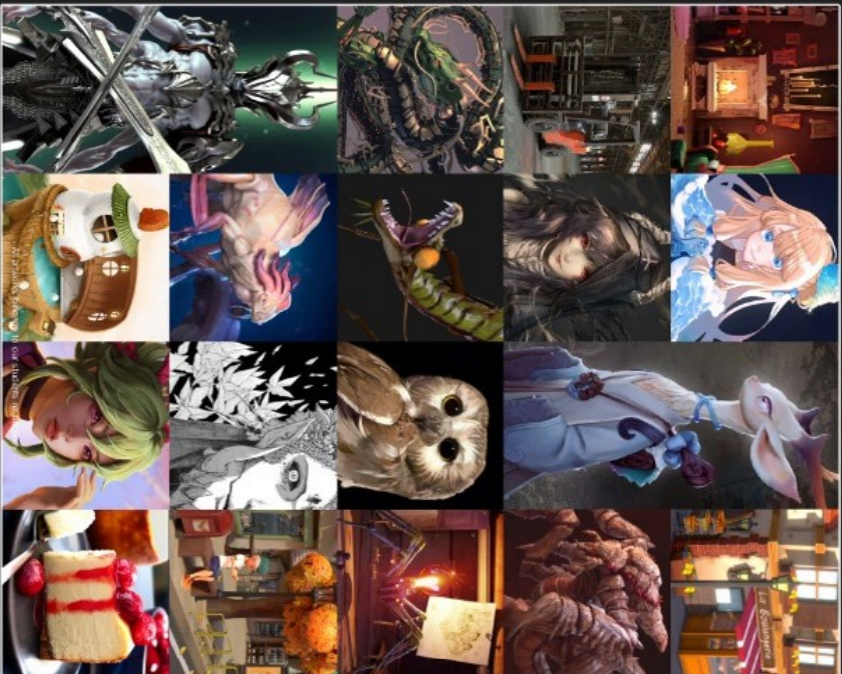




Since 2011, UNDO Academy has been shaping aspiring talents to mold a better future for the creative industry. Founded by industry experts, UNDO Academy stands among the best Creative Institutions in Malaysia. At UNDO we connect surrounding talents on the same journey to improve and become better artists. UNDO is known for its comprehensive and intensive syllabus that has produced many artists and animators. We instill educational theories as well as practical skills from the industry into the core foundations of our education. We highly value our collaborations with industry experts in bringing knowledge and sharing their experience with our students. As an institution, UNDO bridges the gap between professional experts and students under the same roof.

**STUDENT'S ARTWORK SHOWCASE** 学生作品



**ENTRY REQUIREMENT** 入学条件

**INTAKE**  
JAN / MAY / SEPT

- Malaysian, 16 years old & above
- Passionate in Art & Design
- For non-Malaysian: Dependent visa/ MM2H



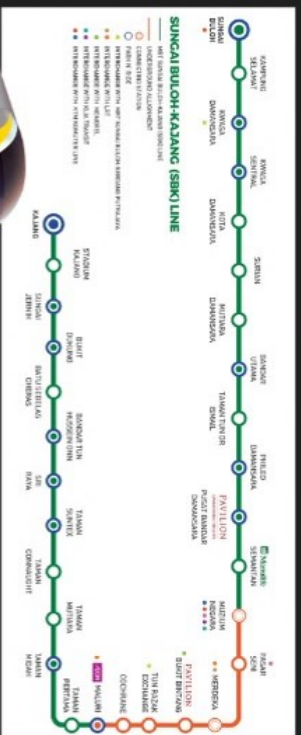
**ADMISSION CHECKLIST** 报名清单

- Academic qualifications : SPM/ UEC/ STPM/ O-LEVEL/ IGCSE
- Identity card copy : Front & Back Side
- 2 x recent passport - sized photo
- Payment slip

Course Inquiries & Admission :

- 018-9588633
- 018-9199813

**TRANSPORT** 交通设备



• UNDO Academy is located at Kota Damansara near the MRT SunGai Station. Just 3 minutes walking distance from the station.

**UNDO**  
ACADEMY



DUAL AWARDS CERTIFICATE 双证书授权 :



018-9588633 / 018-9199813

03-61515162

info@undo.com.my



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NO 27-3, JLN PJU 5/3 Dataran Sunway, Kota Damansara, Petaling Jaya 47810, Selangor, Malaysia

SEMESTER 1  
第一学期

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

SEMESTER 2  
第二学期

- CONCEPT ART -1  
概念设计 (一)
- HS MODELING  
硬表面建模
- GG TEXTURING  
GG材质
- 3D ANIMATION -1  
3D电脑动画 (一)

- CONCEPT ART -2  
概念设计 (二)
- EW MODELING  
场景建模
- 3D RIGGING  
3D人物绑定
- 3D ANIMATION -2  
3D电脑动画 (二)

SEMESTER 3  
第三学期

# WHY UNDO?

- 95% Hands On Practical Experience
- Industrial Partner Collaborations
- Career and Placement Opportunities
- Conducive study environment
- Experienced lecturers
- Strategic Location
- Affordable Tuition Fees
- EPF Withdrawal

SCHOLARSHIP 新生奖学金

MERIT SCHOLARSHIP

- SPM/ UECL/ STPM/ O LEVEL obtained the certificate in recent 2 years are qualified to apply.

ARTWORK SCHOLARSHIP

- SUBMIT 3 - 5 pieces of any artwork in pdf file for assessment through whatapp.  
-Example: Digital drawing/ Hand Drawing/ 3D Artwork / Sculpture



## CONCEPT ART ILLUSTRATION

概念设计与插画

Concept art illustration helps to convey the look, feel and mood of a design idea. It is used to capture and convey the overall design vision of a project before anything goes into production.

## 3D ANIMATION

3D动画

3D animation is a graphic technique that utilizes motion in order to bring characters, objects, props, and more to life. 3D animation has primarily been used in the creation of video games, films, and TV shows.

## GAME DEVELOPMENT

游戏创作设计

Game Development is the art of creating games and describes the design, development and release of a game. It may involve concept generation, design, build, test and release. While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design.

# DIPLOMA YEAR 2

SEMESTER 4  
第四学期

- 2D ANIMATION  
2D动画
- CINEMA/TOGGRAPHY  
摄影
- CREATURE MODELING  
生物建模

SEMESTER 5  
第五学期

- STORYBOARD  
故事板
- ENV ILLUSTRATION  
场景插画
- PROP DESIGN  
道具设计

SEMESTER 6  
第六学期

- ILLUSTRATION  
插画
- CHARACTER DESIGN  
角色设计
- SHOWREEL/RESUME  
作品集和简历

- CHARACTER MODELING  
人物建模
- CINEMA/TOGGRAPHY  
摄影
- ANIMATION ACTING  
角色动画

- COMPOSITING & RENDERING  
合成与渲染
- GAME ANIMATION  
游戏动画
- TECHNICAL STUDIES  
技术学习

- RENDERING STUDIES  
渲染学习
- ANIMATION PORTFOLIO  
游戏动画作品集
- RESUME  
简历

- GAME DEVELOPMENT-1  
游戏制作 (初阶)
- CINEMA/TOGGRAPHY  
摄影
- CREATURE MODELING  
生物建模

- GAME DEVELOPMENT-2  
游戏制作 (中阶)
- COMPOSITING & RENDERING  
合成与渲染
- TECHNICAL STUDIES  
技术学习

- GAME DEVELOPMENT-3  
游戏制作 (进阶)
- RENDERING STUDIES  
渲染学习
- SHOWREEL/RESUME  
作品集和简历

## CAREER OPTIONS 行业选项



## CAREER OPPORTUNITIES 就业机会

- Concept Artist
- Illustrator
- Storyboard Artist
- 2D Animator
- 3D Modeler
- Texturing Artist
- Look Depth Artist
- Rigging Artist
- Character Animator

- Layout Artist
- Light & Comp
- VFX Artist
- Game Designer
- Level Designer
- Asset Artist
- 3D Generalist
- Technical Artist
- Freelancer

## LOCAL CG PRODUCTION 本地CG行业

- Glow Production
- Passion Republic
- Lemonsky
- Silver Ant
- Streamline Studio
- Sony Play Station Studios
- Bandai Namco Studio Malaysia
- Illusionist Animation Studio
- SpaceSheep Studio

- TenTen Studio
- Virtuos
- BearDown Studio
- Mtrayl
- VividThree Production
- Pixelline
- M.Baba Studio
- Animamundi
- And More....

## INDUSTRY RECOGNITION 业界认证

UNDO Academy has a wide range of network connections with the CG industry, many of which are recognised globally. At UNDO we have industry mentors who are experienced in teaching and working in the industry to keep our students updated with the latest technology and techniques.

