2023

UC
UNIVERSITY OF
CANTERBURY
Te Whare Wānanga o Waitaha
CHRISTCHURCH NEW ZEALAND

Bachelor of Digital Screen with Honours

Be part of the exciting transformation in the digital screen industry

Bachelor of Digital Screen
with Honours in:

Animation

Cinematic Arts

Game Arts

Game Development

Indigenous Narrative

Screen Sound

Screenwriting

Ngā Kai o Roto | Contents

Bachelor of Digital Screen with Honours – BDigiScreen(Hons)

> **"** Welcome to the University of Canterbury's Digital Screen Campus! Here, students will work on real-world projects with some of Aotearoa New Zealand's greatest creative minds and use our state-of-the-art facilities to bring their own creative short films and video games to life. The new purpose-built campus, striving to be one of the largest of its kind in the southern hemisphere, is looking forward to welcoming its first students in 2023.'

Chelsea Rapp Digital Screen Campus Programme Manager

The digital screen sector is growing globally and we're seeing exciting new connections being made across disciplines, in areas such as virtual production, 3D storytelling, virtual and augmented reality, and more.

World-class campus

We are planning to develop a new Digital Screen Campus, a creative hub where film production, game development and cross-reality technologies come together. New proposed international quality facilities will provide workspaces, stages, studios, laboratories, and more, spread over 14 hectares of campus space. A key feature is the close connection to external partners from the industry, from small start-ups to more established organisations. The combination of industry experts and globally recognised academics will offer you exciting opportunities to work on real projects as you are studying and give you a head-start for your career.

A focus on storytelling

The BDigiScreen(Hons) is an applied, four-year degree with a key focus on storytelling, whether it's with words, still or moving images, animated graphics or sound. You will discover how to build relatable characters, scenarios and worlds. You will also learn what it means to tell stories in Aotearoa and Te Wai Pounamu, considering issues of representation and how your creative choices affect, and are affected by our society.

Shared first and fourth year

The first year is shared with all your peers to get a core foundation in various disciplines. It's important for working in the digital screen industry to have a base level understanding of each of the majors as you're likely to interact with those disciplines in your career. After your first year, you will break into your chosen major for the following two years. The fourth year is dedicated to creating a commercial quality creative project for the digital screen.

Majors and minors

To specialise in the BDigiScreen(Hons) you choose one of six available majors. As we are seeing a strong demand for core competency in Indigenous storytelling across film and video games in Aotearoa, we've developed a minor that deepens your insights into Indigenous Narrative while you develop your technical skills within your major. This minor is designed to complement and sit across any of the major subjects. In addition, each of the majors can also be taken as a minor (i.e. major in Game Arts with a minor in Screen Sound), or you can also choose a minor from other programmes at UC, including any Arts, Science or Commerce subjects.

Majors / minor

Animation

Cinematic Arts

Game Arts

Game Development

Screenwriting

Screen Sound

Indigenous Narrative (minor)

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	PROD142 2D and 3D art for film and games	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	MUSA125 Music Technologies	Elective
Second year	DISC201 Storytelling in action	Major	Major	Elective	Major	Major	Major	Elective
Third year	DISC301 Storytelling development	Major	Major	Elective	Major	Major	Major	Elective
Fourth year	DISC401 Conception, development, budgets	DISC403 Digital Screen Project			DISC402 Exhibition and distribution	DISC403 Digital Screen project (continued)		

In 2020/21 The NZ Film Commission supported 13 international productions in New Zealand creating over 4,000 jobs with a spend exceeding $780M.

Connecting study with industry

Study on a campus where industry and students spaces connect.

Work integrated learning

The core idea of the proposed Digital Screen Campus is to provide a space where industry and academic facilities can connect, opening many opportunities for work integrated learning. It enables you to create commercial products as part of your study projects and get support and mentorship from studios and industry experts.

Graduate with a work portfolio

In your final Honours year, you and students from other majors will come together to work on a big capstone project alongside our industry partners, including preproduction, production and postproduction processes. Additional to other smaller creative projects you will work on throughout your degree, this will set you up with a substantial portfolio of high-level production work that will give you a head-start for your career.

Virtual production – convergence of technologies

We're seeing considerable growth in the game and film industry in Aotearoa and around the world. At the same time, new connections of these disciplines are developing that are critical to the entertainment industry and leave a huge demand to develop the talent needed for these industries to grow. Virtual production is one example where technologies in film and game have merged. It's not only big blockbusters like *The Mandalorian*, *The Midnight Sky*, *The Batman* or *Thor: Love and Thunder* that are using this technology; in fact, this new tool enables storytellers to achieve any big dream on a budget, making it one of the most exciting developments in the entertainment industry. It also opens new opportunities for other types of content production, like commercials, local productions, documentaries or advertising.

Career pathways

As a successful graduate of the Bachelor of Digital Screen with Honours, you will exit your study with a substantial portfolio of work in the industry to get you a foot in the door. You will have learned both the creative and technical skills to excel across the digital screen industries of film-making, screenwriting, screen sound, game arts, game development, and animation. We guide you along your journey to become a skilled storyteller, who can translate a vision onto the digital screen using industry level tools and techniques. All these skills will open many doors in the entertainment industry and beyond.

Animation

Bringing characters to life

Animation goes beyond just making things move. Whether in film, TV, or video games, animation is what brings characters to life. Modern-day animation crosses the boundary between the disciplines of filmmaking and game arts, and as such this major covers key content from both Cinematic Arts and Game Arts alongside specialised animation courses.

Highlights

- Work in brand-new facilities for animation and game development, including computer laboratories, motion capture suites, and more
- Develop your own animation style with support from our expert teaching staff and industry partners
- Collaborate with other students from other majors to produce short animated films for your own work portfolio

Overview

Animation in filmmaking and video games replaces live actors and real sets with characters created by visual artists – using either traditional hand drawn or modern computer graphic techniques. In this major, you will develop your drawing skills while learning animation concepts such as structure, motion, physics, and timing. You will also learn how to create multi-dimensional and engaging characters and worlds, editing and post-production for filmmaking, and cinematics and visual effects, as well as the future directions of tools and techniques to create digital art.

Careers

With this major you'll graduate with skills in animation and visual effects for anything from film and TV to video games, and will also gain many transferrable skills that are relevant to careers in other sectors. A major in animation could set you up for careers in:

- Animation
- Visual effects (VFX)
- Game art
- Graphic design
- Web design

The New Zealand screen industry contributes $3.3b to GDP per year.

Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	PROD142 2D and 3D art for film and games	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	MUSA125 Music Technologies	Elective
Second year	DISC201 Storytelling in action	DISC251 Foundations of Animation	PROD241 Character Design	Elective	PROD243 World Building	DISC213 Editing and postproduction	DISC240 Animation project I	Elective
Third year	DISC301 Storytelling development	PROD341 Cinematics and Visual Effects	PROD342 Digital sculpting	Elective	PROD343 Rendering and Lighting	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception, development, budgets	DISC403 Digital Screen Project			DISC402 Exhibition and distribution	DISC403 Digital Screen project (continued)		

Cinematic Arts

Join a world-class film industry

New Zealand doesn't only provide stunning backdrops for many blockbusters like *The Power of the Dog* or *Lord of the Rings*, but is home to its own world-class film industry with internationally recognised filmmaking talent. The Cinematic Arts major focuses on all aspects of the modern filmmaking production process, from script to screen to distribution, helping you to prepare for work in this field in a wide variety of creative and producing roles.

Highlights

- Make films in our new multi-purpose theatre; capable of digital screening, performance, live streaming, and large ensemble sound recording
- Work in our film mix, pre-mix, and prep studios
- Become experts in digital screen production to shape the future of filmmaking

Overview

This major is all about filmmaking, from preproduction and production to postproduction. You will learn why filmmakers want to achieve certain cinematic effects, and how to achieve them. With a strong foundation in storytelling, Cinematic Arts includes practical hands-on courses in cinematography, picture editing or sound design as well as a range of reflective work. You will work closely with other students from a video game background and learn how those technologies support each other for modern virtual film productions. Your third year particularly focuses on documentary-making and Indigenous storytelling in the digital space.

Careers

Being able to think creatively and critically while also being able to use modern technologies like digital production tools will get you set up for a successful start in the film industry. A major in Cinematic Arts could open career pathways in

- Directing and producing in film or television
- Videography or cinematography
- Post production
- Screen or script editing
- Production design

The film industry saw $65.4M funding from the NZ Government in the last two years.

Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	PROD142 2D and 3D art for film and games	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	MUSA125 Music Technologies	Elective
Second year	DISC201 Storytelling in action	DISC211 Lights, lens and mics	DISC212 Screenwriting: research and story development	Elective	DISC213 Editing and postproduction	DISC210 (*) Film project I		Elective
Third year	DISC301 Storytelling development	DISC311 Preproduction and production for documentary	CINE302 Documentary: From the Margins to the Mainstream Elective		TITO302 Indigenous Stories, Digital Realms	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception, development, budgets	DISC403 Digital Screen Project			DISC402 Exhibition and distribution	DISC403 Digital Screen project (continued)		

Game Arts
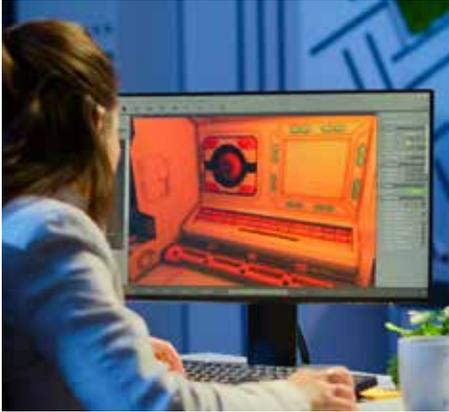
Create immersive visual worlds and characters

Game Arts focuses on the things you see while playing video games. Game artists work alongside developers to create believable and relatable characters, scenarios and worlds within a game. This major is for anyone with a creative mind and an interest in digital art. You will learn traditional and cutting-edge tools and technologies to visualise creative ideas for the digital screen in both 2D and 3D.

Highlights

- Learn how to use industry standard tools to create your digital art, including Blender, Maya, ZBrush, Google's Tilt Brush, and Substance Painter
- Collaborate with your peers to produce video game art for your own portfolio when entering the workforce
- Apply film production tools and techniques to game arts, and turn your games into cinematic masterpieces

Overview

The Game Arts major will teach you the tools and techniques you need to bring your designs to life in a video game setting. During your study, you'll explore how design choices affect, and are affected by, society. You'll learn how to design and develop multi-dimensional and engaging characters, as well as real and fictional worlds for these characters to exist. You'll also learn how to apply techniques from film to make your games more cinematic, use state-of-the-art and futuristic digital sculpting tools, and create art which is not just visually appealing, but is optimised for video game platforms.

Careers

A degree in Game Arts gives you the opportunity to work in creative and fun environments of game and film production, as well as opens the door to other careers. Possible pathways include:

- Game art (specialising in various areas including character, environment and UI art)
- Animation
- Concept art
- Multimedia programming
- Graphic design

A good video game project can easily bring in $300M revenue.

Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	PROD142 2D and 3D art for film and games	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	MUSA125 Music Technologies	Elective
Second year	DISC201 Storytelling in action	PROD221 Game Design in Context	PROD241 Character Design	Elective	PROD243* World Building	PROD222 Game Project Studio 1		Elective
Third year	DISC301 Storytelling development	PROD341 Cinematics and Visual Effects	PROD342 Digital sculpting	Elective	PROD343 Rendering and Lighting	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception, development, budgets	DISC403 Digital Screen Project			DISC402 Exhibition and distribution	DISC403 Digital Screen project (continued)		

Game Development

From consumer to creator

Video games are a multi-billion-dollar global industry that continues to grow every year. By studying Game Development, you will learn the tools, processes and skills required to create modern digital games from scratch, and evolve from being the consumer to becoming the creator of your own masterpieces. If you're interested in the technical side of game design and development, this is the major for you.

Highlights

- Gain access to fully equipped video game facilities, with the latest generation consoles, high-end PCs, and cutting-edge AR/VR equipment
- Learn how to use essential game development programs and technologies, including Unity and Unreal
- Collaborate with fellow students to create games, starting from your first year of study

Overview

In this major, you will learn everything you need to know to take a concept through to a completely playable prototype. We will teach you all the technical skills required to develop games – from the fundamentals of computer programming through to team-based software development, game engine design, and the latest immersive technologies to create virtual and augmented reality experiences. This major requires a base level of computer programming knowledge, which is provided in two 100-level Computer Science papers in your first year.

Careers

The video game sector is growing to become a billion-dollar industry in New Zealand, leaving organisations in high demand for new talent in this space. A major in game development could set you up for careers in all areas of game programming, including gameplay, AI, audio, graphics, and more. Career opportunities include:

- Game development
- Software engineering
- Game testing
- Game art
- Multimedia programming

The video game sector in NZ is predicted to grow into a billion-dollar revenue industry by 2025.

Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	PROD142 2D and 3D art for film and games	COSC121 Introduction to Computer Programming	PROD121 The Game Development Process	DISC102 Principles of screen production	MUSA125 Music Technologies	COSC122 Introduction to Computer Science
Second year	DISC201 Storytelling in action	PROD221 Game Design in Context	PROD224 Gaming computation	SENG201 Software Engineering 1	PROD223 Immersive game design	PROD222 Game Project Studio 1		Elective
Third year	DISC301 Storytelling development	PROD321 Interactive Computer Graphics and Animation	PROD323 Game Engines and AI	Elective	PROD225 Game development in Unreal and C++	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception, development, budgets	DISC403 Digital Screen Project			DISC402 Exhibition and distribution	DISC403 Digital Screen project (continued)		

Screen Sound

The importance of sound

Sound is as important as the visuals you see on screen. It is a powerful tool that can capture an audience and trigger emotions like joy, fear or excitement. Great sound effects can elevate any digital production dramatically. Whatever is made in media, be it film, game, or other story content, requires sound design, sound effects, and music. This major in Screen Sound will prepare you for a career in the world of sound for the digital screen and interactive media.

Highlights

- Study a unique major in screen sound for digital screen production in New Zealand
- Leverage from our new sound stages on the Digital Screen Campus, as well as a multi-purpose theatre; capable of large ensemble sound recording
- Work in brand-new voice-over and dubbing studios

Overview

In the Screen Sound major we will teach you how to create sound effects, character voices, and create or source digital music for video games as well as film. You will get hands-on training with industry standard software, studio equipment and recording hardware. You will become an expert in acoustics and psychoacoustics, digital audio, microphones, and signal processing to work alongside students from other majors on full digital screen productions.

Careers

Your creative work portfolio you accumulate throughout your degree will help you get a head-start to become a sound professional in the digital screen industry. A major in Screen Sound could set you up for careers in several areas including:

- Audio production for film, TV or video games
- Location sound
- Foley recording
- Sound or music design
- Digital music creation

In 2021 alone, screen sound and music made in New Zealand for film and games received three Golden Reels, one Emmy, one BAFTA, two APRA Silver Scrolls and two NZ TV Awards.

Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	PROD142 2D and 3D art for film and games	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	MUSA125 Music Technologies	Elective
Second year	DISC201 Storytelling in action	DISC231 Sound capture	DISC232 Sound editing	Elective	DISC233 Critical listening	MUSA229 Introduction to game audio	DISC230 Screen sound project I	Elective
Third year	DISC301 Storytelling development	DISC331 Creative sound studio		Elective	DISC332 Sound mixing for film and games	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception, development, budgets	DISC403 Digital Screen Project			DISC402 Exhibition and distribution	DISC403 Digital Screen project (continued)		

Screenwriting

Before anything we need a story

Screenwriters build the worlds we see on screen, whether it's film, television or video games. They create the characters we fall in love with and come up with the plot that keeps us at the edge of our seats. This major will teach you the skills needed for effective storytelling that moves an audience. You will learn how to write short scripts, feature length screen plays and episodes, and how different media are adapted for the screen.

Highlights

- Create your own scripts and screenplays as part of your degree to add to your portfolio and graduate with a head-start
- Work with students from other majors and partnering businesses to bring your story to life
- Leverage from brand new facilities with cutting-edge technology in the film and game industry

Overview

In this major you will learn how to create, structure and develop stories in ways that allows the audience to experience your world and characters as if they were real. One of your creative projects will be developing the first act of a screenplay. The third year focuses particularly on episodic screenwriting, adapting different genres to screen as well as the revision and doctoring process. Throughout your degree you will get plenty of opportunities to work on creative projects with other students from other majors.

Careers

Screenwriters create scripts for film, TV, video games, commercials, theatre and other types of content that involve scenes and dialogue. A major in Screenwriting could set you up for careers in several areas including:

- Screenwriting for film and TV
- Story writing for video games
- Advertising copy writing
- Creative content production and editing
- Studio management

The NZ film commission contributed $3.1M in script development funding in 2020.

Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	PROD142 2D and 3D art for film and games	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	MUSA125 Music Technologies	Elective
Second year	DISC201 Storytelling in action	DISC212 Screenwriting: research and story development	DISC222 Feature screenwriting: the first act	Elective	DISC223 Creating story worlds	DISC220 Feature screen writing project I		Elective
Third year	DISC301 Storytelling development	DISC321 Episodic screenwriting	DISC322 Adaptation	Elective	DISC333 Screenwriting revision and doctoring	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception, development, budgets	DISC403 Digital Screen Project			DISC402 Exhibition and distribution	DISC403 Digital Screen project (continued)		

Indigenous Narrative (minor)

Self-determination in film and video game industries

Aotearoa New Zealand is home to amazing Indigenous filmmakers, producers and game designers who are telling more and more of their own story. The film and video game industries are important sites for self-determination. The Indigenous Narrative minor and Te Whare Pūrākau Academy have been developed to contribute to Māori and Pasifika telling their own stories. A good understanding of Indigenous storytelling is also important for anyone working in the digital screen industry in New Zealand and beyond.

Highlights

- Study the only specialisation in Indigenous Narrative in New Zealand
- This minor will complement any of the majors by adding a core understanding applying an indigenous context to anything you do

Overview

Indigenous Narrative will be available as a minor in the BDigiScreen(Hons), aiming to give you a grounding in Māori and Indigenous Narrative precepts and forms. You will gain an understanding of approaches to Māori and Pasifika storytelling in digital forms, including production strategies and issues of representation. This subject would complement any of the majors available in the BDigiScreen(Hons).

Te Whare Pūrākau Academy

As Māori, Pasifika and Indigenous storytelling are important in the film and video game industry, we will be offering a scholarship programme through Te Whare Pūrākau. It is available for up to 15 Māori, Pasifika or students from other Indigenous identities. Te Whare Pūrākau will feature classes and wānanga with Māori and Pasifika industry experts. As part of this programme you'll complete a minor in Indigenous Narrative while you develop your skills through one of the majors in the BDigiScreen(Hons).

36% of projects funded by NZFC had a Māori creative in 2 out of 3 key creative roles.

" The University of Canterbury's Digital Screen Campus initiative is a unique addition to the training landscape of the screen industry in Aotearoa. The sector has a proud history of pushing boundaries, innovating and redefining technology and storytelling. The DSC will provide the skills, connections and the knowledge needed for the next generation of innovative and creative storytellers in Aotearoa, helping to continue our country's reputation for excellence and being a leading screen production industry that competes globally. All involved with DSC should be congratulated.'

Dale Corlett
Head of Talent Development NZ Film Commission

Join us on this exciting adventure in 2023.

Find out more

University of Canterbury

Te Whare Wānanga o Waitaha

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www.canterbury.ac.nz/digital-screen-campus

Or come to our Open Day

www.canterbury.ac.nz/openday