

**Proposed Study Plan for Media Art Curriculum  
(ADM Students admitted in AY2018)**

**IMPORTANT NOTES:**

1. If you are **not planning to pursue any particular pathways**, it is always good to plan carefully and to ensure you have taken the pre-requisite courses.
2. You should also look further ahead to the course requirements of the **Final Year Project (FYP)**.
3. If you are **considering a General Pathway**, do consult the relevant Pathway Coordinators about course combinations and seek their advice on the sequence to take courses.

**Media Art Pathway Coordinators:**

- Animation / Game: Assoc. Prof Gray Hodgkinson, Email: [ghodgkinson@ntu.edu.sg](mailto:ghodgkinson@ntu.edu.sg)
- Filmmaking: Asst. Prof Ross Williams, Email: [rawilliams@ntu.edu.sg](mailto:rawilliams@ntu.edu.sg)
- Photography: Assoc. Prof Oh Soon Hwa: Email: [SHOh@ntu.edu.sg](mailto:SHOh@ntu.edu.sg)

----- **YEAR 1** -----

Year 1   Semester 1	Course Code and Title	Course Type	AUs	Remarks
	DN1002 Foundation 2D	Core	3	
	DN1003 Foundation 3D	Core	3	
	DN1004 Foundation 4D	Core	3	
	DN1001 Foundation Drawing	Core	3	
	DD1003 Introduction to Histories of Art I	Core	3	
	DD0000 Writing Narratives for Creative Media / HW0105 Academic Communication in the Arts, Humanities and Social Sciences	GER Core	2 / 3	Choose One
	<b>TOTAL</b>			<b>17 / 18</b>

Year 1   Semester 2	Course Title	Course Type	AUs	Remarks
	DN1016 Visual Story Telling	Core	3	
	DN1013 Concepts of Digital Imaging	Core	3	
	a) DN1014 Drawing for Animation (ANIM and GAME Pathway)	Compulsory Major PE	3	Choose One  (Students who are <u>not</u> pursuing a specific pathway may choose any one of the following courses)
	b) DN1015 Practical Digital Filmmaking (FILM Pathway)			
	c) DN1012 Black and White Film Photography (PHOTO Pathway)			
	*DD1004 Introduction to Histories of Art II (Pre-req: DD1003)	Core	3	
DD0000 Writing Narratives for Creative Media / HW0209 Academic Communication in the Art, Design and Media Studies	GER Core	2 / 3	Choose One (cannot take HW0209 if taken HW0105)	

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Cont.	Course Title	Course Type	AUs	Remarks
	GC0001 Introduction to Sustainability	GER Core	1	
	Choose one from Range on offer in university, except from ADM	GERPE (LA)	3	May choose to fulfill another category
	<b>TOTAL</b>		<b>18 / 19</b>	

\*Course with pre-requisite

----- **YEAR 2** -----

Year 2   Semester 1	Course Type	AUs	Pathway				
			Animation (Character Stream/Visual Effects Stream) **	Filmmaking	Game	Photography	General
	Compulsory Major Studio PE 1	3	DT2001 3D Production	DF2000 Digital Film Production I	DT2018 Animation For Games I	DP2001 Digital Photography	Choose any <b>two</b> <i>(*Refer to Important Notes at the top of this document)</i>
	Compulsory Major Studio PE 2	3	DT2000 Basic Principles of Motion (CA)	DF2005 Writing for Film	DT2020 Game Design I	*DP2006 Principles of Lighting <i>(Pre-req: DN1012 or DP2000)</i>	
			DT2009 Storyboarding & Production Design (VFX)	DF2011 Sound for Film			
	Compulsory Area Specific History Major PE	3	DT2007 History of Animation	DF2009 History of World Cinema	DT2007 History of Animation	DP2002 History of Photography	Choose One
	GER CORE (SS) / UE	3	DD0002 The Contemporary Creative and Cultural Industry of Singapore / Unrestricted Elective (Choose one from Range on offer in university)				
	GER CORE	3	HD0102 Making Sense of Big Data				
	GERPE (BM)	3	Choose one from Range on offer in university, except from ADM (May choose to fulfill another category)				
<b>TOTAL</b>	<b>18</b>						

\*Course with pre-requisite

**Notes:**

- Students in **FILM Pathway** are to take **3 Compulsory Major PE** courses in this semester and take 1 Compulsory Major PE in Year 3, Semester 2.
- \*\*Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).
- 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**

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Year 2   Semester 2	Course Type	AUs	Pathway				
			Animation (Character Stream/Visual Effects Stream)**	Filmmaking	Game	Photography	General
Compulsory Major Studio PE 3	3	DT2009 Storyboarding & Production Design (CA)	DF2003 Cinematography I		*DT2019 Animation for Games II <i>(Pre-req: DT2018)</i>	*DP2005 Photography : Color and Context <i>(Pre-req: DN1012 or DP2000 or DP2001)</i>	Choose any <b>two</b> <i>(*Refer to Important Notes at the top of this document)</i>
		DF2003 Cinematography I (VFX)					
Compulsory Major Studio PE 4	3	*DT2016 3D Character Animation (CA) <i>(Pre-req: DT2000 &amp; DT2001)</i>	DF2001 Film Editing		*DT3014 Game Design II <i>(Pre-req: DT2020)</i>	*DP2011 Photography : Light and Location <i>(Pre-req: DP2006)</i>	
		DT2010 Digital Compositing (VFX)					
Compulsory Art History 3 Major PE <i>(Choose ONE of the following)</i>	3	DD2000 Introduction to the Histories of Southeast Asian Art DD2009 Survey of New Media DD2008 Survey of Modern Art 1900 -1945 DD3010 Issues in Global Contemporary Art *DD3022 Art in the Age of Colonialism <i>(Pre-req: DDD1004)</i> DD2012 (DD8008) Faith in Art DD2013 (DD8010) Visualization of Cultural Heritage *DD2014 (DD8012) Contemporary Curating <i>(Pre-req: DD1003 or D1004)</i> *DD2015 (DD9014) Introduction to Museum Studies <i>(Pre-req: DD1003)</i>					
GER CORE (SS) / UE	3	DD0002 The Contemporary Creative and Cultural Industry of Singapore / Unrestricted Elective (Choose one from Range on offer in university)					
GER CORE	3	HD0101 Digital Society					
GER CORE	1	HY0001 Ethics and Moral Reasoning					
UE	3	Choose one from Range on offer in university					
<b>TOTAL</b>	<b>19</b>						

\*Course with pre-requisite

**Notes:**

- \*\*Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).
- 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**

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----- **YEAR 3** -----

Year3   Semester 1	Course Type	AUs	Pathway				General
			Animation (Character Stream/Visual Effects Stream)**	Filmmaking	Game	Photography	
Compulsory Major Studio PE 5	3	DT2011 Stop Motion (CA)	*DF3012 Film Directing (Pre-req:DF2000 & DF2005)	DM2008 Programming for Interaction	*DP3000 Photographic Media and Presentation (Pre-req: DN1012 / DP2000 / DP2001)	Choose any <b>two</b> <i>(*Refer to Important Notes at the top of this document)</i>	
		*DT3010 Visual Effects I (VFX) (Pre-req: DT2001 / DT2010 / DF2000 / DF2003)					
Compulsory Major Studio PE 6	3	*DT3013 Animation Seminar (Pre-req: DT2001)	*DF3013 Producing for Film and Media (Pre-req:DF2000)	*#DT3017 Game Seminar (Pre-req: DT2018 / DT3014)	*DP3010 Moving Image for Media Artists (Pre-req: DN1012 / DP2000 / DP2001)		
Major Studio PE	3	Refer to Page 7 - 8					
GER CORE	1	ML0003					
GERPE (Any Category)	3	Choose one from Range on offer in university, except from ADM					
UE	3	Choose one from Range on offer in university					
UE	3	Choose one from Range on offer in university					
<b>TOTAL</b>	<b>19</b>						

\*Course with pre-requisite

**Notes:**

- \*\*Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).
- 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**

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	Course Type	AUs	Pathway				
			Animation (Character Stream/Visual Effects Stream)**	Filmmaking	Game	Photography	General
<b>Year 3   Semester 2</b>	<b>Compulsory Major Studio PE 7</b>	3	*DT3008 Research and Visual Development <i>(Pre-req: DT2000/DT2001/DT2009)</i>	*#DF3004 Digital Film Production II <i>(Pre-req: DF2001 &amp; DF2003 &amp; DF2011)</i>	*DT3008 Research and Visual Development <i>(Pre-req: DT2000/DT2001/DT2009)</i>	*DP3011 Documentary Practices <i>(Pre-req: DN1012 / DP2000 / DP2001)</i>	Choose any <b>two</b> <i>(*Refer to Important Notes at the top of this document)</i>
	<b>Compulsory Major Studio PE 8</b>	3	*DT3012 Acting for Animation (CA) <i>(Pre-req: DT2016)</i> *DT3011 Visual Effects II (VFX) <i>(Pre-req: DT3010/DF3013)</i>		*DT3016 Game Jam <i>(Pre-req: DT2018 / DT3014)</i>	*DP4001 Extended Photography <i>(Pre-req: DP2001 &amp; DP2005)</i>	
	<b>Major Studio PE</b>	3	Refer to Page 7 - 8				
	<b>GER CORE</b>	1	ET0001 Enterprise and Innovation				
	<b>UE</b>	3	Choose one from Range on offer in university				
	<b>GERPE (Any Category)</b>	3	Choose one from Range on offer in university, except from ADM				
	<b>TOTAL</b>	<b>16</b>					

\*Course with pre-requisite

**Notes:**

- \*\*Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).

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<b>Year 3   May - July</b>	Course Code and Title	Course Type	AUs	Remarks
	*DD3021 Professional Attachment <i>(Pre-req: Must have achieved at least 72 AUs and Year 3 standing)</i>	<b>Core</b>	5	10 weeks
	<b>TOTAL</b>		<b>5</b>	

\*Course with pre-requisite

----- **YEAR 4** -----

<b>Year 4   Semester 1</b>	Course Code and Title	Course Type	AUs	Remarks
	*DD4003 Final Year Project - Media Art # <i>(Pre-req: DT3008 / DF3004 / DP3011 / DP4001 / Upon Approval)</i>	<b>Core</b>	4.5	
	*DD4005 Interdisciplinary Seminar (Media Art) <i>(Pre-req: Study Year 4)</i>	<b>Core</b>	3	
	Choose one from Range on offer in university	<b>UE</b>	3	
	Choose one from Range on offer in university	<b>UE</b>	3	
	<b>TOTAL</b>		<b>13.5</b>	

\*Course with pre-requisite

#AU total for FYP is 9 that is given upon successful completion of the project

<b>Year 4   Semester 2</b>	Course Code and Title	Course Type	AUs	Remarks
	*DD4003 Final Year Project - Media Art # <i>(Pre-req: DT3008 / DF3004 / DP3011 / DP4001 / Upon Approval)</i>	<b>Core</b>	4.5	
	Choose one from Range on offer in university	<b>UE</b>	3	
<b>TOTAL</b>		<b>7.5</b>		

\*Course with pre-requisite

#AU total for FYP is 9 that is given upon successful completion of the project

**Proposed Study Plan for Media Art Curriculum  
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**I. Selection of Other Major Prescribed Elective (MPE) Courses offered by ADM**

These following elective courses may be selected by both DA and MA major students who meet the pre-requisites, **unless stated otherwise.**

**Other Major Prescribed Elective Courses (6 AUs)**

All courses listed here are also offered as Unrestricted Electives (UE), except for those indicated with (#).

**ANIMATION and GAME**

DT2005 Lighting and Rendering Pipeline

\*DT2015 Advanced 3D Production (Pre-req: DT2001)

DT2017 Writing for Animation *\*Recommended for GAME Pathway*

\*#DT3000 Advanced Drawn Animation (Pre-req: DT2000)

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

DT3009 Cinematic Concepts and Motion Capture Applications *\*Recommended for GAME Pathway*

\*DT3015 Advanced Stop Motion (Pre-req: DT2011) – **Applicable as Major PE for MA majors only**

**FILMMAKING**

DF2004 (DF8001) Sound in Media – **Applicable as Major PE for MA majors only**

DF2007 (DF9001) The Art of Lighting *\*Recommended for GAME Pathway*

\*DF2012 Advanced Screenwriting (Pre-req: DF2005) – **Applicable as Major PE for MA majors only**

DF2013 Film Music in Theory and Practice

\*#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

**INTERACTION**

DM2002 Sound Art

DM2009 Performance and Interaction

DM2010 Scenography and Exhibition Design

DM2011 Issues in Interactive Media Practice

DM3008 Generative Art

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

**PHOTOGRAPHY**

DP2004 Critical Eye: Seeing and Understanding in Photo Media

DP2008 Experimental Photography

\*DP3001 Transformative Identities in Fashion Media (Pre-req: DP2005 or DP2006) *\*New*

DP3003 Socially Engaged Photography (Narrative Portrait)

\*DP3008 Location Experiences in Photography (Pre-req: DN1012 or DP2000 or DP2001)

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**PRODUCT DESIGN**

DR2002 Issues in Product Design Practice  
DR2011 Human Factors for Design  
DR2012 Materials and Manufacturing for Designers  
DR2013 Furniture Design I  
DR2014 Wearable Technology, Fashion and Design  
\*#DR2015 Furniture Design II (Pre-req: DR2013)  
\*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  
\*#DV2007 Issues in Visual Communication Practice (Pre-req: DV2004 and DV3010) – **Applicable as Major PE for DA majors only**  
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)  
DV3009 Information Visualization (Pre-req: DV2001) – **Applicable as Major PE for DA majors only**

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**OTHERS**

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.**

**II. Selection of Unrestricted Elective (UE) Courses offered by ADM**

**Unrestricted Elective Courses (24 AUs)**

**Unless stated otherwise, you may choose any ADM courses from the list below or courses offered by other schools.**

**Course Code and Title**

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 (DV8001) 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**



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DV2008 Interface Design

DV3003 Spatial Design

\*DV3005 Creative Brand Design (*Pre-req: DV2004 & DV3010*)

DV3009 Information Visualization (*Pre-req: DV2001*) – **Applicable as UE for MA majors only**

DV5001 (DV2009) Design in Motion

DV5002 (DV2010) Packaging Design

DV5003 (DV2011) Pattern, Art, Design and Architecture

DV5004 (DV9001) Art, Design and Science

DV5005 (DV9002) 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.**