

Postgraduate Courses 2023



Faculty of Engineering and IT

# UTS Animal Logic Academy

Master of Animation and  
Visualisation

Graduate Certificate in  
Animation and Visualisation



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### **Acknowledgement of Country**

UTS acknowledges the Gadigal People of the Eora Nation and the Boorooberongal People of the Dharug Nation upon whose ancestral lands our campuses stand. We would also like to pay respect to the Elders both past and present, acknowledging them as the traditional custodians of knowledge for these lands.

# Accelerate your potential and lead the next generation of animation and visualisation professionals



**Ian Thomson**  
Head of the UTS  
Animal Logic Academy

## **A message from the Head of UTS Animal Logic Academy**

At the UTS Animal Logic Academy we're looking for the next generation of digital creatives, 3D artists and IT specialists to drive innovative, high-end production and creative excellence in the animation and visualisation industries.

One of the great strengths of the Academy is that we are set up as a fully functioning digital production studio, giving students the opportunity to develop their professional skills in an immersive studio environment and work collaboratively in teams to produce high-end professional style projects.

Students have produced internationally recognised, award-winning animated films, interactive games, AR/VR and mixed reality experiences and have gone on to work at studios such as Luma Pictures, Flying Bark, ILM, Future Associate, Fin Design & Effects, Electric Lens Co, Virtual Method, Plastic Wax, Animal Logic and many others.

With Australia continuing to develop an international reputation for world-class animation and visual effects, it's an exciting time to be pushing the boundaries of what animation and visualisation can achieve in creating new worlds, experiences, research, careers and opportunities.

# Welcome to the UTS Animal Logic Academy

**Take a step inside a unique, world-class centre of educational excellence for digital production and emerging visualisation technologies.**

Established in 2017, the Academy is a first-of-its-kind collaboration between Australia's top young university, the University of Technology Sydney (UTS), and world-leading digital production studio, Animal Logic. We're passionate about producing the next generation of digital artists and technical professionals who are ready to shape the future of the animation and visualisation industries.

Located within the UTS city campus – right in the heart of Sydney's thriving creative precinct – the Academy is a professionally-equipped, custom-built digital production studio space offering a range of practice-based postgraduate programs, including a one-year accelerated Master of Animation and Visualisation (MAV), a 14 week Graduate Certificate of Animation and Visualisation (GCAV), as well as research and PhD programs.

At the Academy, you'll work alongside leaders in industry, education and research who'll support your artistic and professional growth. By the end of your time with us, you'll have built a robust skillset you'll have focused your know-how and skills in your nominated area of specialisation, in order to better launch your career into industry. Areas students can specialise in include art and story, modelling, rigging, animation, surfacing, visual effects, lighting, compositing, technical direction or production coordination.

You'll learn the tools of the trade in an immersive studio environment, working with state-of-the-art equipment that reflects the latest industry practice and real-world production environments so you'll be confident and work-ready. You'll also have the opportunity to gain valuable insights and mentoring from a wide range of industry experts, giving you the networks and connections to boost your career prospects.

Whether you're keen to advance in a creative or technical role in animation or help drive the development of new visualisation industry sectors, studying at the Academy is a unique opportunity to develop your conceptual skill and technical dexterity in a dynamic and collaborative professional learning environment.

No.1

Ranked top school in  
Australia for 3D Animation  
Production Excellence  
The Rookie Awards  
2020

No.1

Ranked top school in  
the world for Immersive  
Media – Production  
Excellence  
The Rookie Awards  
2019

# Meet the team



**Andrew Johnston**  
Research Director

Professor Andrew Johnston is the Research Director at the UTS Animal Logic Academy. His work focuses on the design of systems that support experimental, exploratory approaches to interaction, and the experiences and practices of the people who use them. He is also the co-director of the UTS Visualisation Institute and co-directs the Creativity and Cognition Studios, an interdisciplinary research group working at the intersection of performance, art and technology.

**Alex Weight**  
Creative Lead

With an extensive international career spanning two decades as a writer, director, animator and script consultant, Alex has worked at a broad range of production companies, including Rising Sun Pictures, Animal Logic, Flying Bark and Script Central. He has worked on blockbuster movies such as *Peter Rabbit*, wrote and directed the Chinese animated features *Frog Kingdom 3* and *4*, was co-director of *Blinky Bill: The Movie* and lead animator on the Oscar-winning *Happy Feet*.



**Sarah Giddy**  
Studio Coordinator

Sarah Giddy has over 15 years' experience in administration and operations, most recently as part of the HR team at Animal Logic Sydney. As Studio Coordinator she manages the day-to-day operation of the studio, overseeing Academy enquiries and admissions, providing primary student contact and support, and coordinating studio events and social media.

**Dylan Neill**  
VFX Lead

Dylan has over 20 years' experience in the VFX industry as a 3D artist and supervisor. His expertise includes CG animation production, app development, game design, online advertising, television and feature film production. Dylan's film credits include *Outlaw King*, *Lord of the Rings*, *King Kong* and *I, Robot*. Dylan is also the author of his own YouTube channel offering online tutorials in 3D animation and visual effects.



**Johan Newton**  
Pipeline Technical Director

After completing the Diploma in Innovation and the Bachelor of Science in Games Development (where his games projects won a number of awards), Jonah discovered his fascination with coding and complex software related problem-solving. Jonah has also worked as an IT Support Engineer at Animal Logic. In addition to his work as a software developer and TD, Jonah is a talented electronic music producer.

In his role at the Academy Jonah assists our Technical Lead, Chris French, in the technical direction of the 3D animation production pipeline.

**Chris French**  
Technical Lead

Chris French is the Technical Lead at the UTS Animal Logic Academy. Chris' experience includes CG Lead, On Set Supervisor and Operations Manager at Fuel VFX where he worked on projects such as *Charlotte's Web*, *The Spirit*, *Australia*, *Captain America: The First Avenger*, *Thor*, *Mission: Impossible* and many others.

Chris has also been active as a teacher and industry mentor at TAFE Design Centre Enmore, specialising in lighting, rendering and production studio subjects that replicate the VFX studio environment.



# Why study with us?

With both the Master of Animation and Visualisation (MAV) and Graduate Certificate in Animation and Visualisation courses (GCAV) you'll be ready to enter the animation and visualisation industries with advanced knowledge and skill, as well as experience in working as part of a professional team.

Developed together between UTS and Animal Logic, our courses will transform you from an aspiring digital artist to a professional with leading insight into your field. Build niche technical and creative skills, work alongside industry leaders, and expand your intellectual and creative practice through a series of high-end collaborative projects.

## Advanced practitioners wanted

Our courses are for creative, technical and production applicants with pre-existing skills in the animation and/or visualisation space. You've already got the fundamental skills — we'll help you take them to the next level in order to launch you into industry. You'll develop your creative practice, conceptual capabilities and technical dexterity, while learning to apply them in professional and new contexts.

## Learn from the best

To be the best, you've got to learn from the best. Because the Academy is a partnership between UTS and Animal Logic, one of the world's leading digital production studios — when you study with us you work with leading professionals in mentored workshops, masterclasses and with guest speakers - who are shaping the digital creative industries of the future.

## Build skills that count

Both the MAV and GCAV are about developing specialised skills, but also about diversifying your exposure to all areas of production. As part of a team, you'll be exposed to all areas of the production pipeline such as in story and character development, storyboarding and layout, modelling, rigging, 3D animation, surfacing lighting, compositing, coding and explore emerging visualisation technologies and professional teamwork practices.

## Work with the tools of the trade

The Academy offers a unique practice-based learning experience. Key to our courses is our professional studio space, which has been purpose-built to enable the creative workflows that define the industry. It also houses the latest in digital technologies, so you'll be gaining hands-on experience with the same tools you'll use in your professional career.

## Gain more than knowledge

Technical knowledge is important, but partnerships are at the heart of all great creative projects. That's why we've built extensive opportunities for creative collaboration into our courses — you'll work alongside peers from a range of backgrounds, sharing skills and expertise to deliver advanced solutions to complex creative and technical challenges.

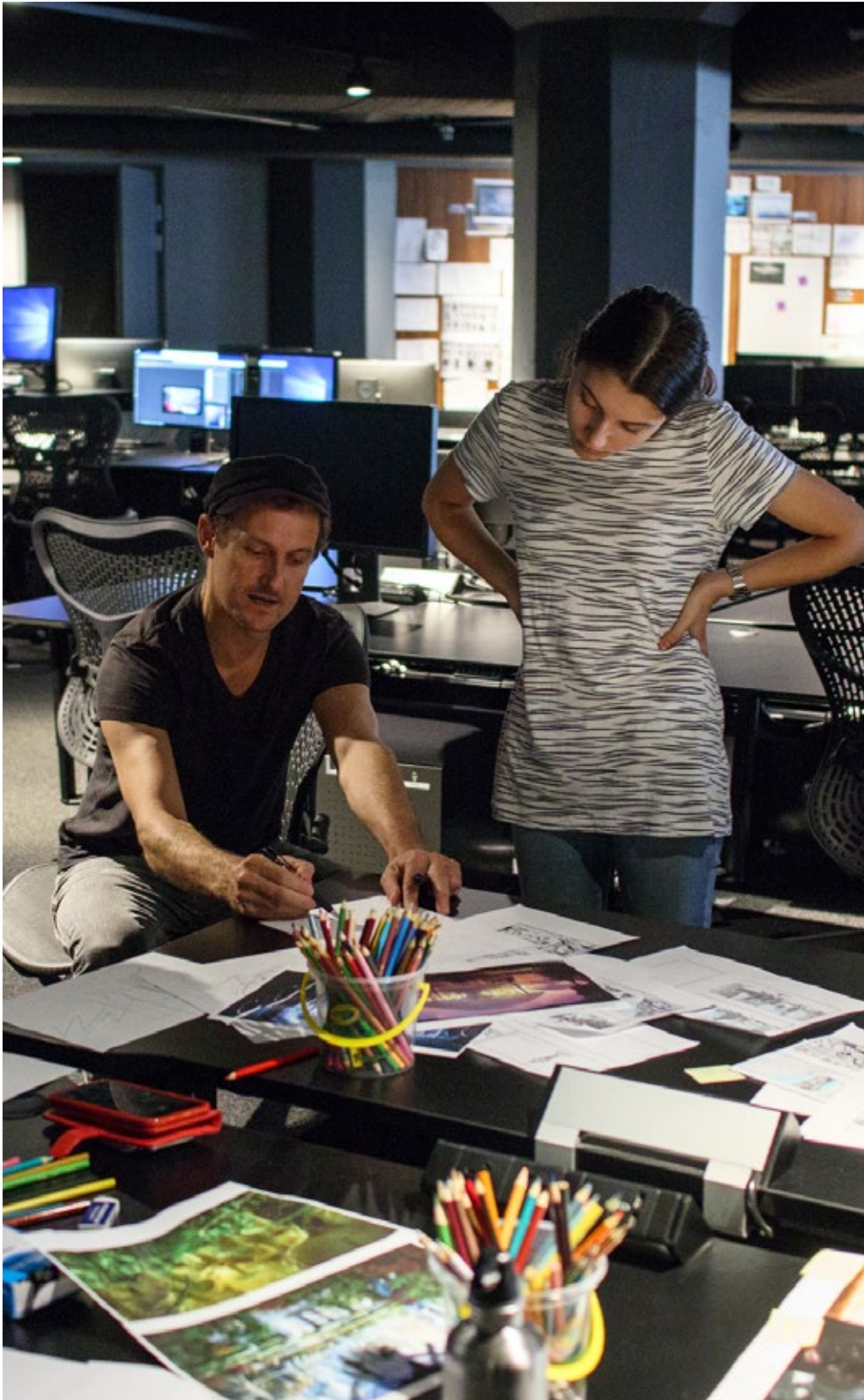
**“Animation and visualisation production in Australia is booming”**

Ian Failes, Before and Afters

**90%**

**Graduate Employment Success**  
Master of Animation and  
Visualisation

\*Based on 2017-22  
graduate survey results



# Master of Animation and Visualisation (MAV)

The Master of Animation and Visualisation is an industry-led, one-year accelerated postgraduate degree designed to build your knowledge and skills in computer graphics animation, visual effects and visualisation. It draws together students from a broad range of backgrounds, from artists, producers and editors, to digital creatives, coders and programmers, to learn under the guidance of industry leaders, preparing graduates to join the next generation of animation and visualisation professionals.

## What can I expect?

As a practice-based degree, you'll engage with extensive hands-on experience in a custom-built studio environment. You'll work in collaboration with your fellow students, using your combined expertise to deliver solutions across a series of creative and technical projects. This can include:

- 3D Animation
- Emerging Visualisation Technologies

## Who should apply?

The MAV is aimed at practitioners with existing skills and experience in the animation and/or visualisation space. Students come from a broad range of backgrounds including:

- Visual, digital and fine arts
- Animation and VFX
- Media and video production
- Games design and development
- Software development, coding and technical programming
- 3D modelling and product design





### From generalist to specialist

Although many of our students come into the Masters with generalist skills in animation, production and effects, the key to launching your career in industry, even at junior level, is to specialise in at least one area of production. That is why we ask you when you are applying to nominate a primary and secondary area of specialisation. The clearer you are about this on your application and with examples of relevant projects on your showreel, the better your chances of being accepted into the course. If you are unsure about this, we are happy to meet with you through the year before applications close to advise on how to best tailor your portfolio and career focus.

### Areas students can specialise in include:

- Art, Design, Storyboarding
- Previs, Layout
- Modelling
- Surfacing
- Rigging
- Matte painting and environments
- Visual Effects
- Animation
- Lighting
- Compositing
- Pipeline and R&D
- Production Coordination

#### Course information

Course Code	C04423
Duration	1 year full time
Coursestructure	Students must complete 72 credit points (CP), comprising three x 24CP sessions



# What your year will look like

Session	Credit points	Session dates
<b>Studio 1:</b> <b>The Connected Studio</b>	24	late January – early May
<p>In this first session, you are allocated into departments based on your experience and skills. These include art, design, storyboarding, previs, layout, modelling, surfacing, rigging, matte painting and environments, FX, animation, lighting, compositing, pipeline and R&amp;D and production coordination. Some students choose to stay in a single department the entire year, others decide to work across 2 or 3 roles. While working in your teams, the entire cohort is tasked with developing a short CG animated film, approaching it like a high-end commercial studio. Desk rounds and dailies are run throughout the day, to ensure the work is constantly improved and refined. The Leads function as the directors/mentors/clients/teachers, running masterclasses throughout the week and ensuring the project is kept on track and delivered to high industry standards.</p>		
<b>Studio 2:</b> <b>The Collaboration Studio</b>	24	late May – late July
<p>In this session, students get to interact and research emerging visualisation technologies, such as: AR, VR, real-time and virtual production etc. During our masterclasses we invite industry experts in these fields as guest speakers. Students break into teams and are tasked with developing a creative project using emerging visualisation technologies to a panel of industry experts.</p>		
<b>Studio 3:</b> <b>The Challenge Studio</b>	24	mid August
<p>During this final session students participate in the studio as professional industry artists, completing the projects to high industry standards. At the end of the session we celebrate with our End of Year Showcase, where we invite key industry partners to view the incredible work the students' accomplished throughout the year, and give students the opportunity to network with potential future employers.</p>		

## Teaching mode

The MAV is a one-year, full time degree with three sessions that run from January. Classes are held from 9am – 5pm Monday to Thursday. Friday is a self-directed learning day students can complete remotely with a two-week break between each session.



## Mastering the production process

Producing a 3D animation requires a range of creative and technical expertise. Here are some of the key areas you'll experience as part of the **Master of Animation and Visualisation**.

### Story

Everything starts with a spark of inspiration. As a group, you'll workshop an idea and use the storyboarding process to break it down into individual frames.

### Modelling

Next, you'll create the 3D models that you'll use as part of your production. 3D modellers use production software to create 3D characters, creatures, objects and assets. After modelling, these objects will also need to be surfaced by dedicated surfacing artists.

### Rigging

Once you've got your models, you'll need to rig them, this means you'll prepare them to be animated. The 'rig' is essentially a skeleton for the model that enables it to be animated to move.

### Animation

Now it's time to animate. Animation is the creation of movement from rigged models. More than just the walking or moving of a model or character, great animation also includes the expression of emotion through facial animation and physical gestures.

### FX

Next, add your visual effects. These could include creating fire or explosions, dust, steam or sparks. Or things like fur or cloth simulations. We often use the software package 'Houdini' to simulate crowds or cities. The potential of FX is unlimited and there are growing job opportunities for specialised FX artists.

### Lighting

Lighting is where each scene in the 3D film really starts to shine. Lighting software lets you set detailed lighting to each shot to highlight the action, characters and emotion of each moment in the film.

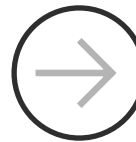
### Compositing

Compositing is the process of combining all the various elements of the production into one final composited scene. Like the master chef, it pulls everything together to make a whole from all the parts.

# How does the 3D animation pipeline work?

## Idea

Everything starts with one...or two...



## Script

Structuring your idea



## Animation

Bringing them to life

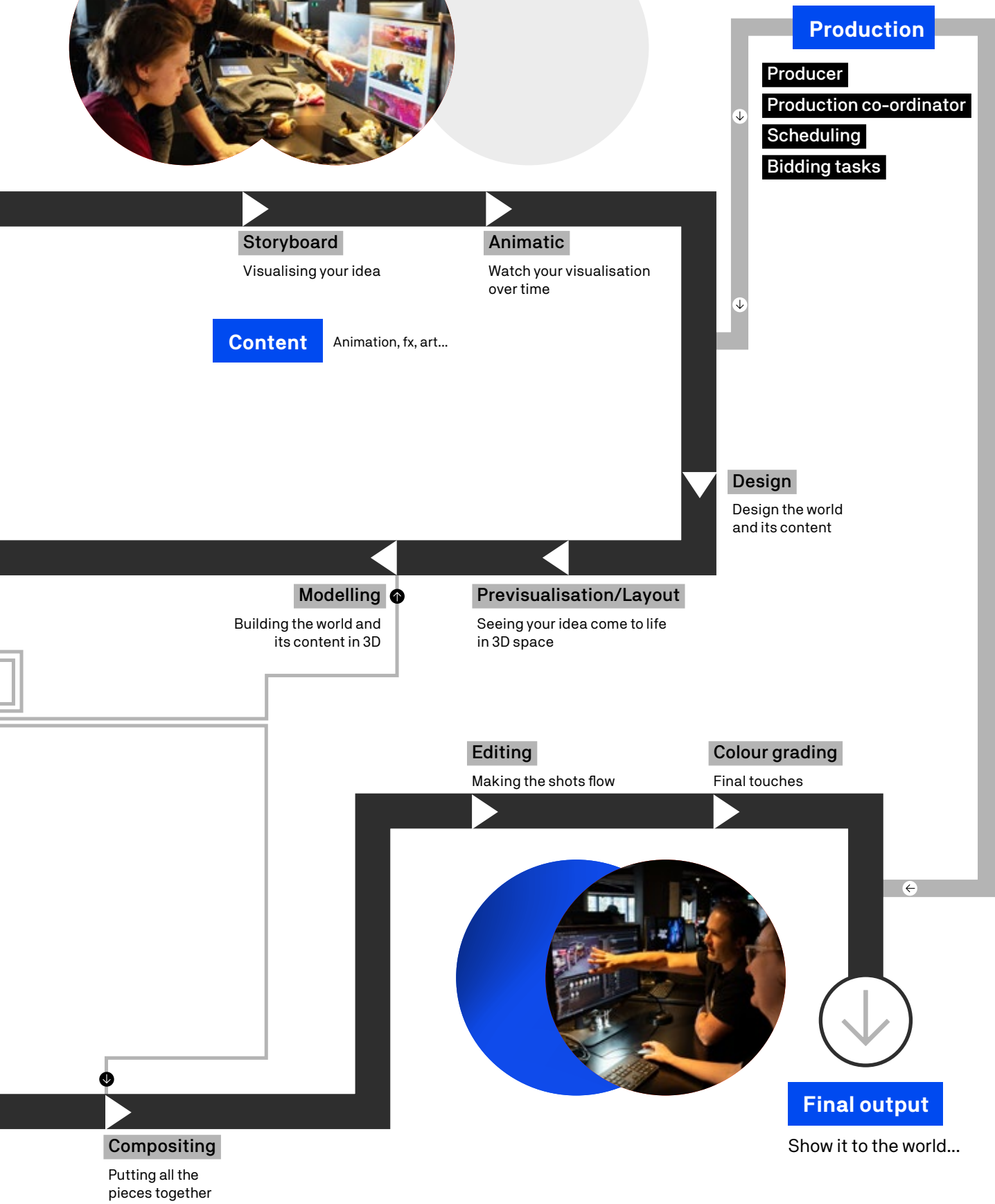
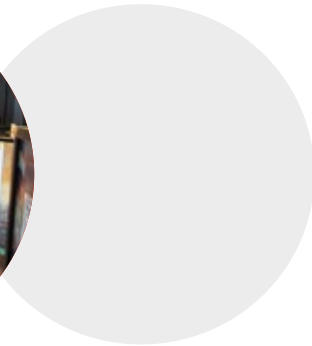
## FX

Adding smoke, water, atmosphere and explosions

## Lighting

Let there be light





# Awards & Projects

## Feeling inspired?

Check out more student projects at: [animallogicacademy.uts.edu.au/projects/](https://animallogicacademy.uts.edu.au/projects/)



The Rookie Awards 2020  
Film of the Year, Finalist

### Bounty Hunter

3D animated short film

This short film features a middle-aged, overweight, intergalactic bounty hunter on his last mission to catch and destroy the galaxy's biggest (and cutest) threat – where he encounters more than he's bargained for. The project saw 28 students working together to create this festival favourite.



The Rookie Awards 2020  
Game of the Year, Finalist

### Subaqua

360° immersive real-time interactive game

Designed for large format, 360° projection at the UTS Data Arena, *Subaqua* is an immersive game designed for groups of players who form the crew of a futuristic submarine. Using spatial motion tracking and real-time visualisation technology, participants move collectively to steer the submarine through an everchanging underwater world, using interactive tools to open gates, ward off threatening sea creatures, and defend themselves from the dangers of the deep.

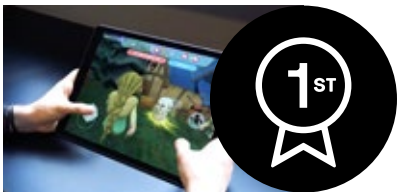


AEAF 2019 Gold Award  
Best Student Work

### The Colour Thief

3D animated short film

*The Colour Thief* explores a world where colour is kept for the wealthy, a young girl escapes to share the gift of colour with all in a moving tale of sacrifice and redemption.



The Rookie Awards 2019  
Mobile Game of the Year

### Xploro

Interactive game

Designed as an educational history game for iOS, *Xploro* brings together mobile augmented reality technology and spatial multiplayer game-play that sees players travel through time portals to historically significant eras where they can interact with key artefacts. In collaboration with The British Museum, the game uses photogrammetry of real-life artefacts and emerging real-time technology to create an innovative, engaging learning experience.



The Rookie Awards 2019  
Immersive Game of the Year

### Soundbender

Virtual reality sound project

*Soundbender* is a unique interactive VR experience that immerses users in a beautiful world of light, sound and discovery. The project is designed to evoke empathy within the user as they explore hidden metaphors, communication barriers and interactions in a surreal audio-visual ecosystem. The project was one of nearly 3,500 projects from across the globe submitted in The Rookie Awards 2019, taking home the top accolade Immersive Game of the Year.

**Ranked #1 globally for Immersive Media and Mobile Production Excellence**

\*The Rookie School of the Year Awards 2019



Sydney Film Festival 2021  
Official Selection

**Spirit**  
3D animated short film

Masters students worked together with indigenous mentors to develop this Australian story of a baby wombat, tramped in a bushfire by a terrifying fire monster, but guided to safety by the spirit of the now extinct Tasmania Tiger.



The Rookie Awards  
2021 Game of the Year /  
Immersive Media, Finalist

**The World of Hiroshige**  
Immersive virtual reality experience

Step into the beautiful paintings of the Japanese artist Utagawa Hiroshige. This immersive virtual reality experience invites the participant to interact within the atmospheric world of Hiroshige's delicate and moving artworks. The project offers a unique way of engaging with the artist's work and the Ukiyo-e genre of Japanese art.

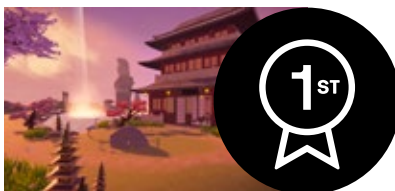


AEAF 2018 Gold Award  
Short Animation

**Jasper**  
Mixed-media short film

*Jasper* is a short animation about the dream of flight, exploring new ways of combining analogue and digital visual effects, using both traditional animation techniques and emerging technologies, including robotics and 3D printing. Filmed on a miniature set, using a Blackmagic Design URSA camera on a KUKA robot arm, the project was a collaborative initiative with the Royal Australian Air Force to encourage more young women to engage in STEM subjects and career paths.

The project team earned Gold in the Web/Viral category at the international AEAF 2018 (Animation Effect Awards and Festival).



The Rookie Awards 2018  
VR Game of the Year

**TerraChi**  
Virtual reality

*TerraChi* is an interactive VR experience that transports the user to a stylised world where Tai Chi inspired moves and biometrics allow the user to influence the world around them. Created by our 2017 cohort, the project saw 19 students working together across 15 weeks to complete the project.

The project won 2018 VR Game of the Year from The Rookie Awards – an international awards and mentor platform open to creatives in film, animation, games, VR, motion graphics and architecture visualisation.



Sydney Film Festival 2022  
Official Selection

**Apart**  
3D animated short film

*Apart* tells the moving story of two artists who live in a lonely city but who share a studio. Ora sculpts in metal at day, and Lee sculpts using driftwood at night. Although they never meet, they are inspired by each other's artworks and produce a collaborative work.

# Graduate Certificate in Animation and Visualisation (GCAV)

The Graduate Certificate in Animation and Visualisation is ideal for students wanting to gain some experience with early stage professional animation production without having to commit to a year of full-time study.

The course introduces participants to the creative and working practices, procedures and standards of a professional digital production studio.

Structured in crew roles, students work in collaborative teams to develop an early stage, professional-style animation project.

Under the guidance and mentorship of practitioners and leaders from the industry, learning takes place in a custom-built digital production studio modelled on real-world production work structure and engineered to the highest industry standards.

Students engage in the early-stage development of an animation project, working across disciplines including:

- Story development (concept, storyboarding, pre-visualisation)
- Art and design (concept art, character design, environment design, prop design)
- Asset creation (modelling, rigging)
- Layout and animation (early stage animation)
- Project management (collaborative team skills and pipeline integration)

Multidisciplinary knowledge is supported by masterclasses and mentoring by industry and academic experts. Students engage in collaborative problem-solving and knowledge-sharing as a dynamic process in a professional-like production environment.

The full-time Graduate Certificate in Animation and Visualisation is run over a 14 week block from January, Monday to Friday from 9am to 5pm (Fridays are self-directed learning days).

Successful completion prepares graduates for entry level employment and/or articulation into the Master of Animation and Visualisation program (with 24 units of credit).





# The student experience

Graduates of the Master of Animation and Visualisation can be found working at the world's leading digital production and visualisation companies, including Luma Pictures, Flying Bark, ILM, Future Associate, Fin Design & Effects, Electric Lens Co, Virtual Method, Plastic Wax, Animal Logic and many others, with many working in international studios in Canada, Europe, UK and Asia.

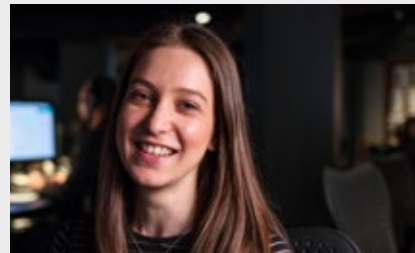
## Here's what some of our graduates have to say about their time at the Academy.

**Emma Cooney**  
Lighting artist



“Exposure to a film industry-style production pipeline was one of the most valuable experiences at the Academy. Mirroring industry practices such as desk rounds and dailies really helped me to settle into my first industry job quickly, as that is exactly what they do at Animal Logic.”

**Jessica D'Ali**  
Technical director



“With the help of close mentors and industry professionals, I was able to leave the Academy and walk into my first job feeling confident that I was ready and knew what I was doing.”

**Alessandra Grasso**

Production co-ordinator



“My time at the Academy allowed me to gain new skills, work with emerging technology, see what it’s like working in an animation studio and most importantly create industry connections.”

**Hannah Chu**

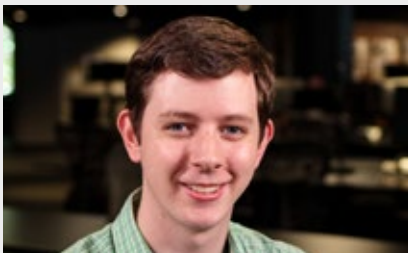
Pipeline technical director



“I’ve had the chance to do development on new technologies, like HoloLens and AR/VR development in Unity. And most important of all, the Academy provided me with the experience to understand how it feels to work in the VFX industry, and that’s what I came for in the first place.”

**Ian Lade**

3D Animator



“The Academy is the closest you can get to working in a real studio, allowing you to get familiar with the sort of workflow you can expect in the industry whilst refining your skills under the tutelage of industry veterans.”

**Andrew Battye**

Composer



“My time at the Academy helped in many ways. Experience working in a production pipeline was very important in being able to hit the ground running when you get a job. Also, the network of people you come into contact with and the relationships you form at the MAV are just as, if not more, important as the technical experience you gain.”

# Research opportunities

The UTS Animal Logic Academy is home to a thriving research culture. Our research portfolio spans a growing body of knowledge in the future of CGI, animation, interaction and visualisation. As a student in our practice-based PhD and masters degree research programs, you'll make a meaningful contribution to this emerging field of enquiry.

## Examples of subject areas include:

- user/audience experiences
- engagement and narrative (particularly in relation to technologies such as augmented and virtual reality)
- animation and interaction
- interaction design for professional CGI work
- new aesthetic and technical approaches to data visualisation
- creative collaboration in the context of professional CGI work
- real-time computer-generated visuals
- sound creative coding & software development.

We're always seeking new research collaborations with artists, performers, creative coders and organisations. To discuss your research ideas or to find out more about research degrees, please contact the Academy.

## Contact us:

E: [animallogicacademy@uts.edu.au](mailto:animallogicacademy@uts.edu.au)  
W: [animallogicacademy.uts.edu.au](http://animallogicacademy.uts.edu.au)





# How to apply

## The academic year

There are three teaching sessions for the Masters and one for the Graduate Certificate. Both courses commence in late January.

## Application closing dates

**Local applicants:** 31 October 2022

**International applicants:** 31 October 2022

It is best to apply early to allow yourself plenty of time to organise your Australian student visa to study at UTS.

## Offers

UTS will begin making postgraduate offers for 2023 from July 2022.

## Admission requirements

### Masters and Graduate Certificate by coursework

To be considered for either the Masters of Graduate Certificate, you'll need a foundation of knowledge and skills – or prior industry experience – in some aspect of animation and/or visualisation, or related fields (art and design, previs, modelling, surfacing, rigging, layout, animation, visual effects, lighting, compositing, coding and programming, game design and development, technical direction, production coordination, etc).

All applications must address the following criteria:

1. Completion of a UTS recognised Bachelor's degree or equivalent, or a higher qualification.
2. Applicants must also provide evidence of their skills in at least one specialisation of 3D animation or visualisation production such as: art/design (concept art, environment art, storyboarding, character development), pre-visualisation, layout, modelling, surfacing/texturing, rigging, animation, visual effects, lighting, compositing, editing, production management, technical direction, game design and production, virtual production, real-time development, virtual and augmented reality and/or coding and programming:

- For applicants from technical artist specialisations (see list above), a digital portfolio demonstrating aptitude in at least one aspect of 3D animation or visualisation production as a PDF file (max. 10 pages) AND a link to the applicant's showreel (max. 4 mins) on Vimeo, YouTube or a QuickTime file with a showreel breakdown;
  - For technical applicants (without a showreel), documented experience in coding/programming for digital production or visualisation, including links to coding projects on sites such as GitHub.
3. A 300-word personal statement addressing the applicant's reasons for seeking placement in the Master of Animation and Visualisation at UTS;
  4. A CV that clearly articulates the applicant's education, training and experience in their specialised area of digital production or visualisation, dates of professional experience and employers (if any) and a concise account of the individual role played in the creation of any work submitted; and
  5. Contact details for two referees who can validate the applicant's level of skills (these referees can be previous employers/managers or lecturers/teachers).

### Other criteria

Applicants without Bachelor academic qualifications or higher will be considered if they meet what is considered to be the equivalent of at least a Bachelor qualification, such as:

- Diploma and/or Advanced Diploma in relevant areas of study, combined with at least 1 year of industry experience (industry experience not required for Graduate Certificate applicants) AND/OR evidenced advanced levels of knowledge and skill through self-directed learning (evidenced through a portfolio of work); OR

- 2 years of relevant industry experience; OR
- Completion of 3 or more industry short courses in relevant areas of study combined with at least 1 year of industry experience AND/OR evidenced advanced levels of knowledge and skills through self-directed learning (evidenced through a portfolio of work); OR
- Is a non-recent school leaver (over 21 years of age) with demonstrated maturity to undertake postgraduate studies (evidenced through employment and/or project experience) and can demonstrate outcomes in self-directed learning equivalent to the level of a bachelor's qualification (evidenced through a portfolio of work).

If your application is of suitable standard, you'll be invited to attend a panel interview so we can find out more about you, your skills and experience. The interview will be conducted by Zoom if you are unable to attend campus.

### Masters by Research

A postgraduate research degree will see you undertake and complete a research project. Before you submit your application, you'll need to consider what you want to research, write a research proposal and find a supervisor. Need help? If you are interested in a research degree at the UTS Animal Logic Academy, contact us directly at [animallogicacademy@uts.edu.au](mailto:animallogicacademy@uts.edu.au)

Once you're ready, visit [uts.ac/apply-for-research](https://uts.ac/apply-for-research) or email the UTS Graduate Research School at [grs@uts.edu.au](mailto:grs@uts.edu.au) to find out more about the application process and to apply.

### Local applicants

Submit your online application via the UTS Online Application System at [uts.edu.au/pg-admissions](https://uts.edu.au/pg-admissions)

### International applicants

If you're an international student, head to [uts.edu.au/international](https://uts.edu.au/international) to find the course information, fees and applications details relevant to you.

## English language proficiency

Working in a professional animation and visualisation environment requires high levels of English comprehension and communication.

Visit [uts.edu.au/english-language-requirements](https://uts.edu.au/english-language-requirements) to find out more.

## Fees

If you're studying postgraduate by coursework degree, you'll need to pay tuition fees. You can find out more about what your degree will cost at: [uts.edu.au/tuition-fee-calculator](https://uts.edu.au/tuition-fee-calculator)

For postgraduate by research degrees, you will need to either pay a fee or, if you're eligible for the Research Training Program, the Australian Government will cover the cost for you. To find out more visit: [uts.edu.au/domestic-hd-fees](https://uts.edu.au/domestic-hd-fees)

## FEE-HELP

If you do have to pay a fee and you're a local student, you may be eligible for FEE-HELP, an Australian Government loan scheme. Using FEE-HELP means you don't have to pay for your tuition fees up front. More information can be found at: [uts.edu.au/government-help-schemes](https://uts.edu.au/government-help-schemes)

You can choose to repay your FEE-HELP loan simply by notifying your employer who will then withhold your payments through the PAYG tax system. You can also make payments directly to the Australian Taxation Office (ATO).

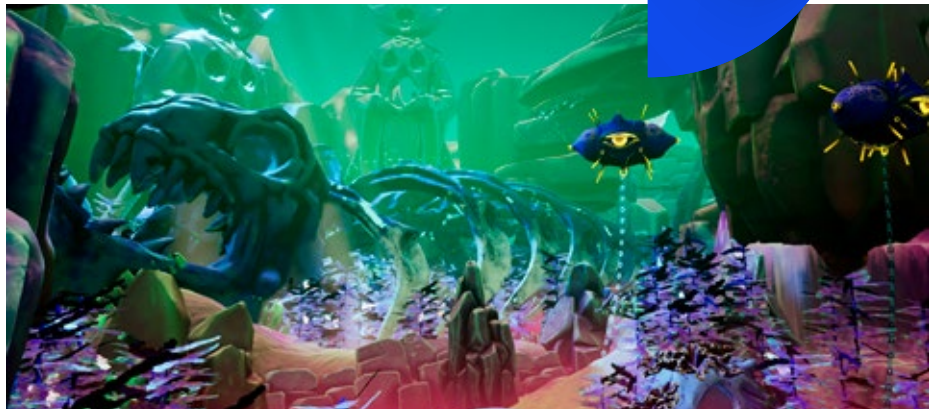
## Alumni Advantage

If you've already completed a degree at UTS then you're eligible for the exclusive Alumni Advantage program, which offers a 10% savings on full fee-paying degree programs. Find out if you're eligible for Alumni Advantage at: [alumni.uts.edu.au/advantage](https://alumni.uts.edu.au/advantage)

## Scholarships

Students applying for the Master of Animation and Visualisation (MAV) may also be eligible for the Animal Logic Scholarship. Please note that the scholarship offering may vary from year to year. For more details, please email contact us directly at [animallogicacademy@uts.edu.au](mailto:animallogicacademy@uts.edu.au)

There are also a wide range of scholarships available at UTS. You can learn more at [uts.edu.au/scholarships](https://uts.edu.au/scholarships)



**Disclaimer:** Courses and electives are offered subject to numbers. The information in this brochure is provided for Australian and New Zealand Citizens and Australian Permanent Residents. If you are an international student, please consult the International Course Guide available from UTS International. Information is correct at time of printing (September 2022) and is subject to change without notice. Changes in circumstances after this date may alter the accuracy or currency of the information. UTS reserves the right to alter any matter described in this brochure without notice. Readers are responsible for verifying information that pertains to them by contacting the university.

Images: Animal Logic Academy, Animal Logic  
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## Connect with us

If you have questions about studying at the UTS Animal Logic Academy, drop us a line at [animallogicacademy@uts.edu.au](mailto:animallogicacademy@uts.edu.au)



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For advice or information  
go to [ask.uts.edu.au](https://ask.uts.edu.au)  
call **1300 ASK UTS**  
visit [animallogicacademy.uts.edu.au](https://animallogicacademy.uts.edu.au)