

Bachelor of Arts (Animation and Game Design) Transition Tables

effective from 1 January 2026 - Curtin OUA



Table 1: Units which are no longer included in the structure and their recommended replacements

Existing students who have not yet completed the old unit are recommended to enrol into the replacement unit.

<i>Old Subject Cd</i>	<i>Old Subject Title</i>	<i>New Subject Cd</i>	<i>New Subject Title</i>
Core Subjects			
APC100	Academic and Professional Communications*	ENST1002	Sustainability Communication and Action
DIG10	Game Design Introduction*	GRDE1029	Motion Design Studio
DIG12	Digital Design 1*	GRDE1033	Introduction to Digital Creative Practice
DIG230	Introduction to 3D Modelling and Rendering*	GRDE1031	Introduction to 3D Modelling
DIG28	Animation and Motion Graphics Design*	GRDE2055	3D Game and Level Design
DIG371	Advanced Animation*	GRDE2051	Advanced Animation Studio
DIG32	Digital Portfolio Development*	GRDE3038	3D Digital Sculpting
DIG38	Visual Narrative Studio*	GRDE3041	Digital Narrative Experience Studio

* This unit will be discontinued at the end of 2025

Please Note: Replacement subjects are not necessarily equivalent to the old subject and may be offered in different study periods. Students are strongly advised to check subject availabilities when planning their enrolment.

Table 2: Subjects which have changed code and/or title and their new codes and/or titles

Existing students who have not yet completed these subjects will need to look for the new subject code/title.

<i>Old Subject Cd</i>	<i>Old Subject Title</i>	<i>New Subject Cd</i>	<i>New Subject Title</i>
Core Subjects			
DIG220	Animation and Special Effects Compositing	DIG220	Motion Design and Compositing
DIG29	Animation and Game Texture Design	DIG29	3D Character Studio
DIG39	Industry Project Development	DIG39	Emerging Digital Experience Studio

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