, unless pursuing a specific pathway)**

**MEDIA ART MAJOR**

**Compulsory Courses for Animation (CA Stream) Pathway**

DT2001 3D Production  
DT2000 Basic Principles of Motion  
DT2009 Storyboarding & Production Design  
DT2016 3D Character Animation (Pre-req: DT2000 & DT2001)  
DT2011 Stop Motion  
\*DT3013 Animation Seminar (Pre-req: DT2001)  
\*DT3008 Research and Visual Development (Pre-req: DT2000 or DT2001 or DT2009)  
\*DT3012 Acting for Animation (Pre-req: D2016)

**Compulsory Courses for Animation (VFX Stream) Pathway**

DT2001 3D Production  
DT2009 Storyboarding & Production Design  
DF2003 Cinematography I  
DT2010 Digital Compositing  
\*DT3010 Visual Effects I (Pre-req: DT2001 or DT2010 or DF2000 or DF2003)

- \*DT3013 Animation Seminar (Pre-req: DT2001)
- \*DT3008 Research and Visual Development (Pre-req: DT2000 or DT2001 or DT2009)
- \*DT3011 Visual Effects II (Pre-req: DT3010 or DF3013)

### **Compulsory Courses for Filmmaking Pathway**

- DF2000 Digital Film Production I
- DF2011 Sound For Film
- DF2001 Film Editing
- DF2003 Cinematography I
- DF2005 Writing For Film
- \*DF3012 Film Directing (Pre-req: DF2000 and DF2005)
- \*DF3013 Producing for Film and Media (Pre-req: DF2000 and DF2005)
- \*DF3004 Digital Film Production II (Pre-req: DF2001 and DF2003 and DF2011)

### **Compulsory Courses for Game Pathway**

- DT2020 Game Design I
- DT2018 Animation for Games I
- \*DT2019 Animation for Games II (Pre-req: DT2018)
- \*DT3014 Games Design II (Pre-req: DT2020)
- DM2008 Programming for Interaction
- \*DT3017 Game Seminar (Pre-req: DT2018 or DT3014)
- \*DT3008 Research and Visual Development (Pre-req: DT2000 or DT2001 or DT2009)
- \*DT3016 Game Jam (Pre-req: DT2018 or DT3014)

Students in GAME Pathway are to complete one of the following highly advised elective of the **pre-requisite courses for DT3008: DT2000 Basic Principles of Motion / DT2001 3D Production / DT2009 Storyboarding & Production Design**

### **Compulsory Courses for Photography Pathway**

- DP2001 Digital Photography
- \*DP2006 Principles of Lighting (Pre-req: DN1012 or DP2000)
- \*DP2005 Photography: Colour and Context (Pre-req: DN1012 or DP2000 or DP2001)
- \*DP2011 Photography: Light and Location (Pre-req: DP2006)
- \*DP3000 Photographic Media and Presentation (Pre-req: DN1012 or DP2000 or DP2001)
- \*DP3010 Moving Image for Media Artists (Pre-req: DN1012 or DP2000 or DP2001)
- \*DP3011 Documentary Practices (Pre-req: DN1012 or DP2000 or DP2001)
- \*DP4001 Extended Photography (Pre-req: DP2001 and DP2005)

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**\*\*Note: Year 3 MA students need to clear ONE of the following pre-requisite courses (besides being of Year 4 standing) to be eligible for **FINAL YEAR PROJECT (FYP)**. Otherwise, you need to seek approval with respective Pathway Coordinator.**

- \*DT3008 Research and Visual Development (Pre-req: DT2000 or DT2001 or DT2009)
- \*DF3004 Digital Film Production II (Pre-req: DF2001 and DF2003 and DF2011)
- \*DP3011 Documentary Practices (Pre-req: DN1012 or DP2000 or DP2001)
- \*DP4001 Extended Photography (Pre-req: DP2001 and DP2005)

**\*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite to register for the advance-level course.**

**(b) Compulsory Major Prescribed History Courses – 2 Courses, 6 AUs**

It is compulsory for ADM students to enroll in the following.

Students who are planning to pursue a **SPECIFIC** pathway in Media Art, you need to complete the specific Compulsory Area History for the pathway.

Table 2 – Compulsory History Courses (6 AUs)		
Area History	DESIGN ART	MEDIA ART
* To be completed in Year Two, Semester 1	DD3016 History of Design	Choose <b>ONE</b> of the following: DT2007 History and Culture of Animation, VFX and Game (Old Title - History of Animation) (ANI/GAME Pathway) DF2009 History of World Cinema (FIL Pathway) DP2002 History of Photography (PHOTO Pathway)
*Recommended to be completed in Year Two or Year Three	Choose <b>ONE</b> of the following: DD2013 Visualization of Cultural Heritage  <u>Courses Offered by Sch of Humanities</u> HR2001 (DD2000) Introduction to the Histories of Southeast Asian Art HR2004 (DD2008) Survey of Modern Art 1900 -1945 HR2005 (DD2009) Survey of New Media HR2008 (DD2012) Faith in Art *HR2009 (DD2014) Contemporary Curating (Pre-req: DD1003 or D1004) *HR2010 (DD2015) Introduction to Museum Studies (Pre-req: DD1003) HR3002 (DD3010) Issues in Global Contemporary Art *HR3004 (DD3022) Art in the Age of Colonialism (Pre-req: DDD1004)	

**(c) Other Major Prescribed Studio Courses – 2 Courses, 6 AUs**

Besides the compulsory Major PE studio courses, ADM students have to take **another TWO** other Major PE Studio electives in ADM. These following elective courses may be selected by **both DA and MA major** students who meet the pre-requisites, **unless stated otherwise**.

Table 3 – Other Major Prescribed Elective Courses (6 AUs)
All courses listed here are also offered as <b>Unrestricted Electives (UE)</b> , except for those indicated with <b>(#)</b> .
<p><b><u>ANIMATION and GAME</u></b>            DT2005 Lighting and Rendering Pipeline            *DT2015 Advanced 3D Production (Pre-req: DT2001)            DT2017 Writing for Animation <i>*Recommended for GAME Pathway</i>            DT2021 Game Assets Design <i>*Recommended for GAME Pathway *NEW</i>            *#DT3000 Advanced Drawn Animation (Pre-req: DT2000)            *DT3004 Rigging for Animation (Pre-req: DT2011)            DT3009 Cinematic Concepts and Motion Capture Applications <i>*Recommended for GAME Pathway</i>            *DT3015 Advanced Stop Motion (Pre-req: DT2011) – <b>Applicable as Major PE for MA majors only</b></p> <hr/> <p><b><u>FILMMAKING</u></b>            DF2004 (DF8001) Sound in Media – <b>Applicable as Major PE for MA majors only</b>            DF2007 (DF9001) The Art of Lighting <i>*Recommended for GAME Pathway</i>            *DF2012 Advanced Screenwriting (Pre-req: DF2005) – <b>Applicable as Major PE for MA majors only</b>            DF2013 Film Music in Theory and Practice</p>



- \*#DF3000 Research Perspective in Film Practice (Pre-req: DF2003)
- \*#DF3001 Cinematography for Visual Effects (Pre-req: DF2003)
- \*DF3005 Audio Post-Production for Film (Pre-req: DF2011) – **Applicable as Major PE for MA majors only**
- DF3010 Experimental Film Production
- \*DF3011 Advanced Directing for Film (Pre-req: DF3012) – **Applicable as Major PE for MA majors only**
- DF3014 Creative Producing for Film and Media

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### **INTERACTION**

- DM2002 Sound Art
- DM2009 Performance and Interaction
- DM2010 Scenography and Exhibition Design
- DM2011 Issues in Interactive Media Practice
- DM2012 (DA5009) Explorations in A.I. Generated Art
- DM3008 Generative Art
- \*DM3009 Programming for Audiovisual Performance (Pre-req: DM2008)
- DR2011 Human Factors for Design
- DV2008 Interface Design
- DV3003 Spatial Design

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### **PHOTOGRAPHY**

- DP2008 Experimental Photography
- DP2012 (DP5001) Art and Ecology Workshop
- DP3001 Transformative Identities in Fashion Media (Pre-req: DP2005 or DP2006)
- DP3003 Narrative Portrait / Socially Engaged Photography
- \*DP3008 Location Experiences in Photography (Pre-req: DN1012 or DP2000 or DP2001)

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### **PRODUCT DESIGN**

- DR2002 Emerging Product Design Practices (Issues in Product Design Practice)
- DR2011 Human Factors for Design
- DR2014 Body-centric Design (Wearable Technology, Fashion and Design)
- \*DR3002 Computer Aided Design II (Pre-req: DR2005)

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### **VISUAL COMMUNICATION**

- DV2002 Illustration for Designers
- DV2003 (DV8001) Beyond the logo: Introduction to branding
- DV2006 Designed Experiences
- DV2008 Interface Design
- \*#DV2012 Digital Visual Communication (Pre-req: DV2004 and DV2005)
- \*#DV3002 Editorial Design (Pre-req: DV2004 and DV2005)
- DV3003 Spatial Design
- \*DV3005 Creative Brand Design (Pre-req: DV2004 and DV3010)

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### **INTERDISCIPLINARY**

- DD2013 Visualization of Cultural Heritage
- DD3012 Research Methods in Art and Design

**\*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite in order to register for the advance-level course.**

**When registering for courses offered as Major Prescribed Electives (Major PE) / Unrestricted Elective (UE), **it is advisable that you register the course as UE**. This will allow you to reserve the Major PE AUs for registration of courses offered only as Major PE.**



**(d) General Education Requirement (GER) – 13 Courses, 28 AUs**

- The GER Core courses for students to register in their respective Study Years are as follow:

<b>Table 4 – General Education Requirement Core (18 AUs)</b>	
<p>Communication Skills(5 AUs) * To be completed in Year One</p>	<p>DD0000 Writing Narratives for Creative Media (3 AUs)</p> <ul style="list-style-type: none"> <li>HW0105 Academic Communication in the Arts, Humanities and Social Sciences (2 AUs) <b>*Only applicable for ADM students admitted in AY2018</b></li> <li>HW0209 Academic Communication in the Art, Design and Media Studies (2 AUs)</li> </ul> <p>HW0105 &amp; HW0209 are no longer offered and students are to take the following <a href="#">replacement course</a>: <i>CC0001 Inquiry and Communication in the Interdisciplinary World</i></p>
<p>Singapore Studies (3 AUs)</p>	<p>DD0002 The Contemporary Creative and Culture Industry of Singapore</p> <p><b>* Recommended to be completed in Year Two (Will no longer be offered after Sem 1, AY2022)</b></p> <p>DD0002 is no longer offered and students are to take one of the following <a href="#">replacement courses</a>: <i>HL5002 Images of Singapore: Literature, Film &amp; Culture (SOH)</i> <i>HS1002 Singapore Society in Transition (SSS)</i> <i>HN5010 Singapore: Imaging the Next 50 Years (SSS)</i></p>
<p>GC0001 Introduction to Sustainability: Multidisciplinary Approaches and Solutions</p>	<p><b>* To be completed in Year One, Semester 2</b></p>
<p>CS0102 (HD0102) Making Sense of Big Data (3 AUs)</p>	<p><b>* To be completed in Year Two, Semester 1</b></p> <p><i>It is now re-coded with a new course code, CS0102</i></p>
<p>HD0101 Digital Society (3 AUs)</p>	<p><b>* To be completed in Year Two, Semester 2</b></p> <p>HD0101 is no longer offered and students are to choose <b>ONE</b> out of the following four <a href="#">replacement</a> courses: <i>CS0888 Artificial Intelligence and New Technology Law (WKWSCl)</i> <i>DD0003 Information Visualization (ADM)</i> <i>HG2052 Language, Technology and the Internet (SOH)</i> <i>HS0101 Digital Literacy, Culture and Society (SSS)</i></p>
<p>HY0001 Ethics and Moral Reasoning (1 AU)</p>	<p><b>* To be completed in Year Two, Semester 2</b></p>
<p>ML0003 Kickstart your Career Success (1 AU)</p>	<p><b>* To be completed in Year Three, Semester 1</b></p>
<p>ET0001 Enterprise and Innovation (1 AU)</p>	<p><b>* To be completed in Year Three, Semester 2</b></p>
<p><b>General Education Requirement Prescribed Electives (12 AUs)</b> GER Prescribed Electives are classified under 3 categories. Students are encouraged to complete these courses in the respective Study Years as indicated or choose to</p>	

complete the courses in any Study Year.	
LA (3 AUs)	Liberal Arts <b>*Recommended to complete in Year One, Semester 1</b>
BM (3 AUs)	Business & Management <b>*Recommended to complete in Year Two, Semester 2</b>
Any two courses from three categories - Liberal Arts / Business Management / Science, Technology & Society (6 AUs) <b>*Recommended to complete in Year Three, Semester 1 and 2</b>	

### **(e) Unrestricted Elective (UE) – 8 Courses, 24 AUs**

Students may choose **Unrestricted Electives** from the wide selection of courses available in the University. Students may also use these AUs towards a Minor or Second Major.

Course contents for the GER Prescribed Elective and Unrestricted Elective can be found on the following page: [https://wish.wis.ntu.edu.sg/webexe/owa/aus\\_subj\\_cont2.main](https://wish.wis.ntu.edu.sg/webexe/owa/aus_subj_cont2.main)

<b>Table 5 – Unrestricted Elective Courses (24 AUs)</b> <b>Unless stated otherwise, you may choose any ADM courses from the list below or courses offered by other schools.</b>
<b>Course Code and Title</b>
<p><b><u>INTERDISCIPLINARY</u></b></p> <p>DA2004 (DA9009) Exhibition Design            DA5000 (DA2000) Applied Drawing            DA5001 (DA2001) Painting            DA5002 (DA2003) Watermedia Landscape Painting            DA5003 Kinetic Anatomy: Dynamic Figure Drawing for Artists and Designers            DA5004 Design, Art, and Animation for Media Architecture (Media Art Nexus)            DA5005 Compositional Study – Shapes, Space and Color Interaction            DA5006 Handbuilding with Clay: Form and Surface            DA5007 Drawing For Animation            DA5008 Incubating Ideas: Image Making and Storytelling            DA5010 Figure Sculpture in Clay            DD2013 Visualization of Cultural Heritage            DD3012 Research Methods in Art and Design            DD3027 Maritime Silk Roads: Heritage and Media            DD5008 Independent Study            DD5009 Design Thinking</p> <p><b><u>ANIMATION and GAME</u></b></p> <p>DT2000 Basic Principles of Motion – <b>Applicable as UE for DA majors only</b>            DT2001 3D Production – <b>Applicable as UE for DA majors only</b>            DT2005 Lighting and Rendering Pipeline            DT2007 History and Culture of Animation, VFX and Game            DT2009 Storyboarding &amp; Production Design – <b>Applicable as UE for DA majors only</b>            DT2010 Digital Compositing – <b>Applicable as UE for DA majors only</b>            DT2011 Stop Motion – <b>Applicable as UE for DA majors only</b>            *DT2015 Advanced 3D Production (Pre-req: DT2001)            DT2017 Writing for Animation            DT2018 Animation for Games I – <b>Applicable as UE for DA majors only</b>            *DT2019 Animation for Games II (Pre-req: DT2018) – <b>Applicable as UE for DA majors only</b>            DT2020 Game Design I – <b>Applicable as UE for DA majors only</b></p>

DT2021 Game Assets Design **\*NEW**

\*DT3004 Rigging For Animation (Pre-req: DT2011)

DT3009 Cinematic Concepts and Motion Capture Applications

\*DT3014 Games Design II (Pre-req: DT2020) – **Applicable as UE for DA majors only**

\*DT3015 Advanced Stop Motion (Pre-req: DT2011)

\*DT3016 Game Jam (Pre-req: DT2018 or DT3014) – **Applicable as UE for DA majors only**

\*DT3017 Game Seminar (Pre-req: DT2018 or DT3014) – **Applicable as UE for DA majors only**

DT5000 (DT2003) Digital Sculpting

DT5001 (DT2004) Graphic Storytelling

DT5002 (DT2006) Issues in Animation Practice

DT5003 (DT2012) Digital Painting

DT5004 (DT2013) Fundamentals Of Immersive 360° and VR Experiences

## **FILMMAKING**

DF2000 Digital Film Production I – **Applicable as UE for DA majors only**

DF2001 Film Editing – **Applicable as UE for DA majors only**

DF2002 Survey of Experimental Filmmaking

DF2003 Cinematography I – **Applicable as UE for DA majors only**

DF2004 Sound in Media

DF2005 Writing For Film – **Applicable as UE for DA majors only**

DF2006 Ethnographic Film

DF2007 The Art of Lighting \*Recommended for GAME Pathway

DF2009 History of World Cinema

DF2011 Sound For Film – **Applicable as UE for DA majors only**

\*DF2012 Advanced Screenwriting (Pre-req: DF2005)

DF2013 Film Music in Theory and Practice

\*DF3005 Audio Post-Production for Film (Pre-req: DF2011)

DF3010 Experimental Film Production

\*DF3011 Advanced Directing for Film (Pre-req: DF3012)

\*DF3012 Film Directing (Pre-req: DF2000 and DF2005) – **Applicable as UE for DA majors only**

\*DF3013 Sustainable Producing for Film and Media (Pre-req: DF2000 and DF2005) – **Applicable as UE for DA majors only**

DF3014 Creative Producing for Film and Media

DF5000 Issues in Film Practice

DF5001 Documentary Filmmaking

\*DF5002 Cinematography II (Pre-req: DF2003)

## **INTERACTION**

DM2000 Interactive I – **Applicable as UE for MA majors only**

DM2002 Sound Art

DM2006 Narratives for Interaction – **Applicable as UE for MA majors only**

\*DM2007 Interactive II (Pre-req: DM2000) – **Applicable as UE for MA majors only**

DM2009 Performance and Interaction

DM2010 Scenography and Exhibition Design

DM2011 Issues in Interactive Media Practice

DM2012 (DA5009) Explorations in A.I. Generated Art

DM3008 Generative Art

\*DM3009 Programming for Audio Visual Performance (Pre-req: DM2008)

\*DM3015 Interactive Environments (Pre-req: DM3013) – **Applicable as UE for MA majors only**

DM5000 Creative Robotics

DM5001 Web Design

## **PHOTOGRAPHY**

DP2001 Digital Photography – **Applicable as UE for DA majors only**

DP2002 History of Photography  
 DP2004 Critical Eye: Seeing and Understanding in Photo Media  
 DP2005 Photography: Colour and Context (Pre-req: DN1012 or DP2000 or DP2001) – **Applicable as UE for DA majors only**  
 DP2006 Principles of Lighting (Pre-req: DN1012 or DP2000) – **Applicable as UE for DA majors only**  
 DP2008 Experimental Photography  
 DP2011 Photography: Light and Location (Pre-req: DP2006) – **Applicable as UE for DA majors only**  
 DP2012(DP5001) Art and Ecology Workshop  
 DP3000 Photographic Media and Presentation (Pre-req: DN1012 or DP2000 or DP2001) – **Applicable as UE for DA majors only**  
 \*DP3001 Transformative Identities in Fashion Media (Pre-req: DP2005 or DP2006)  
 DP3003 Socially Engaged Photography (Narrative Portraits)  
 DP3008 Location Experiences in Photography (Pre-req: DN1012 or DP2000 or DP2001)  
 DP3010 Moving Image for Media Artists (Pre-req: DN1012 or DP2000 or DP2001) – **Applicable as UE for DA majors only**  
 DP3011 Documentary Practices (Pre-req: DN1012 or DP2000 or DP2001) – **Applicable as UE for DA majors only**  
 DP4001 Extended Photography (Pre-req: DP2001 and DP2005) – **Applicable as UE for DA majors only**  
 DP5000 Black and White Film Photography

### **PRODUCT DESIGN**

DR2000 Conceptual Design – **Applicable as UE for MA majors only**  
 DR2001 Product Design I – **Applicable as UE for MA majors only**  
 DR2005 Computer Aided Design I – **Applicable as UE for MA majors only**  
 DR2002 Emerging Product Design Practices (Issues in Product Design Practice)  
 DR2008 Design Futures and Experiences (User Experience in Design)  
 DR2011 Human Factors for Design  
 DR2014 Body-centric Design (Wearable Technology, Fashion and Design)  
 \*DR3002 Computer Aided Design II (Pre-req: DR2005)  
 DR5000 Surface Design  
 DR5001 Products in an Asian Cultural Context  
 DR5003 Introduction to Design  
 DR5004 Design and Systems Thinking

### **VISUAL COMMUNICATION**

DV2000 Typography I – **Applicable as UE for MA majors only**  
 DV2001 Visual Communication I – **Applicable as UE for MA majors only**  
 DV2002 Illustration for Designers  
 DV2003 Beyond the logo: Introduction to branding  
 DV2006 Designed Experiences  
 \*DV2007 Issues in Visual Communication Practice (Pre-req: DV2004 & DV3010) – **Applicable as UE for DA majors only**  
 DV2008 Interface Design  
 DV3003 Spatial Design  
 \*DV3005 Creative Brand Design (Pre-req: DV2004 & DV3010)  
 DV5001 Design in Motion  
 DV5002 Packaging Design  
 DV5003 Pattern, Art, Design and Architecture  
 DV5004 Art, Design and Science  
 DV5005 Graphic Communication

**\*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite to register for the advance-level course. You need to refer to the online class schedule to determine the course eligibility for the semester.**

## Registration of Courses and Academic Advisement

The academic advisement session takes place in the last few weeks of every semester. The academic advisement session takes place at the ADM Auditorium where the Associate Chair (Academic) and Area Coordinators will brief students on the courses available in the next semester. Students will also be advised on the complementary and inter-disciplinary courses beneficial to their Area of Major. Faculty members will also be on hand to answer any questions students may have about courses to read for the following semester. Students are highly encouraged to attend the academic advisement session specially arranged for them.

Students are required to register for courses through the Student Automated Registration System (STARS) during the course registration period specified by the university's Office of Academic Service (**Please look out for the email notice sent by the Office of Academic Services to all students**).

It is the responsibility of each student to complete the registration procedure in a timely manner. For additional information, students may contact ADM Undergraduate Office at [adm\\_undergrad@ntu.edu.sg](mailto:adm_undergrad@ntu.edu.sg)

## Academic Overload

The normal academic load is 15-18AUs. Year Two students onwards may auto overload by one course (3 AUs) per semester without seeking the Associate Chair (Academic)'s approval. Those who do not wish to overload may do a normal academic load of 5-6 courses per semester. **Students are advised to seriously consider if they can cope with the course workload before overloading. Students are not allowed to de-register courses after add/drop period.**

## Minors

Students in the School of Art, Design and Media may enroll in Minors in other Schools. For more information on the minors, please refer to the following website:

<https://www.ntu.edu.sg/Students/Undergraduate/AcademicServices/CourseRegistration/Pages/MinorProgrammes.aspx>

For **ADM course contents**, please refer to the following website:

<https://www.ntu.edu.sg/adm/programmes/undergraduates/undergraduate-programmes/course-contents>  
<https://entuedu.sharepoint.com/sites/Student/dept/sasd/oas/SitePages/Course%20Registration/courses-info.aspx>