



**MULTIMEDIA**  
AND **ANIMATION**  
DIPLOMA

## WHY STUDY AT **EDULINK?**

EduLink International College Nairobi was established in 2014 and delivers a range of multimedia courses under the ARENA brand.

Arena Animation is Asia's Leader in Animation & Multimedia Education and has trained more than 350,000 students in 20 countries around the world. With expertise that spans 15 countries and training that is globally respected, Arena gives you an unparalleled edge in the dynamic animation industry.

Arena offers job orientated career programmes in Animation, VFX, Gaming, Web Designing, Graphic Designing & Multimedia that sharpen your creative skills and provides training that help you match pace with today's industry requirements.

# AMSP

## Arena Multimedia Specialist Programme

The Arena Multimedia Specialist Programme is designed to train and skill students with the latest industry relevant courses and technical educational tools. Arena's intensive course curriculum and experiential training is designed to give every student the competitive edge in the world of animation.

The aim of this programme is to produce fully fledged animation and multimedia professionals who are completely at ease with their skills and can confidently create a rewarding career for themselves.

Throughout the course, students are building their own complete portfolio with project based work while developing theoretical and practical experience. At the end of the programme the student will graduate as a well trained Professional Animator, Composer, 3D Modeler, Rigging Artist etc.



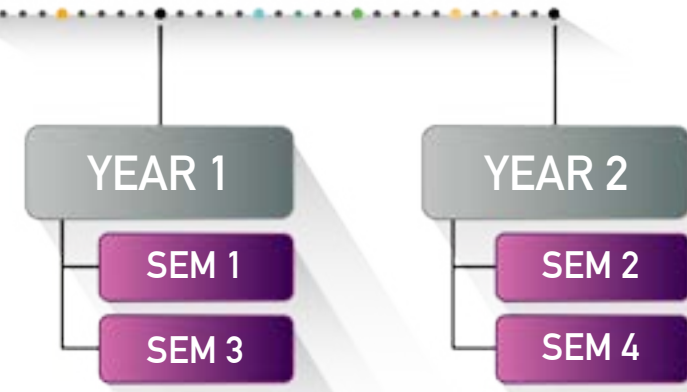
# COURSE HIGHLIGHTS



- A complete 3D Animation Career
- Laddered learning - Learn animation in the increasing order of complexity
- Industry relevant curriculum
- Upgraded versions of software like Adobe Illustrator, Photoshop, Adobe Premiere, Indesign, Audition, Lightroom, Maya and 3D Max
- Practical application of tools & software
- Specialisation in the area of interest
- Student Portfolio Development
- Experience e-way of Learning with Onlinevarsity

# COURSE STRUCTURE

## AMSP



We have adopted a new course structure which comprises of theory, lab and practice hours. However, the course duration will comprise of theory and lab sessions only. Practice hours are recommended hours for the students to practice on

their own. Students can utilise practice hours for completing assignments, performing additional exercises in the lab, or testing their practical skills. They may either perform these in the lab, for which they will book slots over and above the course duration, or they may do these tasks at home on their own computers.

## ARENA COURSE CERTIFICATIONS



## CREDIT TRANSFER FACILITY

All students have the opportunity to pursue a BSc (Hons) degree from any of Arena's partner universities, which include a number of UK universities.

Students can make use of the Credit Transfer Facility to transfer credits from their AMSP programme, to their overseas degree. This allows students to receive an Arena diploma and a degree from a leading international university.



# COURSE CONTENT

## SEMESTER

### 01

MODULE	THEORY HOURS	LAB	TOTAL
Concept of Graphics and Illustrations	16	10	26
Typography Design	08	10	18
Digital Illustrations	10	10	20
Digital Painting	14	20	34
Photography Concepts and Post Processing using Lightroom	10	14	24
Design for Print and Advertising	06	06	12
Page Design	20	16	36
Print Portfolio	02	00	02
<b>TOTAL</b>	<b>86</b>	<b>86</b>	<b>172</b>

**JOB PROFILES:** Graphic Designer | Layout Designer | Illustrator | Visualizer

## SEMESTER

### 02

MODULE	THEORY HOURS	LAB	TOTAL
Storyboarding	10	20	30
Working with Audio	06	06	12
Video Editing	18	14	32
Concept of Digital Filmmaking	16	14	30
Digital Compositing	12	14	26
Portfolio	02	00	02
<b>TOTAL</b>	<b>64</b>	<b>68</b>	<b>132</b>

**JOB PROFILES:** Audio and Video Editor | Composer

## SEMESTER

### 03

MODULE	THEORY HOURS	LAB	TOTAL
3D Concepts – Modeling to Animation	08	00	08
Digital Modeling with 3Ds Max	24	24	48
Lighting and Texturing Models with 3Ds Max	12	22	34
3D Animation and FX with 3Ds Max	12	22	34
Rendering with 3Ds Max V-Ray	08	12	20
Digital Compositing	12	14	26
3D Animation Portfolio	02	00	02
<b>TOTAL</b>	<b>78</b>	<b>94</b>	<b>172</b>

## SEMESTER

### 04

MODULE	THEORY HOURS	LAB	TOTAL
Digital Preproduction	08	10	18
Digital Modeling with Maya	12	10	22
Texturing 3D Models with Maya	08	06	14
Lighting and Rendering 3D Models with Maya	12	10	22
Rigging 3D Models with Maya	08	18	26
3D Character Animation	08	16	24
Portfolio development with Demo Reel	02	00	02
<b>TOTAL</b>	<b>58</b>	<b>70</b>	<b>128</b>

**JOB PROFILES:** Composer | Renderer | 3D Animator | 3D Modeler  
Texturing Artist | Lighting Artist



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