



The Master of Design Technology is open to any student who already has some basic understanding in digital design technologies and who wishes to build further relevant skills appropriate for the visual effects, gaming, animation and digital design industries.

MASTER OF DESIGN TECHNOLOGY

As our world becomes increasingly digitally enabled, there is a high demand from New Zealand employers for ICT graduates.

The Wellington ICT Graduate School is creating a diverse supply of industry-ready talent in response to the ICT sector boom that is currently occurring in the Wellington region. The programmes are designed to build on students' existing talents and skills, providing hands-on experience and real world projects to prepare them to take on jobs in the ICT industry.

The Master of Design Technology (MDT) will equip you with skills appropriate for the visual effects, digital design, film and game design sectors.

The Wellington ICT Graduate School has relationships with a number of leading companies in the ICT sector, and the programmes delivered through the School have been specifically created with industry involvement and reviewed by industry regularly. Students will also have the opportunity to engage with industry and industry leaders through guest lectures, projects, and business networking events.

PROGRAMME DELIVERY

The one year Master of Design Technology is a Wellington ICT Graduate School programme delivered at the Miramar Creative Centre by the School of Design, Victoria University of Wellington.

For more information about the Master of Design Technology, please contact the Wellington ICT Graduate School.

wellingtonict.ac.nz



MASTER OF DESIGN TECHNOLOGY

Graduates will leave with the knowledge and skills to succeed in this area of high demand. The Master of Design Technology prepares you to launch your career in the visual effects industry and digital design field.

PROGRAMME STRUCTURE

The Master of Design Technology (MDT) is a full-time, 180 point Master's programme completed in three consecutive trimesters over 12 months at the Miramar Creative Centre, Victoria University's School of Design.

WHO SHOULD APPLY?

The Master of Design Technology is open to those who already has some basic understanding in digital design technologies and who wishes to build further relevant skills appropriate for the visual effects or gaming industries.

All applicants for the Master of Design Technology should have:

- completed a Bachelor's degree in a relevant subject with good grades;
- a portfolio or showreel with examples that exemplify creativity and digital proficiency; and
- been accepted by the Head of School of Design.

CAREERS IN DESIGN

- **Compositor:** Combine footage and CG assets together to produce visual effects for film and media.
- **3D Animator:** Bring digital characters to life with expressive movement and emotions.
- **Motion Graphics:** Animate typography, graphical elements and imagery to produce compelling animations.

PROGRAMME OUTLINE

Trimester One

MDDN451 *Creative Coding for Digital Content*

Covers computer graphics techniques that are used as current practice in the film industry through a range of projects ranging from generating special effects to the algorithmic treatment of media.

And one of the following two courses: MDDN421 or MDDN422

MDDN421 *Compositing and Motion Graphics*

Learn and practice skills relating to pre-visualisation, production planning and coordination for creating assets, effects and content for Visual Effects and Motion Graphics.

MDDN422 *Creature Rigging and Simulation*

Covers skills and techniques for creating and working with human, creature and mechanical rigs and controls for digital character animation.

Trimester Two

CCDN412 *Mātauranga Design*

Engage with *toi* (Māori creativity) and *mātauranga* (Māori understanding) in the production of both visual and material cultural design that honours our place and past in Aotearoa New Zealand. Guided by traditional Māori protocols and knowledge, students will learn how to understand and interact with Māori symbols and visual spatial strategies in ways that are culturally sound and appropriate.

CCDN422 *Design Professional Practice*

Covers advanced investigations into topics relevant to professional practice for design today including branding, marketing, networking, presentation and portfolio.

And one of the following two courses: MDDN431 or MDDN432

MDDN431 *Lighting and Rendering*

Learn about traditional applications of lighting such as portraiture, practical studio lighting, and cinematography and engage with digital tools to apply traditional lighting techniques to digital media.

MDDN432 *Character Animation*

Gain relevant skills for creating compelling and emotive animated sequences of digital characters.

Trimester Three

MDDN541 *Research Practicum Project*

This studio consists of a supervised practicum, working on a design studio based research and project work, generally as a placement in the virtual effects industry.

FURTHER INFORMATION

For more information about the Master of Design Technology, please contact Wellington ICT Graduate School:

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The Wellington ICT Graduate School is a partnership between:

