

MEETING PREREQUISITES IN 2021



QTAC

COURSE ENTRY REQUIREMENTS

Find tertiary courses starting in 2021 and their entry requirements.

PREREQUISITES

Prerequisites are entry requirements (ie audition, senior subjects, portfolios) you must meet before you are considered for entry. Subject prerequisites are subjects you must complete and achieve a specified result before you are considered for entry. The most common prerequisite is English (Units 3 & 4, C) which means you must study English and achieve a grade of C or higher in Units 3 & 4.

COMMON TERMS

COURSE TITLE

- M** Masters Degree
- GradD** Graduate Diploma
- B** Bachelor's Degree
- AB** Associate Degree
- AdvD** Advanced Diploma
- D** Diploma
- C** Certificate

DURATION

- F** Full-time
- P** Part-time
- X** External
- FL** Flexible delivery, a combination of on-campus and distance education

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Section	Title	Campus	Duration	Prerequisites	Assumed Knowledge	Recommended Study	Major
Creative and performing arts	B Animation (3D Modelling) or (Character Animation) or (Visual Effects)	Brisbane	2F or 4P	interview			Specialisations: 3D modelling (advanced 3D modelling, technical art pipelines, digital environments); character animation (rigging, advanced 2D animation, advanced character animation); visual effects (dynamics, intermediate and advanced compositing).
Creative and performing arts	B Audio (Studio Production) or (Post Production)	Brisbane	2F or 4P	interview			Specialisations: Studio production (advanced studio production techniques, studio production team dynamics); post production (advanced sound for picture techniques, audio post production team dynamics).
Creative and performing arts	B Design (Graphic Design)	Brisbane	2F or 4P	interview			
Creative and performing arts	B Design (Web Design)	Brisbane	2F or 4P	interview			
Creative and performing arts	B Film (Production) or (Post Production)	Brisbane	2F or 4P	interview			Specialisations: Production (directing, producing); post production (editing, compositing, colour grading).
Creative and performing arts	B Games Development (Games Programming) or (Games Design)	Brisbane	2F or 4P	interview		Mathematical Methods or Specialist Mathematics	Specialisations: Games programming (programming, applied mathematics, game engine architecture, games technology, tools development); games design (level development, foundations of 3D graphics, advanced game design, psychology of play, games as media, game audio).
Creative and performing arts	D 3D Animation Production	Brisbane	.67F or 1.2P	interview			
Creative and performing arts	D Audio Production	Brisbane	.67F or 1.2P	interview			
Creative and performing arts	D Film	Brisbane	.67F or 1.2P	interview			
Creative and performing arts	D Game Development	Brisbane	.67F or 1.2P	interview			
Creative and performing arts	D Graphic Design	Brisbane	.67F or 1.2P	interview			
Creative and performing arts	D Music Production	Brisbane	.67F or 1.2P	interview and proof of musical praxis/audition		Music	
Creative and performing arts	AB Animation (3D Modelling) or (Character Animation) or (Visual Effects)	Brisbane	1.25F or 2.5P	interview			
Creative and performing arts	AB Audio (Studio Production) or (Post Production)	Brisbane	1.25F or 2.5P	interview			
Creative and performing arts	AB Design (Graphic Design)	Brisbane	1.25F or 2.5P	interview			
Creative and performing arts	AB Design (Web Design)	Brisbane	1.25F or 2.5P	interview			
Creative and performing arts	AB Film (Production) or (Post Production)	Brisbane	1.25F or 2.5P	interview			
Creative and performing arts	AB Games Development (Games Programming) or (Games Design)	Brisbane	1.25F or 2.5P	interview			