UNDO
ACADEMY
动画の学院

Ctrl

1 DUAL CERTIFICATION & RECOGNITION
双文凭与认证

UNDO学院除了获得大马政府JPK-Skills Malaysia官方允许与认证之外。UNDO的DIPLOMA课程更获得英国政府和学院认证，其中包括City of Oxford, East Durham College, TQUK (Endorsed Course) 及 Academy of Multi-Skills (AMS UK) 。

UNDO Academy's Diploma courses are approved by UK's government and colleges, which including City of Oxford, East Durham College, TQUK (Endorsed Course) and Academy of Multi-Skills (AMS UK). Moreover, UNDO Academy also received recognition by JPK, The Department of Skills Development Malaysia with awarding student SKM Certificate.

2 GREAT SCHOLARSHIP
奖学金

我们有完善的奖学金与0%利息分期付款计划。

We have full-range of Scholarship and 0% interest installment payment plans.
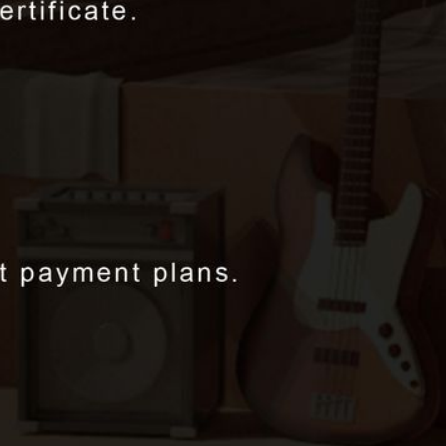
3 EXPLORATION
与时并进

UNDO Academy 的导师们从不间断的提升自己以达到国际水准，导师们也创作新作品和学生分享作品的制作过程，让学生更了解及得到更具体、更实用、且符合职场需求学习。UNDO Academy 也经常与业界人士交流以获得最近行内最新资讯与需求。

Mentors at UNDO Academy constantly improve themselves to achieve industrial standards, as well as come up with fresh new ideas and share tutorials, process of works with students. This is to help students to understand more, be practical and acquire working skills. UNDO Academy also builds good relationships with people from the industries to get the latest news and requirement.

4 EXCELLENT EQUIPMENT AND ENVIRONMENT
优良的设备和环境

UNDO Academy 拥有最新的电脑设备和课室并且提供给学生使用所需的软件。课程也为学生量身制定以达到业界要求。UNDO学院也提供良好及舒适的环境让学生们可以更专注在课业上，学生们也可在课余时间使用学院准备好的休息室及图书馆。

UNDO Academy provides the latest computer builds and softwares for students as well as customized syllabuses to achieve industrial requirement. UNDO Academy also provides a comfortable environment for students so they can perform better, also enjoy their time at our student lounge and library during free time.

5 INDUSTRY RECOGNITION
受业界承认

UNDO Academy 拥有庞大的联络网络，课程受到国内多间公司的承认。许多业界人士都到UNDO Acedemy 寻找有创意与热情的应届毕业生。

UNDO Academy has a huge network with many local companies and also approvals from the industries. These professionals frequently visit UNDO Academy to scout for more creative and passionate graduates to join with them.

6 FOUNDATION
重视基本训练

我们相信稳健的基础是成功的根本。为此我们的课程绝不取巧，我们致力于为学校提供严格及有计划的基础训练，并专注于3D动画与美术设计培训。

We believe that with a stronger foundation leads to a better success. So our courses do not take any shortcuts. We make sure the foundation courses are strict and organized.

FREE !!!

PENDRIVE

Course Highlight | 课程大纲

24 Months professional training from basic drawing to 3D animation
24个月从基础绘画到电脑动画全方位专业训练课程。

YEAR 1 | FOUNDATION

TERM 1 第一学期 FOUNDATION

FIGURE DRAWING 人物素描 **LIFE DRAWING** 静物写生 **DIGITAL PAINTING** 电脑绘图 **3D MODELING** 3D基础建模

Everything great is built with a good solid foundation that is why we focus the need of strengthening our students with traditional art skills before moving on to digital art. In this term we focus on traditional methods such as pencil sketching and figure drawings to train our observation skills.

优质的动画作品是由良好的基础建立而成，这就是为什么我们非常注重传统手艺技能。 在这学期我们专注于如素描和人物绘画来训练我们的观察能力。

TERM 2 第二学期 FOUNDATION

CONCEPT ART 概念设计 **CG TEXTURING** CG纹理 **3D ANIMATION 1** 电脑动画一 **HS MODELING** 3D硬体建模

This term is the beginning of an adventure which includes more design classes in both traditional and in digital form. Students will also be learning basic principles of animation before moving into digitally. In this term, students are introduced to their first 3D Animation class where they will learn the basic CG tetureing and material study for the 3D modelling.

在这学期中，学生们除了学习电脑概念设计和3D动画外。 也会开始他们的第一堂3D ANIMATION基础课程。另外学生会学习绘画与制作CG纹理和材质。

TERM 3 第三学期 FOUNDATION

CONCEPT ART 2 概念设计二 **CLAY SCULPTURE** 传统雕刻 **3D ANIMATION 2** 电脑动画二 **ENV MODELING** 游戏环境建模

This term will focus more on the 3D programs where students will be able to experiment and learn more on the 3D workflow. Students will also have a chance to learn how to sculpt traditionally.

这个这学期会更专注于3D以增强经验，从而了解更多关于3D工作流程。学生也将有机会学习传统的粘土雕刻。

YEAR 2 | COLLEGE MAJOR

MAJOR 电脑动画 3D ANIMATION

KARMA

3D ANIMATION

3D Animation is the process to generate animated images for Animation Film, Video Game, TV commercial and Movie

MAJOR 游戏设计 GAME DEVELOPMENT

GAME DEVELOPMENT

Game Design is the process to design CG Character and Enviroment in games including Scripting, Modeling Asset, Animation and VFX for gaming.

MAJOR 概念设计 CONCEPT ART ILLUSTRATION

CONCEPT ART ILLUSTRATION

Concept Art is a form of illustration used to convey an idea for use in films, video games, animation, comic books, or other media before it is put into the final product.

UNDO is a professional academy that caters to newcomers to this industry as well as professional artist who seeks to further enhance their skills. We aim to inspire and open the opportunities to those who dream of making a break in this industry.

We believe "There are no shortcuts to true success".

As such, we focus in providing comprehensive fundamental training and nurturing our young and creative aspirants to become masters at the forefront of the creative industry.

Currently the CG industry in Malaysia were blooming rapidly, which includes 3D animation, games and VFX Film making. There are a lot of world-class companies that involve in game design,
development and production are collaborating with local companies. These studios require a huge team which consisted of talents from different aspects, thus creating job opportunitites for our local talents. Now is the right time for those who are inspiring to be in the CG industry.

UNDO 动画学院，一所专为想加入动画行业的新人和想提升技术的专业动画师而设的培训学院；其成立的宗旨，是激励对动画行业怀抱梦想的人才，并为他们创造机会。该校以〝真正的成功没有捷径〞为核心理念，专注为有才华与创造力的年轻人提供广泛的基础训练，栽培他们成为创意工业前沿的专业人士。

UNDO 动画学院受本地许多电脑绘图公司所承认，因此可为动画人才提供庞大的联络关系网，让他们展现天分与经验，同时也让学生有机会与专业动画师互相交流，一起推动本地的动画行业发展。此外，该校不时会邀请本地电脑动画公司的专才前来分享 3D 动画与游戏业界的最新资讯。

目前，马来西亚的电脑绘图业蓬勃发展，尤其在3D动画、游戏与视觉效果方面。许多从事游戏设计、发展与制作的世界级公司都与本地公司合作。他们需要许多不同领域的人才与资源，因而为本地的动画行业专才创造了工作机会。对于那些想要投身电脑绘图业界的年轻人来说，现在就是最好的时机。

UNDO 动画学院的毕业生将有机会加入本地知名的电脑绘图公司，如 Glow Production（游戏电影与电视广告）、Passion Republic（曾参与制作电游 Injustice 2）、Illusionist Animation Studio（动画影片、动画系列、游戏电影与电脑绘图内容制作）、LemonSky（曾参与制作电游 Gears of War）、VHQ（电视广告与VFX影片）、Mirayi（制作 Mask Masters 动画系列）等。

Basic Information of UNDO ACADEMY

Year Founded	:	Year 2012
Principal	:	Cheong Hoe Yi
Facilities	:	Mini Library, Computer Lab, Art Room, Hall Room, Student Lounge
Student welfare	:	Hostel Arrangement. School Arrangement, Scholarship, Activity, Counseling, Employment Counseling

INDUSTRY SHARING
动画分享会

PASSION REPUBLIC

Passion Republic is one of the top company in Malaysia. They have provided AAA content for many top developers and publishers worldwide including Naughty Dog,Activision, Sony games.

ILLUSTIONIST

ILLSTIONIST ANIMATION STUDIO is a 3D animation studio that established with the passion to make animated film, animated series, game cinematic, or CG content production.ILLUSTIONIST ANIMATION STUDIO conducts 3D animation outsourcing productions as well as creative IP development.

STREAMLINE

Streamline Studios is a video game development and art outsourcing company. The studio has been employed by major game publishers, film studios, and brands, including Square Enix's Final Fantasy XV, Capcom's Street Fighter V, James Cameron's Avatar.

STUDENT AVTIVITIES
学生活动

UNDO MENTOR & TUTORS
UNDO 教师团队

STUDENT
学生

UNDO GRADUATION DAY

ENYA MAREINE
COSPLAY
PHOTO
SHOTTING

UNDO GAMING DAY

GRADUATED STUDENT ARTWORK
毕业生作品

Heng Pei Shing
Lemon Sky Studios

Kong Chi Lem
Bandai Namco Studios

Ngew Wai Kin
PASSION REPUBLIC

Eng Zhi Le
ILLUSIONIST

Leng Myan Wei
Virtous Games

Lu Poh Ning
GLOW PRODUCTION

Hon Kar Mun
Freelancer

Wong Pui Yee
UNDO ACADEMY

3D Animation Short Film

3D Animation

The CG (Computer Graphics) industry is currently blooming at a rapid pace in Malaysia.
This includes 3D animation, Game Production and Visual Effects for film. Many international Game Development Production companies were involved in collaborating with Malaysian companies, for example Ubisoft, Square Enix etc.
These studios require a huge team, which consists of talents from different aspects thus creating job opportunities for our local talents. Now is definitely the right time for those who are aspiring to be in the CG industry.

3D 动画

电脑绘图(Computer Graphics)企业正在马来西亚蓬勃发展。
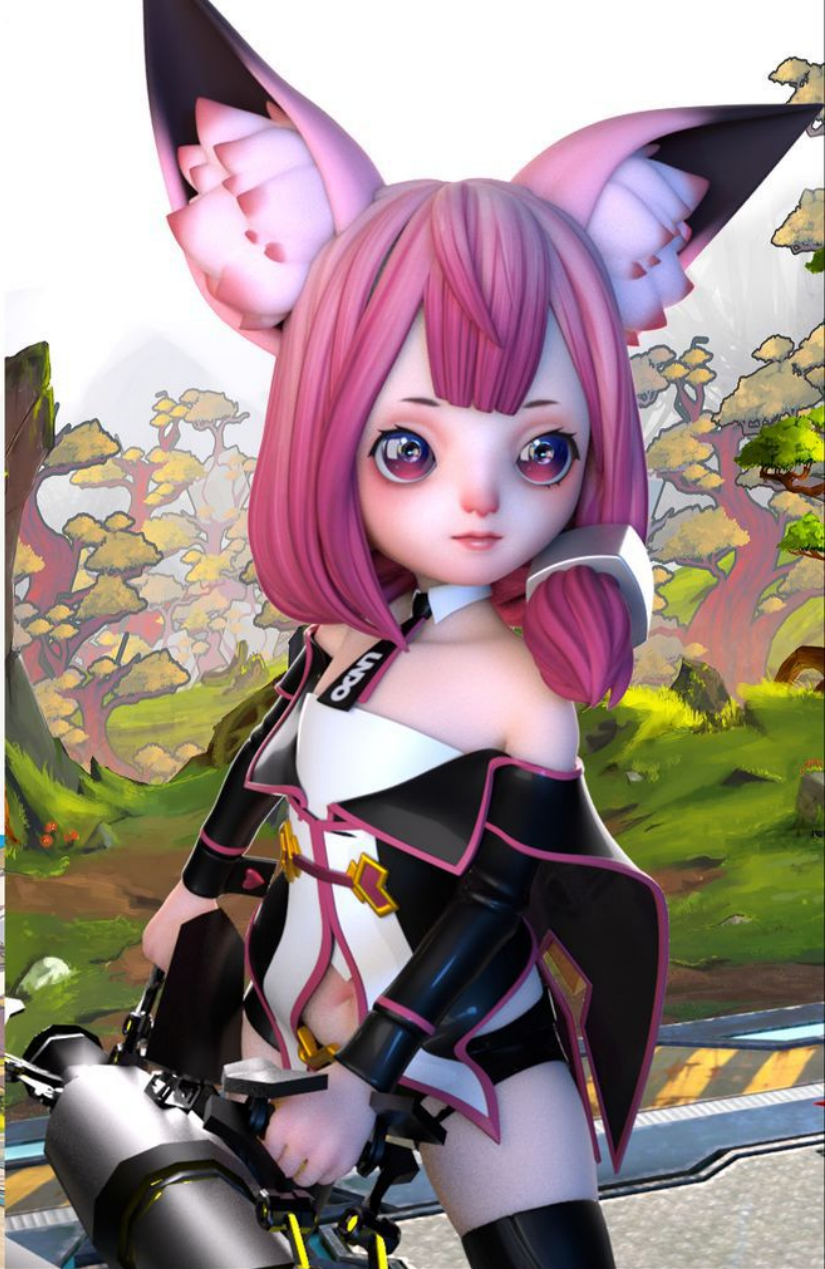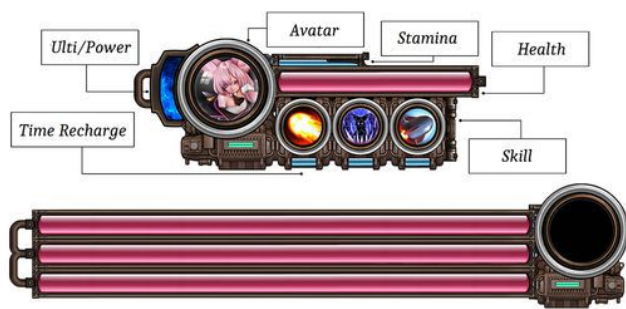其中包括了3D 动画，游戏制作及电影特效。许多国际游戏发展咱公司都极力与马来西亚公司合作，例如Ubisoft, Square Enix等等。
这些公司时时刻刻都需要庞大的团体，借此给本地开扩了许多的就业机会。现在绝对是让新生代加入团队的最佳时期！

发展专业
FUTURE CAREER

- DIRECTOR	导演
- ART DIRECTOR	美术指导
- 3D MODELER	3D建模师
- 3D RIGGER	3D绑定师
- 3D ANIMATOR	3D动画师
- 3D LIGHTING ARTIST	3D灯光师
- VFX ARTIST	3D特效师
- COMPOSITOR	合成师
- EDITOR	剪辑师

课程总览 COURSE OVERVIEW	学期 SEMESTER					
	1	2	3	4	5	6
FINE ARTS	●					
3D MODELING	●	●	●	●	●	●
DIGITAL PAINTING	●	●				
CONCEPT ART	●	●				
CG TEXTURING	●	●				
3D ANIMATION	●	●	●	●		
CLAY SCULPTURE	●					
CINEMATOGRAPHY			●	●		
VFX (VISUAL EFFECT)					●	●

Ulti/Power Avatar Stamina Health

Time Recharge Skill

Game Modeling

Game Design

SUPER BIG BOSS

Game Play

Game Development

Video game development is the process of creating a video game. The effort is undertaken by a game developer, which may range from a single person to an international team strewn across the globe. Traditional commercial PC and console games are normally funded by publisher, and can take several years to reach completion. Indie games can take less time adn can be produced at a lower cost by individuals and smaller developers. The independent game industry has seen a substantial rise in recent years with the growth of new online distribution systems, such as Steam and Uplay, as well as the mobile game market, such as Android and IOS devices.

游戏开发

电玩游戏开发是制作游戏其中一个重要的环节，可以从一人到十人不等的团队，包括本地到国际人脉都有。
一般商业电脑游戏或是电玩游戏都是由出版商资助，并且需要好几年的时间才能完成。
独立开发的游戏则需较少的时间，并可以以比较低的资金完成。一般只需几个人手或小型开发者就能制作。
近几年来，游戏公司已发觉到随着更多线上游戏被开发，市场的需求也跟着上涨，比如Steam和UPlay，也包括手机游戏，包括安卓和iOS。

UNLOCK

发展专业 FUTURE CAREER		课程总览 COURSE OVERVIEW	学期 SEMESTER					
			1	2	3	4	5	6
- GAME DIRECTOR	游戏导演	FINE ARTS						
- GAME DESIGN LEAD	游戏设计师	3D MODELING						
- GAME ARTIST	游戏美术师	DIGITAL PAINTING						
- LEVEL EDITOR	关卡设计师	CONCEPT ART						
- CREATIVE DIRECTOR	创意导演	CG TEXTURING						
- CONCEPT ARTIST	概念设计师	3D ANIMATION						
- 3D MODELER	3D模型师	CLAY SCULPTURE						
- 3D RIGGER	3D绑定师	UNITY GAME ENGINE						
- 3D ANIMATOR	3D动画师	VFX (VISUAL EFFECT)						

BACK CHARACTER

UNLOCK UNLOCK

Concept Art Illustration

The main goal of concept art is to convey a visual representation of a design, idea, and/or mood for use in films, video games, animation, or comic books before it is put into the final product. In other words, it aims to convey the overall design vision rather than specify everything in exact terms right at the start.
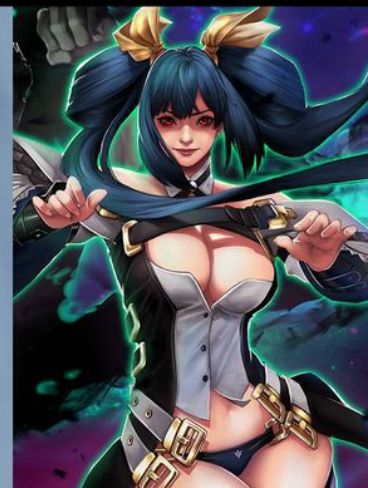
概念设计/插画

概念设计并不是容易或者区区一张好插画就能表现出来的。
反之，概念设计的宗旨就是把一个想法/或是心情以画画的方法去表达出来，并且
能够使用该设计在电影，游戏制作，动画或是漫画上使用，也是所有制作的最前线。

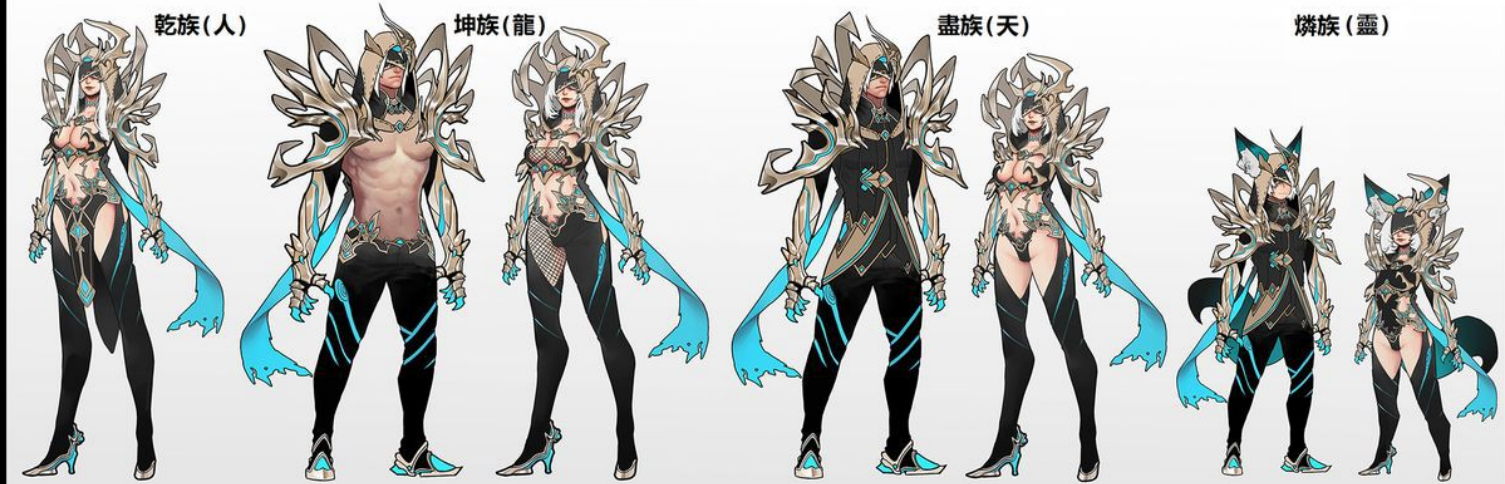| 发展专业 FUTURE CAREER	课程总览 COURSE OVERVIEW	学期 SEMESTER					
		1	2	3	4	5	6
- GAME CONCEPT ARTIST 游戏概念设计	FINE ARTS	●					
- FILM CONCEPT ARTIST 电影概念设计	3D MODELING	●					
- ILLUSTRATOR 插画家	DIGITAL PAINTING	●					
- MATTE PAINTER 绘景师	CONCEPT ART		●				
- 3D SCULPTOR 3D模型师	CG TEXTURING		●				
- CHARACTER DESIGNER 角色设计师	LIVE SKETCHING		●	●			
- GAME DESIGNER 游戏设计师	CLAY SCULPTURE			●			
- STORYBOARD ARTIST 分镜师	CINEMATOGRAPHY				●		
- VISUAL DEVELOPMENT 视觉发展	UNITY GAME ENGINE					●	●

乾族（人）　　坤族（龍）　　　　　　　　盡族（天）　　　　　燐族（靈）

Traditional Sculpting Course

The most easily recognized form of sculpting is clay modeling, that is, the creation of a three dimensional piece of art typically using some type of clay: Plastilina (oil-based clay also known as plasteline, plasticium, plasticine), self-hardening (non-firing) clay, ceramic/pottery clay, wax or other polymer -based material.
Clay is highly versatile, extremely easy to work with, and the ideal modeling material for the beginner as well as the seasoned sculptor. With nothing more than a block of clay, the artist can begin his journey of creativity.

传统雕刻

其中最受人瞩目的就是粘土雕刻，也就是使用粘土来制造一个立体的角色。黏土是十分万用的，而且容易上手，因此适合新手或者有经验的雕刻者。创意只从一块黏土开始！
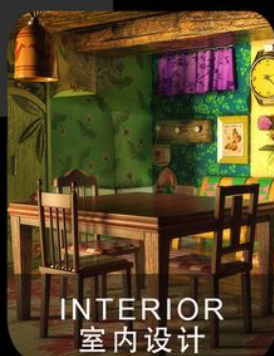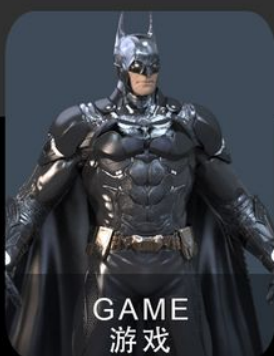

Students Works

Academic Pathway 升学管道

INTERNATIONAL INDUSTRY
国际多媒体行业

LOCAL INDUSTRY / INTERNSHIP
国内多媒体行业 / 实习

ADVERTISING
广告

ANIMATION
动画

GAME
游戏

FILMS
电影

INTERIOR
室内设计

2D CONCEPT ART
概念艺术

3D ANIMATION
3D 电脑动画

GAME DEVELOPMENT
电玩游戏设计课程

STUDENT
学生

Ctrl

UNDO
ACADEMY

Industry Recognition 业界认证

GLOW PRODUCTION

UNDO CREATIVE WORKSHOP

illusionist animation studio

UNDO Academy has a wide range of network connextions with the CG Industry, recognised globally. At UNDO, we have industry mentor who are experience in teaching and working in the industry to keep our students updated with the latest technology and techniques.

UNDO 学院拥有庞大的联系网络，课程受到国内外许多公司承认。 UNDO 有别于传统学院特点，讲师在教课之余，仍然活跃于动画行业，因此得以贴近行内动向，这意味着能够更精准的安排课程以符合市场要求。

MAYA | ZBRUSH | Unity | UNREAL ENGINE | SOLIDANGLE arnold | FUSION | DaVinci Resolve 12 | SUBSTANCE PAINTER | KRITA

FACILITIES

UNDO MAIN LOBBY

MINI LIBRARY

ART ROOM

EVENT HALL

COMPUTER LAB A

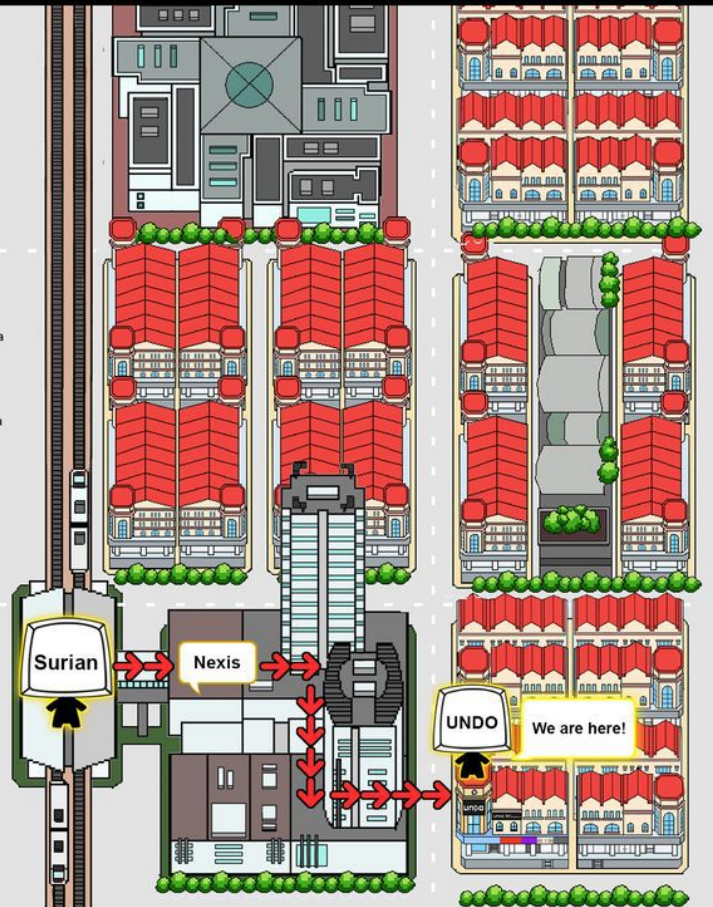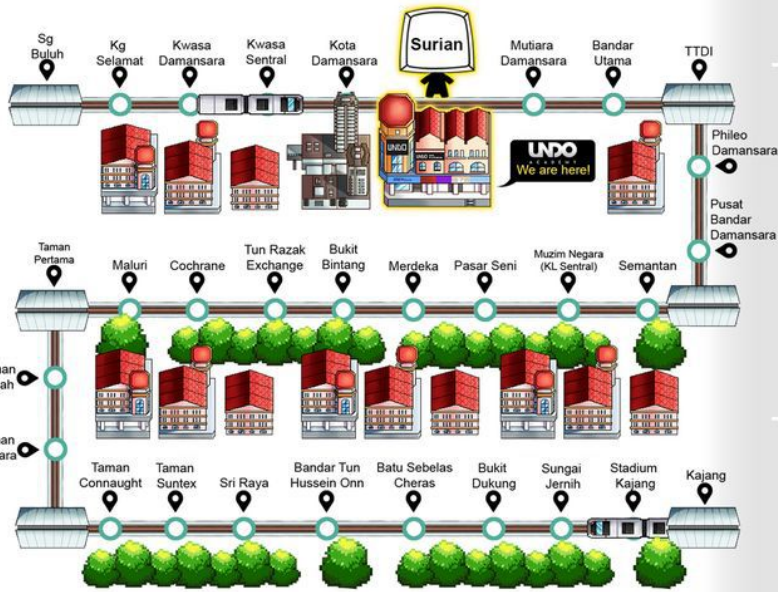COMPUTER LAB B

Exciting Events & Industry Sharings

Since we are recognized by many local CG companies, we provide a networking platform for all local talents to share and tell their experience, connecting the students and professional artists to further grow this industry in country.
We also invited experts from local CG companies to share about the latest information about 3D animation and game development.

Beside that, students also encourage to involve in activities that exercise teamwork and having fun during their time in UNDO.

TRANSPORT 交通

HOSTEL 宿舍

- 学校宿舍 - HOSTEL

- 步行大约10分钟
  Walking distance around 10 minute

- 价钱介于RM400~RM500
  Price between RM400~RM500

- 需要宿舍的学生必须提早一个月通知
  Student who need hostel need to comfirm before one month.

INTAKE 入学条件

Everyone can Join!

- Above 16 years old & Passion in Art
-只需16岁或以上对美术有热诚

Intake: Jan , May , Sept
Register Now!

Enrollment Submission
1 x Copy of Identity Card
1 x Actual / Forecast of SPM or UEC / O Levels
1 x School Leaving Certificate / Graduation Certificate (if any)
2 x Recent Passport-size colour photographs
Portfolio consisting 2 pieces of Original Artwork