• Animation
• Digital Game Art & Design
• Digital Visual Effects
• Game Development & Technology
• Interaction Design
• Motion Graphics & Broadcast Design

SCHOOL OF INTERACTIVE & DIGITAL MEDIA
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School of INTERACTIVE & DIGITAL MEDIA

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For more information on the Diploma courses offered at the School of Interactive & Digital Media, please call 6550 1700 or visit our website at www.nyp.edu.sg/SIDM

Need more information on application procedures? Please visit www.nyp.edu.sg or call 6455 0500.
If you can dream it, we can help you realise it!

Ever thought of working for leading studios such as Lucasfilm, Koei Tecmo, Disney, Ubisoft, or media powerhouses such as Singapore Press Holdings and Mediacorp? Or perhaps even starting your own company before your 21st birthday?

Then the School of Interactive & Digital Media (SIDM) is the right school for you!

We are Singapore’s most established school in the combined areas of animation, game art and design, and game programming, visual effects, interaction design, and motion graphics and broadcast design.
We understand the industry, and are experienced in nurturing sought-after talents who are skilled in art, design and technology.

Our faculty is made up of engaging storytellers and content creators, star animators, highly sought-after game artists, developers and motion graphic designers from around the globe who have worked on Disney animations, Ubisoft game titles and Industrial Light and Magic visual effects. Some have also worked on blockbuster movies such as *Star Wars*, *Iron Man* and *Transformers*.

We encourage our students to go places and have experiences of a lifetime through our Overseas Student Exchange Programmes and Overseas Internship Programmes, where they have the chance to study or work with students and companies in Australia, South Korea, Finland, Japan, France and the US.
SIDM Fusion is our annual showcase for our graduating students, and attracts thousands of guests and members of the public every year. They include industry professionals, notable media and entertainment industry personalities, as well as headhunters interested in hiring our highly sought-after graduates.

The event is an excellent platform for our students from all six diploma courses (Animation, Digital Game Art & Design, Digital Visual Effects Game Development & Technology, Interaction Design, and Motion Graphics & Broadcast Design) to showcase the best of their works created during their time in SIDM.

Works on display range from animated films and 3D models to interactive software applications, computer games and experimental films, which demonstrate to international and local clients the wide array of abilities every SIDM graduate possesses.
Our Industry Partners

We collaborate with many industry partners, including:

• ArtScience Museum Singapore
• Anomaly
• AMC Studio
• Animagine Studio
• Bandai Namco Studios Singapore
• Bandai Namco Studios Asia
• BeLive
• Big 3 Productions
• Central Narcotics Bureau
• Continental Automotive Singapore Pte Ltd
• CRAVE FX
• eMotion
• Go Games Pte Ltd
• Gumi Asia Media Pte Ltd
• HBO
• Infocomm Media Development Authority
• Infinite Studios
• Inspidea Studio
• Lucasfilm Singapore
• Mediacorp Studios
• Mediacorp Channel NewsAsia
• National Library Board
• Nestlé Singapore
• One Animation Studio
• Robot Playground Media Pte Ltd
• Rolls-Royce Motor Cars Limited
• Shell
• Side Effects Asia Pacific
• Singapore Philatelic Museum
• Singapore Press Holdings
• Sony Interactive Entertainment (Japan Asia)
• Suntec Singapore
• The Walt Disney Company (Southeast Asia) Pte Ltd
• Ubisoft
• Wacom Singapore Pte Ltd
• Weaving Clouds Studio
• Vertigo Games
• VHQ Singapore
• Voyageur Studios

And work with many universities and colleges, such as:

• 3iS : International Institute for Image and Sound (France)
• Bansomdejchaopraya Rajabhat University – BSRU (Thailand)
• Chungkang College of Cultural Industries (South Korea)
• DigiPen (USA)
• Guangzhou Academy of Fine Art – GAFA (China)
• Griffith University (Australia)
• Hanoi Academy of Theatre and Cinema – HATC (Vietnam)
• Jilin Animation Institution University (China)
• Leeds Arts University (UK)
• Kajaani University of Applied Sciences – KUAS (Finland)
• Royal Melbourne Institute of Technology – RMIT (Australia)
• Savannah College of Art and Design – SCAD (Hong Kong)
• SupinfoComm/SupinfoGames (France)
• Trident College of Information Technology (Japan)
Our Achievements

SIDM students have done well in many festivals and competitions, including:

- 44th WorldSkills International Competition 2017 (Gold, 3D Digital Game Art and Best of Nation)
- ComiFest Competition
- D&AD New Blood 2016 & 2017
- European Youth/World Youth Summit Award 2016 & 2018
- Global Game Stars 2013 San Francisco, Top 10
- GlobalSkills Challenge 2017 (Australia)
- i Light Marina Bay Art Festival 2016 & 2017
- IGN Asia Pacific (Best of Floor)
- International Game Concept Challenge 2016-2018
- Interaction Awards by Interaction Design Association
- JCU (James Cook University) Game Jam 2015-2018
- Jilin International Game Jam 2017 & 2018
- Melbourne International Animation Festival 2015 (Official Selection)
- Monstra-Lisbon Animated Film Festival 2015 (Official Selection)
- mYouth Mobile App Challenge 2016 & 2018
- National Climate Change Competition 2015 (Merit)
- National Day Parade Multimedia Show 2010-2018
- New Zealand International Film Festival 2016 (Official Selection)
- NYP-DBS Innovation Challenge 2018
- SG50 Celebrating Singapore Animation Competition
- Singapore Computer Society Splash Awards
- Singapore International Children’s Film Festival 2015 (Official Selection)
- Samsung D/Code F&B Hackathon (2017-2018)
- Sustainability Design Competition 2018
- The DigiCon6 Singapore and DigiCon6 Japan 2016 & 2018
- The Rookies 2016-2017 (Top 5 Best 3D Motion Graphics Schools in the world)
- The Rookies 2018 (Ranked 4th Best 3D Motion Graphics School in the world)
- The Rookies 2018 ( Ranked 7th Best Digital Illustration School in the world)
- WorldSkills ASEAN Bangkok 2018 (Gold in Graphic Design Technology)
- WorldSkills Korea 2016
- WorldSkills Singapore Competition 2002-2018 (Graphic Design Technology)
- WorldSkills Singapore Competition 2017 & 2018 (Gold in 3D Digital Game Art)
Ng Jun Xuan – Gold and Best of Nation in 3D Digital Game Art in Worldskills Abu Dhabi 2017

SIDM Winners @ WorldSkills Singapore 2018

Crowbar Awards 2018 – Gold in Animation

2018 Rookies Awards
SCHOOL OF THE YEAR
BEST IN 3D MOTION GRAPHICS - TOP 4
BEST DIGITAL ILLUSTRATION SCHOOLS - TOP 7
Our Student Activities

Freshmen Orientation 2018

Polytechnic Foundation Programme Showcase 2018

Freshmen Orientation 2018
Mighty Jaxx created a line of XXRAY figures for Warner Bros.

29-year-old Jackson Aw is the founder of a multimillion-dollar toy design and manufacturing business. The business, Mighty Jaxx, began in 2012 as a $20,000 start-up. Today, it works with big brands like Warner Brothers and New Balance, and is projected to hit $5 million in revenue this year.

Jackson graduated from the Diploma in Interaction Design, which trains students in designing interactive digital products. “Mr Aw’s toy story is about following one’s passion in school, even if it means taking a path less ordinary,” said an article in The Straits Times.

At SIDM, Jackson was close to digital photography lecturer James Lee, who went on street photography sessions with him outside of classes and encouraged him to take the alternative path. James taught Jackson a lot about creative freedom which still resonates in him, after all these years.

“In Mighty Jaxx, we’re not money- nor award-hungry. It’s the passion and open-mindedness that help you stay on course throughout the journey.”

Jackson pays it forward by hiring graduates from SIDM to create more toys at Mighty Jaxx. He also takes precious time off, returning to NYP to share his experiences, and journeys with the current students. He continues to be an inspiration to them.
Fadzuli, a top graduate from the Diploma in Digital Entertainment Technology (currently known as Game Development Technology), founded Singapore-based studio, Mighty Bear Games.

Fadzuli did very well in NYP, had his undergraduate programme waived and was fast-tracked directly into the prestigious Carnegie Mellon University’s postgraduate programme. He shared that the three years spent in NYP enhanced his skills and passion to excel in gaming. Working with Fadzuli now is another alumnus from the Diploma in Animation, Gary Choo – a testimony to how relationships are forged between batches in the strong SIDM network.

Rappy graduated in 2012 and started his internship at Lighthouse Studios and SideFX in Singapore. These experiences gave him the extra boost to become a Technical Effects Artist. Today, he has proven himself on the global stage and is working at Moving Picture Company – the global leaders in visual effects responsible for what you see in blockbusters like *The Greatest Showman, Jumanji, Blade Runner, Transformers, Wonder Woman* and many more.
Michelle Wong graduated from Savannah College Of Art And Design with the highest distinction. Even though her school life in Savannah College was filled with project after project, she faced them with determination, treating them as valuable experiences.

And, she wasn't alone. Along the way she met fellow SIDM alumni who helped her with good advice, finding support in one another far away from home.

Michelle, who had received a Mediacorp scholarship, graduated from NYP with the Diploma in Animation. Her studies, plus her two-year stint as a Development Technologist in her alma mater helped her decide her career choice in Motion Graphics.

She now works as a junior designer in Create Advertising, LA, USA, where she creates graphics for the entertainment industry.
Khairil received the Distinguished Lee Hsien Loong Award for being the most outstanding student among top award winners from SIDM. He was also the top student of his cohort from the Diploma in Motion Graphics and Broadcast Design. All these did not come easy – Khairil earned them from the opportunities he had during his three years in school.

He led many high-profile projects with companies such as the Yankee Candle, F&N Creameries (Magnolia) and Rolls-Royce Motor Cars. He was in charge of the full ‘Onward’ segment in the 2017 National Day Parade, which he coordinated with the director and producers. And, his team’s brief “A Moving Issue – The National Autistic Society” won the coveted “Yellow Pencil” (Gold Award) conferred by the prestigious Design & Art Direction’s New Blood Award.

In addition, Khairil was the first student to be selected for an overseas internship with the premier post-production house, Parallel Studios in Paris, France. There, he gained valuable knowledge and experience working on commercial projects.
DIPLOMA IN

JAE CODE C61

Animation

Tell Your Story Through Your Own Animation!

Make your story come alive with animation. SIDM pioneered Singapore’s first animation course back in 1996, and since then we have gone from strength to strength. Our graduates have gone on to work with global companies and start their own studios. This course prepares you to become an animation artist. You will have the opportunity to create your own 2D and 3D clips, from concept to the final product.

In a creative environment that employs the latest technologies in computer graphics and animation, you will learn how to translate a story visually into a storyboard, explore the various character designs and environments, then animate these into myriad styles.

You will be mentored by experienced lecturers who are award-winning practitioners from the likes of Disney, Lucasfilm, ILM, Blizzard Entertainment and other industry leaders. Upon graduation, your skills will be sought after by local and overseas media production companies.
# COURSE CURRICULUM

## YEAR 1

**CORE MODULES**
- Communication Skills
- Drawing 1
- 2D Animation 1
- Design and Colour
- Introduction to Story
- Art and Animation
- Studio Project 1
- Drawing 2
- 2D Animation 2
- Storyboard 1
- Modeling 1
- Digital Painting
- Studio Project 2

**PRESCRIBED ELECTIVES**
(Choose one)
- Visual Development 1
- Experimental Animation

## YEAR 2

**CORE MODULES**
- 3D Animation 1
- Rendering 1
- Compositing 1
- Studio Project 3
- Studio Project 4

**PRESCRIBED ELECTIVES**
(Choose six)
- 2D Animation 3
- Modeling 2
- Visual Development 2
- Technical Direction
- Compositing 2
- Digital Matte Painting
- Animal Locomotion
- 3D Animation 2
- Rigging
- Rendering 2
- Storyboard 2

## YEAR 3

**CORE MODULES**
- Internship Programme (12 weeks) + Final Year Project 1 or Internship Programme (24 weeks)
- Final Year Project 2
- Portfolio Development

**PRESCRIBED ELECTIVES**
(Choose three from prescribed & common prescribed electives)
- Motion Graphics
- Computer Graphics for Real Time
- Children’s Book Illustration
- Special Topic 1

## COMMON PRESCRIBED ELECTIVES
- Motion Capture
- Audio Creation
- Game Story Creation
- Business for Digital Media Industry
- Special Topic 2

*General Studies*
Students are to complete 30 hours of General Studies modules each semester.
WHY’S THIS FOR ME?
You are passionate about animation, storytelling, creating characters and injecting life into inanimate objects. You are also fun, imaginative and eager to produce animated films to share your stories with everyone.

UNI, HERE I COME!
Pursue further studies at reputable universities in Singapore, the UK, Australia or the USA.

DID YOU KNOW?
SIDM’s animation graduates can be found in some of the biggest studios across the world, working on the coolest animated feature films, game titles and visual effects films. These alumni include Sim Jia Loon, a character animator at Walt Disney Animation Studios in Burbank, USA; Aurry Tan, a layout artist at Pixar Animation Studios, USA; and 40 others at Lucasfilm Singapore and Industrial Light and Magic, Singapore.

BEST CAREER CHOICES!
• 2D Character Animator
• 3D Character Animator
• 3D Generalist
• 3D Modeller
• 3D Lighting Artist
• 3D Rigging Artist (Rigger)
• Texture Artist
• Compositor
• Editor
• Digital Matte Painter
• Visual Development Artist
• Character Designer
• Background Artist
• Layout Artist
• Storyboard Artist
• Comic Artist
• Illustrator
• Production Designer
• Creative Director
• Art Director
• Animation Producer
DIPLOMA IN DIGITAL GAME ART & DESIGN

Get People of All Ages Hooked on Your Game!

A pioneer in offering games programming as well as game art and design courses, SIDM offers this course that prepares you in the artistic essentials of game creation. Your skills in game art and design will be required by the thriving digital media industry.

Gain insights into the game development process, from generating ideas to the deployment of completed products. With a focus on the art of gameplay design, as well as the creation and animation of characters, environments and props, NYP is the only institution in Singapore that provides training in visual aesthetics, game design and development across all platforms – from iPhone, Android and Facebook, to PC and console systems such as Sony PlayStation® 4 and PlayStation® VR.

The skills you gain in game art creation, game design, and various digital media applications will make you sought-after by the industry. Get set to embark on the exciting world of games!
YEAR 1
CORE MODULES
- Communication Skills
- Colour Theory
- Design Fundamentals
- Drawing 1
- Storyboard & Art Direction
- Principles of Game Design
- Game Concept Project
- Animation Fundamentals
- Digital Game Art
- Drawing 2
- Game Project Management
- Introduction to 3D for Games
- Audio Visual Compositing
- 2D Game Project

YEAR 2
CORE MODULES
- 3D Game Modelling
- Character Design & Development
- Game Level Design
- 3D Maps & Texturing
- Drawing 3
- Digital Painting
- 3D Game Project
- Environmental Visualisation
- Game Design for Production
- Real Time 3D Animation
- Independent Game Project

PRESCRIBED ELECTIVES (Choose two)
- Rendering & Lighting
- Advanced 3D Modelling
- 2D Game Asset Creation
- Graphical User Interface Design

YEAR 3
CORE MODULES
- Internship Programme (12 weeks) + Final Year Project 1 or Internship Programme (24 weeks)
- Final Year Project 2
- Portfolio Development
- Cinematic & Trailer Development
- Gamification Techniques

PRESCRIBED ELECTIVES (Choose two from prescribed & common prescribed electives)
- Visual Effects
- Authoring
- Motion Graphics
- Illustration & Motion Comics

COMMON PRESCRIBED ELECTIVES
- Motion Capture Techniques
- Digital Matte Painting
- Game Story Creation
- Acting
- Audio Creation
- Sculpturing
- Stop Motion Animation
- Digital Photography
- Business for Digital Media Industry
- Special Topic 2

*General Studies
Students are to complete 30 hours of General Studies modules each semester.
You are passionate about games, have a strong creative mind and love drawing. You desire to make games visually appealing, and aspire to create your own game characters and environments.

WHY’S THIS FOR ME?
You are passionate about games, have a strong creative mind and love drawing. You desire to make games visually appealing, and aspire to create your own game characters and environments.

UNI, HERE I COME!
Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA.

DID YOU KNOW?
Students from this course won the Gold medal for Singapore in the 3D Digital Game Art category of the WorldSkills International Competition in 2017, and will represent Singapore again for WorldSkills Kazan 2019. During the 2017 competition, participants were pitted against each other – conceptualising, creating and animating an original 3D game character, and bringing it to life in a game within 22 hours.

BEST CAREER CHOICES!
- Game art directing
- Concept art development
- 2D art creation and animation
- 3D modelling and animation
- Mobile/hand-held/casual game design
- Online/social networking game design
- Game level designing
- Gamification
Digital Visual Effects

Mystify Audiences with Your Visual Effects Magic!

This course marries art and technology to create exciting and innovative digital entertainment using sophisticated computer tools with cutting-edge technologies and techniques. You will build your skills in visual arts techniques, film and production, as well as technical and analytical skills.

Your foundation studies will cover topics such as photography, visual arts, film and technical skills, including cinematography and mathematics. Advanced subjects such as compositing, motion capture, photorealistic lighting and rendering, dynamics and particle effects, as well as programming and scripting techniques, and procedural effects, will arm you with the right know-how for the industry.

In your final year, you will have opportunities to work on industry-based projects alongside local and international companies. Gain the necessary skills to thrive in a dynamic work environment through the Internship Programme, and work with real-world clients and projects for your Final Year Project in our internal development studios.
COURSE CURRICULUM

YEAR 1
CORE MODULES
♦ Design Fundamentals
♦ Creative Thinking & Problem Solving
♦ Mathematics for Computer Graphics
♦ Colour Theory
♦ Digital Photography Fundamentals
♦ Communication Skills 1
♦ Digital Visual Effects Project 1
♦ Cinematography for Visual Effects 1
♦ Storyboarding and Previsualization
♦ Digital Film and Audio Editing
♦ 3D Modelling and Texturing
♦ Motion Graphics
♦ Digital Matte Painting Fundamentals
♦ Digital Visual Effects Project 2

YEAR 2
CORE MODULES
♦ Digital Compositing Fundamentals
♦ 3D Animation
♦ Motion Capture
♦ Programming and Scripting Techniques
♦ Lighting and Rendering Fundamentals
♦ Communication Skills 2
♦ Digital Visual Effects Project 2
♦ Cinematography for Visual Effects 2
♦ Advanced Compositing Techniques
♦ Dynamics and Simulations
♦ Advanced Lighting and Photorealistic Rendering
♦ Look Development
♦ Procedural Effects
♦ Digital Visual Effects Project 4

COMMON PRESCRIBED ELECTIVES
♦ Motion Capture Techniques
♦ Digital Matte Painting
♦ Game Story Creation
♦ Acting
♦ Audio Creation
♦ Sculpturing
♦ Stop Motion Animation
♦ Digital Photography
♦ Business for Digital Media Industry
♦ Special Topic 2

*General Studies
Students are to complete 30 hours of General Studies modules each semester.

YEAR 3
CORE MODULES
♦ Internship Programme (12 weeks) + Final Year Project 1 or Internship Programme (24 weeks)
♦ Final Year Project 2
♦ Portfolio Development

PRESCRIBED ELECTIVES
(Choose three from prescribed & common prescribed electives)
♦ Advanced Motion Graphics
♦ Character Rigging
♦ Advanced Dynamics & Simulations
♦ Advanced Modelling
♦ Advanced Scripting
♦ Effects for Games
♦ Advanced Motion Capture
♦ Advanced Digital Photography

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♦ Character Rigging
♦ Advanced Dynamics & Simulations
♦ Advanced Modelling
♦ Advanced Scripting
♦ Effects for Games
♦ Advanced Motion Capture
♦ Advanced Digital Photography
BEST CAREER CHOICES!

- Visual effects in feature films, TV and digital media
- Digital compositing and post-production editing
- Cinematography
- Dynamics and particle effect imagery
- Look development
- Artistry in digital matte painting
- Lead in scripting/digital asset creation
- Digital lighting and rendering
- Motion capture production
- Matchmoving and rotoscoping
- Film and TV production coordination

WHY’S THIS FOR ME?

You are interested in creating exciting movie effects, have an interest in photography and are keen to be part of the film industry. You have a passion for creating spectacular visual effects and want to learn different photorealistic effects such as smoke, explosions, fire, etc.

UNI, HERE I COME!

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA.

DID YOU KNOW?

Our students will have the opportunity to work on Jungle Beat, an international animated television series that airs across 180 countries, thanks to our close partnership with Infinite Frameworks, and strong knowledge of 3D software, Houdini. Working together with an international production team, students will gain insights into large-scale visual effects, 3D animation workflow, and project management with Houdini, placing them with an internationally recognised production title even before graduation.
Imagine: Your job is to create the next big hit for PCs, mobile platforms, Sony PlayStation® 4, Xbox One or Nintendo Wii, right here in Singapore. Given the high demand for game software development in the flourishing games industry, there is a great demand for software engineers and game programmers.

At NYP, you will create, write and code games with state-of-the-art technologies and devices such as the Oculus Rift, HTC Vive, Sony PlayStation® VR, Microsoft HoloLens and Samsung VR.

With your technical skills, you will be able to bring to life the cool game characters that game artists have created and the amazing games you have imagined. What’s more, your programming skills in software languages such as C++, and problem-solving skills will be highly sought-after in many IT sectors, too!
YEAR 1
CORE MODULES
♦ Linear Algebra
♦ C++ Programming
♦ Digital Entertainment Systems
♦ Introduction to Web Development
♦ Visual Art Techniques
♦ Communication Skills 1
♦ Principles of Game Design
♦ Mathematics for Game Physics
♦ Computer Graphics
♦ Production and Project Management
♦ Software Engineering Fundamentals
♦ Data Structures & Algorithms
♦ Digital Entertainment Project
♦ Computer Graphics Project

YEAR 2
CORE MODULES
♦ Advanced Computer Graphics
♦ Communication Skills 2
♦ Programming Physics
♦ Mobile Game Programming
♦ Game Development Techniques
♦ Advanced Data Structures & Algorithms
♦ Advanced Game Development Techniques
♦ Multiplayer Game Programming
♦ Artificial Intelligence in Games
♦ Interface Design & Programming
♦ Game Level Design
♦ Game Prototype Project
♦ Game Development Project

YEAR 3
CORE MODULES
♦ Internship Programme (12 weeks) + Final Year Project 1 or Internship Programme (24 weeks)
♦ Final Year Project 2
♦ Portfolio Development

PRESCRIBED ELECTIVES
(Choose three from prescribed & common prescribed electives)
♦ Game Systems Design
♦ Real-Time Simulations
♦ Multi-Core Game Programming
♦ Programming with Game Engine
♦ Programming Hardware Shaders
♦ Tools Programming for Games
♦ Introduction to Game Analytics
♦ Calculus
♦ Server Development for Social Games
♦ Game Design for Production

COMMON PRESCRIBED ELECTIVES
♦ Motion Capture Techniques
♦ Digital Matte Painting
♦ Game Story Creation
♦ Acting
♦ Audio Creation
♦ Sculpturing
♦ Stop Motion Animation
♦ Digital Photography
♦ Business for Digital Media Industry
♦ Special Topic 2

*General Studies
Students are to complete 30 hours of General Studies modules each semester.
You have a passion for creating and programming games, and are excited about learning the technical skills to bring game characters to life. You desire to design games that are better than what you have played before, and seek relevant game development skills that are sought-after by the industry. You might even want to set up your own games company!

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA. This is the only diploma course in Singapore that offers direct entry to Carnegie Mellon University’s prestigious Masters in Entertainment Technology programme, without having to first obtain a Bachelor’s degree.

After graduating at the top of his cohort in Diploma in Digital Entertainment Technology with a GPA of 3.8, SIDM alumnus Bryan Yeo went on to top his degree course at the DigiPen Institute of Technology. Today, he works as an engine programmer at Ubisoft Singapore.
Interaction Design

Create Engaging Interfaces for Awesome User Experiences!

SIDM challenges and coaches our students to design interactive apps and content that go beyond the screen, for a better and more meaningful user experience.

Join a new breed of interaction designers whose work amazes users. This diploma course will expose you to a broad range of design disciplines and cool technologies. You will become highly skilled in user interface design and web craft, and develop the expertise to tap on the capabilities of cutting-edge technologies and gadgets.

You will be able to design and create interactive environments, Internet of Things (IoT) devices, mobile apps and solutions, as well as work on multisensory projects involving virtual and augmented reality. Your skills as an interaction designer will put you at the centre of Singapore’s Smart Nation vision. Combine your all-rounded skills with digital marketing know-how, and you will possess abilities to face the challenges of tomorrow.
## COURSE CURRICULUM

### YEAR 1
**CORE MODULES**
- Communication Skills
- Colour Theory
- Imaging and Design Fundamentals
- Design & Society
- Drawing and Illustration
- Studio Project 1
- Typography
- 3D Forms and Space
- Media & Social Psychology
- Branding and Identity
- Fundamentals of Interaction Design
- Studio Project 2

### YEAR 2
**CORE MODULES**
- Web Design
- Scripting Interactivity 1
- Cognition, Communication & Interaction
- Designing Graphical User Interfaces
- Studio Project 3
- Dynamic Web Design
- Scripting Interactivity 2
- User-Centred Design
- Audio Video Production
- Studio Project 4

**PRESCRIBED ELECTIVES**
(Choose two from prescribed & common prescribed electives)
- Information Design
- Physical Interaction Design
- Mobile Applications Development
- Digital Marketing
- Special Topic 1

### YEAR 3
**CORE MODULES**
- Internship Programme (12 weeks) + Final Year Project 1 or Internship Programme (24 weeks)
- Final Year Project 2
- Portfolio Development

**COMMON PRESCRIBED ELECTIVES**
- Motion Capture Techniques
- Digital Matte Painting
- Game Story Creation
- Acting
- Audio Creation
- Sculpturing
- Stop Motion Animation
- Digital Photography
- Business for Digital Media Industry
- Special Topic 2

*General Studies*
Students are to complete 30 hours of General Studies modules each semester.
BEST CAREER CHOICES!

- Interaction Designer for Media and Web
- User Interface (UI) Designer
- User Experience (UX) Designer
- Experiential Designer

- Full stack Developer
- User Interface (UI) Developer
- Creative Technologist

WHY’S THIS FOR ME?

This diploma exposes you to a broad base of design disciplines, futuristic tools and cool technologies. You will learn how to develop and make use of a rich toolkit to create something magical or even disruptive, and design better user experiences to improve the world we live in.

UNI, HERE I COME!

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA.

DID YOU KNOW?

In 2016, Interaction Design students created moving portraits and an interactive magic wand for the Harry Potter-themed stamps and collectibles exhibition titled “Collecting Magic: From Stamps to Wands” at the Singapore Philatelic Museum. In 2017, five pairs of animatronic “eyes” were created for the Passion Arts Festival. These “eyes” gave character and human qualities to the trees in Bishan Park. Our students also created “Tease” – a playful and whimsical interactive installation that explored the relationship between humans and technology, as part of the “Human+” exhibition at the ArtScience Museum.
Motion Graphics & Broadcast Design

Make Media Content More Appealing!

SiDM is a pioneer in providing visual and motion graphics for the National Day Parades. This immersive course focuses on visual design and unconventional thinking to develop motion media professionals. Our graduates have gone on to create engaging content for films, TV broadcasts, motion advertising, entertainment, infotainment, corporate communications and the performing arts.

We will ignite your passion and stimulate your critical thinking, giving you room to learn through discovery and play. Develop your artistic and aesthetic sensibilities. Be equipped with the tools to create professional motion graphics, and be ready to challenge the status quo. Our strong industrial collaborations, robust overseas attachments, relevant student exchange programmes, and participation in international design competitions will enrich your learning journey.

Upon graduation, you will be a confident and socially responsible creative professional armed with a unique and diverse portfolio, ready to take on the demands of the industry.
## COURSE CURRICULUM

### YEAR 1
**CORE MODULES**
- Communication Skills
- Colour Theory
- Fundamentals in Drawing
- Type & Design Fundamentals
- Motion Design 1
- Project 1
- Design & Digital Imaging
- Illustration 1
- Short Narrative Creation
- Motion Typography
- Motion Design 2
- Project 2

### YEAR 2
**CORE MODULES**
- Modern & Pop Culture
- Broadcast Design & Branding
- 3D for Motion Graphics 1
- Illustration 2
- Motion Design 3
- Project 3
- Advertising Concept
- Professional Finishing for Motion Graphics
- 3D for Motion Graphics 2
- Visual Effects & Compositing 1
- Cinematography
- Project 4

### YEAR 3
**CORE MODULES**
- Internship Programme (12 weeks) + Final Year Project 1 or Internship Programme (24 weeks)
- Final Year Project 2
- Portfolio Development

**PRESCRIBED ELECTIVES** (Choose three from prescribed & common prescribed electives)
- Blue Screen Techniques
- Digital Matte Painting
- Experimental Digital Filmmaking
- Motion Graphics for the Web
- Special Topic 1
- Interactive Storytelling
- Visual Effects & Compositing 2
- Asian Cultures & Art
- Introduction to Philosophy
- 2D Character Animation
- Consumer Psychology for Media
- Advanced Digital Photography

**COMMON PRESCRIBED ELECTIVES**
- Motion Capture Techniques
- Digital Matte Painting
- Game Story Creation
- Acting
- Audio Creation
- Sculpturing
- Stop Motion Animation
- Digital Photography
- Business for Digital Media Industry
- Special Topic 2

*General Studies*
Students are to complete 30 hours of General Studies modules each semester.
**BEST CAREER CHOICES!**

- Production studios for commercial and digital media advertising
- Advertising and design studios
- Corporate media production
- Films – motion titles, post-production
- Broadcast stations
- Motion design for the performing arts industry
- Digital content creation
- Interactive TV and mobile media production
- Setting up your own production studio

**WHY’S THIS FOR ME?**

You have a flair for design and digital media, and are an independent and motivated individual. You believe that working under pressure is a challenge that can be met and overcome. You look forward to a challenging and rewarding career in advertising and media production.

**UNI, HERE I COME!**

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA.

**DID YOU KNOW?**

Many of our students are involved in projects for companies, and have had their work publicly featured at events and activities even while they were still studying. These include a VR project for Rolls-Royce, infographics design for the Malay Heritage Centre, an animation clip for Yankee Candle, exhibitions at the National Museum of Singapore, on-air campaigns for MTV + me, graphics designs for the music festival Baybeats, a digital campaign for Wildlife Reserves Singapore and motion graphics for the National Day Parade since 2011.
Minimum Entry Requirements

The minimum GCE O-Level entry requirements for Group 1 courses (Diplomas in Animation, Digital Game Art & Design, Interaction Design and Motion Graphics & Broadcast Design) and Group 2 courses (Diploma in Game Development & Technology and Diploma in Digital Visual Effects) under the EAE, JAE and SDAE are:

<table>
<thead>
<tr>
<th>SUBJECT</th>
<th>GROUP 1 GRADE</th>
<th>GROUP 2 GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>English Language</td>
<td>1-7</td>
<td>1-7</td>
</tr>
<tr>
<td>Elementary or Additional Mathematics</td>
<td>1-7</td>
<td>1-6</td>
</tr>
<tr>
<td>Any two other subjects</td>
<td>1-6</td>
<td>1-6</td>
</tr>
</tbody>
</table>


To be eligible for admission for Group 2 courses, you must have also sat for one of the following subjects: Additional Combined Science, Additional Science, Biology, Biotechnology, Chemistry, Combined Science, Computing/Computer Studies, Creative 3D Animation, Design & Technology, Food & Nutrition, Electronics/Fundamentals of Electronics, General Science, Human & Social Biology, Integrated Science, Science (Chemistry/Biology), Science (Physics/Biology), Science (Physics/Chemistry), Physical Science (Physics/Chemistry/Biology).

The minimum GCE N-Level entry requirements for the courses under the PFP are:

ELMAB3 1 RAW AGGREGATE SCORE (EXCLUDING CCA BONUS POINTS) ≤ 12

<table>
<thead>
<tr>
<th>SUBJECT</th>
<th>GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>English Language Syllabus A</td>
<td>3</td>
</tr>
<tr>
<td>Mathematics (Syllabus A/Additional)</td>
<td>3</td>
</tr>
<tr>
<td>One of the following relevant subjects:</td>
<td></td>
</tr>
<tr>
<td>• Science (Chemistry/Biology)</td>
<td>3</td>
</tr>
<tr>
<td>• Science (Physics/Biology)</td>
<td>3</td>
</tr>
<tr>
<td>• Science (Physics/Chemistry)</td>
<td>3</td>
</tr>
<tr>
<td>• Food &amp; Nutrition</td>
<td></td>
</tr>
<tr>
<td>• Design &amp; Technology</td>
<td></td>
</tr>
<tr>
<td>Any two other subjects excluding CCA</td>
<td>3</td>
</tr>
</tbody>
</table>

1 On the day of the release of the GCE O-Level examination results, Sec 4N(A) students who obtained an ELMAB3 (English, Maths, Best 3 Subjects) raw aggregate score of 12 points or better (excluding CCA bonus points) will be eligible to apply to NYPFP, provided that they have also obtained the minimum required grades listed in the table above.
ADMISSION PROCEDURES FOR DIPLOMA COURSES
Depending on your qualifications, you may apply through one of the following Admission Exercises:

<table>
<thead>
<tr>
<th>QUALIFICATIONS</th>
<th>METHOD OF APPLICATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>GCE O Levels</td>
<td>Early Admissions Exercise (EAE)</td>
</tr>
<tr>
<td></td>
<td>Application opens in June.</td>
</tr>
<tr>
<td></td>
<td>Joint Admissions Exercise (JAE)</td>
</tr>
<tr>
<td></td>
<td>Application commences on the day of release of the GCE O-Level results.</td>
</tr>
<tr>
<td>GCE N Levels</td>
<td>Polytechnic Foundation Programme (PFP)</td>
</tr>
<tr>
<td></td>
<td>Application commences on the day of release of the GCE N-Level results.</td>
</tr>
<tr>
<td>ITE Certificates</td>
<td>Joint Polytechnic Admissions Exercise (JPAE)</td>
</tr>
<tr>
<td></td>
<td>Application opens in February.</td>
</tr>
<tr>
<td></td>
<td>Early Admissions Exercise (ITE) [EAE(I)]</td>
</tr>
<tr>
<td></td>
<td>Application opens in June.</td>
</tr>
<tr>
<td>Holders of GCE O Levels (those who did not participate in JAE), Integrated Programme (IP), or foreign qualifications (equivalent to GCE O Levels)</td>
<td>Special Direct Admissions Exercise (SDAE)</td>
</tr>
<tr>
<td></td>
<td>Application opens during NYP Open House.</td>
</tr>
<tr>
<td>Malaysian SPM</td>
<td>Direct Admissions Exercise (DAE)</td>
</tr>
<tr>
<td></td>
<td>Application opens in March.</td>
</tr>
</tbody>
</table>