



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

Want to tell interesting stories using time-based digital media?

Our Master of Design Technology (MDT), delivered by Victoria University of Wellington's School of Design, is designed to build upon the existing digital media skills you've acquired in an undergraduate degree. Learn industry leading software and techniques from our experienced lecturers to tell stories with visual effects (VFX), gaming, animation, and extended reality (XR). It's taught at the Miramar Creative Centre among the Weta group buildings on Park Road and offers unrivalled access to work experience and professional connections.

The Wellington ICT Graduate School delivers relevant and practical programmes with project and team based learning to fill the growing technology industry's needs. Our programmes are designed to build on students' existing talents and skills, providing hands-on experience and real-world projects to prepare them for jobs in the ICT industry.

We create direct pathways from education into employment whilst building connections between tertiary education providers and high-tech firms. Wellington ICT Graduate School has relationships with a number of leading companies in the ICT sector, our programmes have been specifically created with industry involvement and are reviewed by industry regularly. Students will have the opportunity to engage with industry and thought leaders through guest lectures, projects, mentoring, and business networking events.

MDT graduates have secured jobs at Weta Digital, Park Road Post Production, SideFX, Mill Film, Animal Logic, Technicolor Academy, and more.

*"Had a hands-on relationship with the lecturers, making me feel like my work was appreciated and it opened new doors."
- Camden, MDT student 2018-19*

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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

Our 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 have some basic understanding in digital design technologies and who wish 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 proficiency with digital 3D software; 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 MDDN432

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.

MDDN432 *Character Animation*

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

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 Ideation*

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 MDDN422

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.

MDDN422 *Effects and Simulation*

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

Trimester Three

MDDN541 *Visual Effects Practicum*

This studio consists of a supervised practicum, working on design studio based research and production. Students will work in teams to produce a complete time-based short narrative work with the guidance of faculty and industry mentors.

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: