Course focus

+ The best courses and freshest talent from around the globe…

LASALLE College of the Arts

This Singapore-based arts institution is gaining momentum, new expertise and international staff in a country with great financial backing for the creative industries

Singapore is home to many an architectural feat – and LASALLE College of the Arts is no exception. With a campus as breathtaking as they come, going to college is an inspiration in itself for those spending their years of creative study at one of Southeast Asia's top art colleges. The Singaporean government has been investing in the animation, film and gaming industries and, in the midst of rapid developments, the demand for animation-based skills – from content development to production – is high. LASALLE's Animation Art programme steps up with a framework designed to arm students with skills relevant to the current local and global industries. "Our programme is relatively new, but we are making a serious contribution," Chris Shaw, programme leader says. "It's an exciting place to be and our students

are already winning awards and getting employed by the big names."

In the first of three years' study, students get an introduction to the development and production workflow for both 2D and 3D animation. It's all about problem solving and forming good habits at this formative stage. On completing the first year, students elect to specialise in 2D or 3D animation, going on to create their very first animation in the second year after learning about lighting and cameras. 2D animators are introduced to C-based programming, while 3D animators explore MEL (Python will be introduced shortly), and since web publishing is big in Singapore, students also experience web design; it's all about building up toolsets. In the final year, students integrate all the skills they've learnt into a series of self-directed productions.

LASALLE encourages students to develop their own identity, concepts and skillsets through experimentation and collaborations in an interactive studio environment. The dynamic studio has been set up to persuade students to spend time in college – a success, since on most weekends it is full!

All students attend acting, drawing and programming classes, as well as a series of masterclasses held regularly by the school's industry partners. Internal internships are an interesting new aspect to the programme too: first-year students assist their third-year elders for two weeks – this keeps final-year students on track and generally encourages interaction and communication skills. Visit http://lasalle.edu.sg for more information about how LASALLE can open the doors to a career in the creative industries.

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The award-winning campus is home to the faculties of performing arts, fine arts, design and media arts

LASALLE

Name BA (Hons) Animation Art
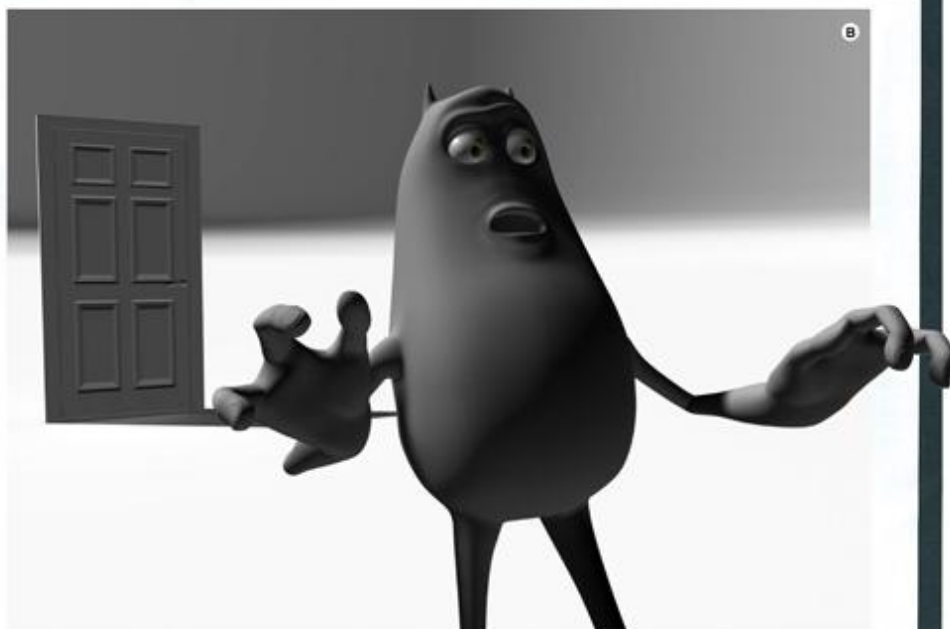**Website** http://lasalle.edu.sg
Length Three years
Fees S$21,000 per year (Singapore dollars)
Entry requirements Must have completed high school (grade 12), junior college or pre-university education and have a recognised Singaporean qualification such as Singapore-Cambridge GCE A Level with a minimum 'Pass' in two subjects, plus general paper or a recognised equivalent

Additional info Applicants should demonstrate the clear motivation, dedication and self-discipline required to conceptualise, develop and produce work to the highest standards. Applicants' portfolios should contain work that demonstrates creative development and sketchbooks, as well as observation and drawing skills through still life and figure drawing

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Ⓐ Nguyen Thai Thuan
Title: The Animator and The Fly
Year: Second-year major project
Software used: Maya, Photoshop, After Effects
3D specialisation. An annoying fly disturbs an animator who is looking for inspiration

Ⓑ Frendy Wijaya
Title: Deja Vu
Year: Second-year major project
Software used: Maya, Photoshop, After Effects
3D specialisation. A character is disturbed by a glimpse of himself entering a doorway, which he follows

Ⓒ Huynh Phuc Khanh Tien
Title: Eat
Year: Third-year major project
Software used: Hand drawing, Photoshop, After Effects
2D specialisation – character design. A young man takes a job as a waiter; initially eager to serve and excel at his job, he's soon corrupted and eventually only provides services for those who can afford it

Ⓓ Bei Ming
Title: The Magnificent Warrior
Year: Third-year major project
Software used: Maya, Photoshop, After Effects
3D specialisation. A royal guard tries various methods to stay awake while on duty

Ⓔ Ong Teng Ray
Title: Business Day
Year: Third-year major project
Software used: Hand drawing, Photoshop, After Effects
2D specialisation – layout design for background. An observation-based animation of the interesting goings-on of street life in Singapore

Ⓕ Huynh Phuc Khanh Tien
Title: The Messenger's Pigeon
Year: Second-year major project
Software used: Hand drawing, Photoshop, After Effects
2D specialisation. A messenger's dreams take flight as paper birds