



**DURATION 3 YEARS**

**MNQF LEVEL 9**

**SEMESTER 1**

- Leadership Qualities for IT Industry
- Tools and Techniques for ITPM
- Advanced VFX & CGI with Blender
- Advance Animation with Maya

**SEMESTER 2**

- Social Media & Advertising Designs
- Creative Filming
- Dynamics & FX using Blackmagic Fusion
- 3D Showreel

**OR**

- Information Systems Research Methodology
- Tools & Techniques for Research
- Industry Research Project



**MQA**  
APPROVED  
INTERNATIONALLY  
RECOGNIZED

# MASTER OF GRAPHICS & MULTIMEDIA



*Enroll Now*

**CAMPUS MALE' CITY**

 **740 6003** | 334 1536 / 334 1545  
SCHOLARSHIP OPPORTUNITIES



# MASTER OF GRAPHICS & MULTIMEDIA



MVR  
**5,000.00**  
PER MONTH

## GOALS AND OBJECTIVES OF THE PROGRAMME

**Graduates will be professionally competent in the following areas:**

- To establish and demonstrate the Maldivian image in multimedia industry from both cultural and economic perspectives.
- To address and develop the demands of the multimedia market in relation to ever changing technologies, creation of new platforms and development of new services in creative industry.
- To design and implement new digital products such as 3D generated Imageries, Visual effects, responding to social, urban, environmental, cultural issues.
- To explore new opportunities of collaboration with other disciplines and invent new modes of integration and appropriation of multimedia arts and crafts, modern or traditional.
- Provide deep knowledge in social media & Advertising Designs, Creative Filming and FX using Blackmagic Fusion. OR Information Systems Research Methodology and Tools & Techniques for Research. Projects.
- Demonstrate a deep understanding of the IT methodologies and frameworks used to solve complex computing problems related to at least one Projects.
- Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer data systems.

- Effectively integrate creative digital-based solutions into the user environment.
- Collaborate in diverse team environments to make positive contributions to the graphics & multimedia industry.
- Work effectively in the Graphics & Multimedia field to make a positive contribution to society

## OUTCOMES OF THE PROGRAMME

**The course is so designed as to develop:**

- Students will be able to demonstrate a broad knowledge of Information Technology which includes Leadership Qualities for IT Industry, Tools and Techniques for ITPM.
- Students will be able to demonstrate an extensive knowledge of Multimedia graphics animation, rigging, simulation visual effects, Creative filming both the 2D and 3D that includes dynamics FX and most modern motion capture techniques.
- Students will gain a significant knowledge of one of the following multimedia and graphics subjects such as, animation, rigging, modeling, texturing and lighting, simulation specialist, motion capture, creative filming and digital marketing.
- Students will be able critically analyses and synthesize the key components of multimedia technologies including 3D imageries, text, graphics, voice, video and animation.
- Students will be able to define the characteristics of each media type and describe their application.
- Students will be able to develop, edit and improve interactive multimedia projects that incorporate a variety of digital media such as graphics, voice, animation and video.
- Students will be able to research and analyze the new medias, standards and representation techniques used for take along the new level of visual literacy.
- Students will demonstrate knowledge and understanding of professional ethics and responsible behavior where they work.
- Students will demonstrate the ability to communicate effectively and to work as a team.
- Students will become successful professionals able to gain Employment and/or to be accepted into an Graphics and Multimedia Ph.D. program.