

STUDY PLAN

Her er en oversikt over hvilke fag som studenter fra Fagskolen Kristiania får fritak for og hvilke fag som inngår i studiet

[For mer info om hvert enkelt fag kan du gå inn på Handbook og skriv inn kurskoden som står oppført foran faget.](#)

KPC	Completion of 2 Year Diploma in 3D and Animation		
Curtin	Bachelor of Design (Animation & Game Design Major)		
	Equivalent KPC Units	Curtin Units	Curtin Credit Points
Exempt	Completion of 2 Year Diploma in 3D and Animation	GRDE1004 Design Computing (Course Core)	25
		GRDE1026 Design Principles and Process (Course Core)	25
		GRDE2044 Design History & Culture (Course Core)	25
		Optional units x 2	50
		GRDE1001 Animation Design Introduction	25
		GRDE2035 Introduction to 3D Modelling & Rendering	25
		GRDE2014 Animation & Game Texture Design	25
		GRDE2038 Animation & Special Effects Compositing	25
		Optional units x 4	100
	Credit of Recognised Learning		325
Curtin	GRDE1024 Design Theory in Practice (Course Core)		25
	COMS1003 Culture to Cultures (Course Core)		25
	GRDE1020 Game Design Introduction (Major Core)		25
	GRDE2037 3D Level Design (Major Core)		25
	GRDE3015 Advanced Animation (Major Core)		25
	GRDE3029 Visual Narrative Studio (Major Core)		25
	GRDE3034 Design Capstone Project (Course Core)		25
	Select one specialisation:		100
	Creative Advertising Design Specialisation		
	Digital Design Specialisation		
	Graphic Design Specialisation		
	Photography Specialisation		
	Fashion Design Specialisation		
	Illustration Specialisation		
	Credit Points at Curtin		275
	Total Credit Points		600