How to use this transitional planner:

The left-hand box, show the subjects and course structure you have been following up until the end of 2025.

Mark off the subjects you've completed in the Your Progress column.

For any subjects you have left to complete, you must now complete the subject in the right-hand box.

If the subject is now delivered in a different year or study period, this is indicated below the subject in red.

Curtin University

Faculty of Humanities

2026 Transitional Enrolment Planner: Bachelor of Arts (Animation and Game Design)
Open Universities Australia

Please Note: Planner for use only by students who commenced study prior to 2026

					2026 Availabilities			
Year 1	**Course Structure up until 2025**	**Your Progress**	**Year 1**	**Unit replacements from 2026**	**SP1**	**SP2**	**SP3**	**SP4**
COMS1007	APC100 - Academic and Professional Communications		ENST1002	ENST1002 Sustainability Communication and Action	Y	Y	Y	Y
COMS1012	COM155 Culture to Cultures		COMS1012	COM155 Culture to Cultures	Y	Y	Y	Y
GRDE1022	DIG10 Game Design Introduction		GRDE1029	GRDE1029 Motion Design Studio		Y		Y
GRDE1017	DIG12 Digital Design 1		GRDE1033	GRDE1033 Introduction to Digital Creative Practice	Y		Y	
VISA1008	VIS18 Introduction to History of Art and Design (option)		VISA1008	VIS18 Introduction to History of Art and Design (option)	Y	Y	Y	Y
	Option Subject			Option Subject				
GRDE1009	VAR101 Art and Design Fundamentals (elective)		GRDE1009	VAR101 Art and Design Fundamentals (elective)		Y	Y	
	Elective Subject			Elective Subject				
Year 2	**Course Structure up until 2025**	**Your Progress**	**Year 2**	**Unit replacements from 2026**	**SP1**	**SP2**	**SP3**	**SP4**
GRDE2036	DIG230 Introduction to 3D Modelling and Rendering		GRDE1031	GRDE1031 Introduction to 3D Modelling *This unit is taken in Year 2*	Y		Y	
GRDE2039	DIG220 Animation and Special Effects Compositing		GRDE2039	DIG220 Motion Design and Compositing		Y		
GRDE2042	DIG28 Animation and Motion Graphics Design		GRDE2055	GRDE2055 3D Game and Level Design				Y
GRDE2043	DIG29 Animation and Game Texture Design		GRDE2043	DIG29 3D Character Studio	Y		Y	
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				
Year 3	**Course Structure up until 2025**	**Your Progress**	**Year 3**	**Unit replacements from 2026**	**SP1**	**SP2**	**SP3**	**SP4**
GRDE3027	DIG371 Advanced Animation		GRDE2051	GRDE2051 Advanced Animation Studio *This unit is taken in Year 3*		Y		Y
GRDE3028	DIG32 Digital Portfolio Development		GRDE3038	GRDE3038 3D Digital Sculpting		Y		Y
GRDE3032	DIG38 Visual Narrative Studio		GRDE3041	GRDE3041 Digital Narrative Experience Studio		Y		Y
GRDE3033	DIG39 Industry Project Development		GRDE3033	DIG39 Emerging Digital Experience Studio	Y		Y	
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				
	Elective Subject or 2nd Major Subject			Elective Subject or 2nd Major Subject				

Specified 2026 1st year option subjects

CHIN1002	CHN100 Chinese for Beginners	KORE1002	KOR100 Korean Beginners 1
CHIN1003	CHN110 Foundations of Chinese	KORE1003	KOR110 Korean Beginners 2
CWRI1008	CWRI1008 Engaging Narrative	LANG1002	LANG1002 Introduction to Creative and Professional Writing
CWRI1009	CWRI1009 Creative Writing	NETS1002	NET102 Digital Culture and Everyday Life
LCST1005	ENG100 Introduction to Cultural Studies	NETS1003	WEB101 Web Communications
GEOG1001	GPH100 Human Geography	PWRP1002	PWP121 Skills in Professional Writing
PHGY1001	GPH110 Physical Geography	VISA1008	VIS18 Introduction to History of Art and Design
GRDE1029	GRDE1029 Motion Design Studio	VISA1009	VIS19 Issues in Contemporary Art
GRDE1033	GRDE1033 Introduction to Digital Creative Practice	VISA1012	VSW13 Fine Art Studio Materials
JAPN1002	JPN100 Japanese for Beginners	VISA1013	VSW14 Fine Art Studio Methods
JAPN1003	JPN110 Foundations of Japanese		

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If you have any queries about your course, please contact Curtin Connect.