Celebrating Future Design Leaders

RMIT design students have placed in four of the six categories and won two at this year’s Graduate of the Year Awards for the Design Institute of Australia Victoria and Tasmania chapter.

RMIT Winners

— Michelle DeCastro
  Bachelor of Arts
  (Textile Design)

— Manuela Mojica
  Milan (pictured)
  Associate Degree in Interior Design
  and Decoration
  (currently studying the Bachelor of Interior Design (Honours))

RMIT Runners Up

— Ryan Pennings
  Bachelor of Industrial Design (Honours)

— Harry Zanios
  Associate Degree in Design (Furniture)

These students will now go into the running for the nation-wide Australian Graduate of the Year Awards.

Acknowledgement of Country

RMIT University acknowledges the Wurundjeri people of the Kulin Nations as the traditional owners of the land on which the University stands. RMIT University respectfully recognises Elders both past and present. We also acknowledge the traditional custodians of lands across Australia where we conduct business, their Elders, Ancestors, cultures and heritage.
It is the things that are remarkable, that are unusual, that break the mould, that take risk, that challenge the status quo, that get noticed.

RMIT University gets noticed.

RMIT explores ideas through making.

RMIT is recognised by the profession and is ranked as a leading design university, both nationally and internationally.

You will be taught by academic staff who are professional practitioners and constantly engage in design from day one so that you will have the skills, entrepreneurial spirit and knowledge to enter your career in art, design and architecture.

At RMIT you can create your own place where your ideas can make an impact on people’s lives and ways of thinking.

RMIT ranked number one in Australia for art and design
Source: QS World University Rankings by Subject 2016.

RMIT ranked 16th in the world for art and design
Source: QS World University Rankings by Subject 2016.

RMIT ranked 36th in the world for architecture
Source: QS World University Rankings by Subject 2016.
Design is Everywhere
Design and its principles have a greater impact on our lives than we might imagine. From our physical surroundings and infrastructure, to the things we wear and buy, everything around us is embedded with design. Through providing innovative solutions to economic, social and environmental issues, design makes a difference to the world.

You Will Be Part of a Supportive Community
Thinking differently can often make you feel like an outsider, but in design and creative industries it’s the very thing that will allow you to take leaps and bounds in your career. In design, your curiosity and creativity is valued by a community of people who understand, support and challenge you.

From the connections and friendships you make while studying, to being part of a global community, opportunities to experiment, share ideas, collaborate and evolve your personal style and practice are endless.

Design is Essential to the Creative Economy
Creative fields of art, design and architecture are among Victoria’s fastest growing creative industries, contributing to the state’s liveability and global profile. With creativity seen as the key to new ideas, design is the tool for innovation that can create real-life impact. Progressive and collaborative thinking is in demand from major industries such as education, health, agriculture and manufacturing. Design not only enhances the economy, but is leading it into the future.
What these seemingly innocent few words fail to recognise is the value of creative thinking and the multitude of opportunities available to those who pursue careers in art, design and architecture. With the digital boom, the global push towards innovation, and a growing cultural economy, creativity really is capital and design is at the forefront.

From developing a diverse skill set and ability to think critically, to designing your own career, here’s why you need to value your creativity and passion and ignore the naysayers – design is, after all, a real and viable profession.

There are few creatives who have progressed through their career without encountering the question, “But what’s your real job?”

4 It’s a Myth that Creatives Don’t Make Money
It is a common misconception that a creative profession comes hand-in-hand with financial instability. The booming design industry in Victoria alone suggests otherwise – design firms contribute around $7 billion annually to the state’s economy.

A focus on real-life experience and access to some of Australia’s most renowned design practitioners helps foster an entrepreneurial spirit in students. RMIT graduates utilise their skills to pursue artistic passions alongside commercial and freelance work to continuously grow and evolve. A combination of hard work and seizing opportunities enables designers to lead fulfilling and financially rewarding careers.

5 Build Diverse and Transferable Skills
While artistic talent can provide a strong foundation for a career in design, perhaps more important is a willingness to develop technical skills and an ability to solve problems creatively. Through discovering new perspectives and learning to collaborate, designers have a capacity to think differently and empathetically. This opens doors for graduates across artistic and non-artistic sectors, not-for-profit and community organisations, commercial businesses and cultural institutions.

6 Melbourne is the Design Capital
Continuously voted as the most liveable city in the world, Melbourne is a destination for art and design globally, and proof of the contribution design thinking can make to our surroundings. Urban spaces, co-working hubs, local fashion designers, exhibitions and events all contribute to the cultural fabric of the city. As a living laboratory for art and design learning, RMIT connects you to leading thinkers in the field and a culture that champions designers.

7 You Can Design Your Life
One of the most valuable aspects of pursuing a career in design is the ability to create your own path. Unlike some professions, there is no limit to the ideas you develop, people you meet and places you go.

Gaining the fundamental skills, connections and the global badge of studying at RMIT affords graduates flexibility, global opportunity and diverse career opportunities, allowing many designers to work where, when and how they choose.

Find your way to inspiration. Find your way to design. Find your way to possibility.
A NEW TERRITORY OF DESIGN

Architecture makes an impact on every aspect of our daily lives.

In each and every moment we can find ourselves being influenced by the buildings and spaces that surround us. Architecture has the power to affect the way we feel, live and work.

RMIT’s architecture and urban design programs immerse you in a world of design, exploration and innovation.
**Bachelor of Architectural Design**

RMIT’s celebrated Bachelor of Architectural Design is the first step in becoming an architect, providing you with diverse learning experiences to develop your communication and design skills.

The design studios provide a unique way of exploring design by challenging future designers. Studios are run by academics and practicing design leaders from local and international architectural and design firms.

Studios engage in design challenges that push you to think outside your limits, allowing you to create unique solutions to design problems.

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**EXPERIMENTATION IS EXPECTED**

First term, first semester you will be hands-on in studios developing drawing, 2D and 3D design skills, learning in an environment that emulates the best practice of an innovative architectural design firm.

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**PEOPLE THAT IMPACT YOUR CAREER**

RMIT architecture has long-standing and extensive connections with the local and international architecture community through teaching staff, many of whom are internationally recognised award-winning architects.

Visiting national and international experts, consultants and specialists further strengthen this linkage across the programs.

You’ll develop strong connections with industry while working on real-life project briefs, and RMIT’s unique design studios will connect you with leading architectural firms in Victoria and around the globe.

**Recent studio partners:**

- RMIT Associate Lecturer Amy Muir
  MUIR Architecture
- RMIT Professor of Architecture Carey Lyon
  Lyons Architecture
- RMIT Associate Professor Paul Minifie and Dr Jan van Schaik (lecturer).
  MvS Architects
- RMIT Adjunct Professors Howard Raggatt and Ian McDougall.
  ARM Architecture

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Concept drawings of “Bowen Terrace” showing RMIT’s New Academic Street led by Lyons Architects in collaboration with MvS Architects, NMBW Architecture Studio, HAW Architects and Maddison Architects. David Isaacs is part of the MUIR architects design team.

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As the degree progressed, my tutors and peers encouraged me to explore things I would have dismissed at the beginning; I became more interested in adventurous design ideas rather than just things I knew I could build.

What it Takes to Work as a Registered Architect

The first step to becoming a registered architect is to undertake five years of study, starting with the Bachelor of Architectural Practice (three years) and moving into the Master of Architecture (two years).

Once you have completed your studies you will need to undertake two years’ professional practice and then sit the Architects Registration Board examination.

David Isaacs
Bachelor of Architectural Design
Master of Architecture

“As the degree progressed, my tutors and peers encouraged me to explore things I would have dismissed at the beginning; I became more interested in adventurous design ideas rather than just things I knew I could build.”

“When the Northern Hood” Major Project designed by Bachelor of Architectural Design and Master of Architecture student David Isaacs. Supervisor: Michael Spooner. Winner of the Anne Butler Memorial Prize and Leon van Schaik Medal.


Advanced Diploma of Building Design (Architectural)

Practical, hands-on and vocation-focused, RMIT’s building design program offers a variety of experiences from freehand drawing to digital applications that augment architectural workflows, to construction technology and documentation processes for residential and commercial-scale buildings. The role of a building designer extends into the design of functional, energy-efficient and often spectacularly creative homes.

Building design offers students the opportunities to continue their studies in RMIT’s Bachelor of Architectural Design.

This qualification, with appropriate industry experience, leads to registration as a building practitioner in Victoria.

CAREERS IN BUILDING DESIGN

This program prepares graduates for a career as a building designer of residential and commercial buildings, as well as specialist technical roles as computer-aided design and building-information modelling documenters, and material technologists within multi-disciplinary design teams that create innovative and elegant design solutions.

Imaginary Cities – Student Design Work

The proposal for the Imaginary Cities project follows the design process from concept design through to detailed construction drawings, exploring façade assemblies along the way.

Phalhong Mao with her Building Design Association of Victoria Award for Best Response to a Design by a Student.

The spiral stair case demonstrates skills in 3D modelling software and an understanding of materials and construction techniques developed throughout the program. “Smith Street Public Library and Childcare Centre” designed by Advanced Diploma of Building Design (Architectural) student Phalhong Mao.

This proposed building design responds to the brief solution as a multi-level mixed-occupancy building located in the Carlton precinct.

The proposed multi-level apartment building has three different tenancies, including a studio (an educational area), medical centres and an office. It also contains apartments on the upper floors and two levels of basement, one of which is connected to another proposed multi-level apartment building.
Matthew Kneale
Bachelor of Landscape Architectural Design
Master of Landscape Architectural Design

"Landscape architecture is not about pretty gardens; it’s about dealing with the challenges of urbanisation, such as water, energy and food security, as well as ensuring equitable access to transport, work, leisure, health and happiness."

Bachelor of Landscape Architectural Design

Landscape architecture is about spaces – natural, urban, private and public. It’s about investigating and proposing better ways of living in a complex, rapidly changing world.

Landscape architecture involves the design of outdoor public and private spaces. The discipline blends design, art, science, nature and culture to achieve environmental, socio-cultural and aesthetic outcomes.

### SHAPING LANDSCAPE THROUGH INNOVATIVE DESIGN

Landscape architecture responds to diverse issues posed by the contemporary world, ranging in scale and scope from the garden to the territory, the infrastructural to the ecological, through the act of design.

In the Bachelor of Landscape Architectural Design you will be introduced to a range of unique design techniques, associated tools and technologies emerging from research, and practice to design landscapes that examine and propose new forms between economics, ecology and society.

In the four streams of the degree – design, communications, environments and theoretical frameworks – you will learn a set of specialised ideas and skills:

- **Design** – undertake design projects learning specific design techniques to conceptualise and execute design ideas.
- **Communications** – learn how to analyse and represent landscape in two and three dimensions.
- **Environments** – develop skills in mapping, construction methods and fabrication.
- **Theoretical Frameworks** – interrogate history and theory through critical analysis and drawing.

You will connect with industry through industry-led studios, field trips, critique and discussions.

First-year landscape architecture students at work in the studio developing a wide range of design-based skills, including drawing, documenting, mapping, recording, researching, making, fabrication and prototyping.

**Did you know**

Landscape architecture students can embark on international internship electives at a range of firms including Stoss LU in Boston and Karres en Brands in the Netherlands – the appointed landscape architecture firm for Melbourne’s very own Federation Square.

**Award-winning Students**

**Australian Institute of Landscape Architects 2015 Landscape Architecture Australia Student Prize**

**High commendation:**
John Williams, Master of Landscape Architectural Design student

**Australian Institute of Landscape Architects 2015 Future Leader Student Award**

**Winner:**
Nirvana Hrustanovic, Master of Landscape Architectural Design student
The Space In Between

This project investigates how to transform a contaminated post-industrial space located in Melbourne’s inner west.

The project aims to identify opportunities for new forms of urban living, new modes of production and new classifications for the development of green infrastructure for the city at large.

Right and below: “The Space In Between” designed by Bachelor of Landscape Architecture and Master of Landscape Architecture student John Williams.

How Do We Know if We Can Colonise the Lunar Surface or Mars?

This studio project explores the possibility of developing future settlements for humans in extreme landscapes, such as the lunar surface or Mars.

The project investigates the fragility of an extreme landscape’s ecology and biosphere to assess if a living system can adapt to the extremes of the environment.

Students learn to recognise large landscape systems such as river catchments and cities. You will investigate and study the layers that make up these systems, such as geomorphology, geology, water systems, vegetation and settlements at a range of distinct landscape scales. Above: “Colonising Extreme Landscapes” designed by Bachelor of Landscape Architecture graduate and Master of Landscape Architecture student Candice Teok.

See page 44 for a list of architecture programs available at RMIT.
Great interior designers and decorators understand what makes a space work for a particular purpose, whether it is a residence or a commercial environment.

"Blushing Wall" designed by Bachelor of Interior Design (Honours) student Ana Bui is an interactive wall that draws the viewer in, seducing them through their curiosity and engaging them in the interplay between art, space and perception.

**What Program is Right For Me?**

The **Bachelor of Interior Design (Honours)** is a four-year degree positioned as an idea-led design discipline. It explores the potential and future of interior design as a practice concerned with the spatial and temporal relations between people and the surrounding environment.

Students investigate how the design of interiors is not confined to simply the inside of a building, but ranges from the intimacy of a finely crafted object to the urban fabric of a city.

Working in the interstices between people and spaces, the Bachelor of Interior Design (Honours) students develop a sophisticated level of sensitivity and sensibility to imagine and project the experiential and phenomenal qualities of the interior.

Graduates find employment in interior design and architectural practices.

The **Associate Degree in Interior Decoration and Design** and the **Diploma of Interior Design and Decoration** are both two-year qualifications that focus on skills development and application to interior design and decoration projects, both residential and commercial.

With a focus on space creation and planning, graduates have a high level of knowledge in the areas of textiles, soft and hard finishes and their applications and sustainability, and project documentation, along with the ability to visually communicate to clients and other stakeholders.
International Internship Program

Ten students from RMIT’s Bachelor of Interior Design (Honours) completed one-month internships across Asia in June and July of 2015.

Students worked with prominent Australian architecture and interior design firms in Asia, including Hassell Shanghai, Woods Bagot Beijing and Nettleton Tribe and Chew Kuala Lumpur.

Students engaged with the workings of an international design office as well as experiencing the local art, design and culture of the region.
“Design has a lot to do with how people feel in a space. If someone feels comfortable in their environment then they have more confidence and are able to speak up and be more involved. I think ultimately design has a lot to do with people’s emotions, how they feel and how they engage with others within a space.”

“Design has a lot to do with how people feel in a space. If someone feels comfortable in their environment then they have more confidence and are able to speak up and be more involved. I think ultimately design has a lot to do with people’s emotions, how they feel and how they engage with others within a space.”

“I was able to get an idea of what interior design and decoration was all about, understand the different skills and also the language behind how to ask for help for something. It means when you are in the workplace you have an understanding and background you can build on.

“There’s also the recognition that you’ve put time aside to try to learn about something and an employer knows you are interested and wanting to pursue it. Obviously, the reputable brand of RMIT was a part of it too, and it’s nice to know you have that with you forever.

“You also learn things that are not directly to do with design – such as how to work with other people, communicate and be around people who are different from you. It’s a really good environment to learn in; I miss it.”

“The confidence to be able to communicate has been the most useful skill from studying at RMIT. You learn to communicate an idea to yourself and understand how you work through things, as well as learn how to present your thinking to a third party. That’s what I really took from it and am really thankful for.”
Mentor Program Celebrates 25 Years

The Diploma of Interior Design and Decoration Mentor Program allows current students the opportunity to work alongside industry professionals in the design and decoration field, while completing their studies.

Students are partnered with mentors from leading design companies, including Cardamone Design, Boyac, Window Workshop, Atticus & Milo, Beautiful Room, BQ Designs and more.

Susanna de Vienne, Principal at wholesale textile company Boyac, said the Mentor Program is an advantage for both the mentee and mentor alike.

“The benefit for us is receiving the wonderful energy from the students,” she said.

“We’ve also employed students on a full-time basis once they’ve graduated, so that’s a huge benefit for both the students and our company.”

BQ Designer of the Month
Paige Gannon
Winner, RMIT Bedroom Design Award

BQ Design and partner Zepel Fabrics awarded the 2015 RMIT Bedroom Design Award to Paige Gannon for her luxurious “Jungle Elements” design. Paige’s design was featured at the BQ Design showroom, online and in print.

The industry project is offered each year to Diploma of Interior Design and Decoration students.

Working to a Brief
Students investigate design and produce detailed and accurate spatial documentation for the redesign of the Faraday Boutique Hotel in Carlton.

Designed by Jess Walther, Diploma of Interior Design and Decoration.

See page 47 for a list of interior design programs available at RMIT.
Concept to Creation

visualise
invent
create
evaluate

3D eyewear designed by Diploma of Product Design student Kei Asada.

"Uragaeshi Chair" designed by Associate Degree in Design (Furniture) graduate and Bachelor of Industrial Design (Honours) student Chris Goff.

"Kissing the Sea" designed by Bachelor of Industrial Design (Honours) student Elise Joseph.
<table>
<thead>
<tr>
<th>Deliver innovative design solutions to real-life problems</th>
<th>Design and create modern furniture in a hands-on studio program</th>
<th>Build a career out of your passion for design</th>
</tr>
</thead>
<tbody>
<tr>
<td>Develop products and systems that enhance function and aesthetic, and benefit user experience.</td>
<td>Investigate contemporary, cultural and environmental aspects to establish your own professional furniture design practice.</td>
<td>Learn cutting-edge product development techniques to find creative solutions to design problems.</td>
</tr>
</tbody>
</table>

“Hicopter” designed by Diploma of Product Design student Anthony Grant.

Designed by Associate Degree in Design (Furniture) student Rose Tree.

Designed by Associate Degree in Design (Furniture) student Harry Zanios.

Alternative engine car designed by Bachelor of Industrial Design (Honours) student Patrick Goslar.
Exploring Design

RMIT’s Unique Studio Model

Industrial design at RMIT is primarily studio-based learning. You will choose your studio from a range of options offered each semester.

Studio offerings have the following orientations:

- **Service Orientation**
  Focus on sustainability, social innovation, health, transport, community engagement.

- **Technology Orientation**
  Focus on interaction design, universal design/ergonomics, manufacturing, technical innovation.

- **Object Orientation**
  Focus on furniture and objects for the home.
  Studio experiences allow students to explore, devise and undertake complex design projects working with local and international industry partners and guest designers.

Alumni Profile

**Jarrod Lim**

Bachelor of Industrial Design
Associate Degree in Design (Furniture)

"RMIT gave me a solid knowledge of manufacturing and production processes in a wide variety of materials and fields, which has helped immensely throughout my career."

"With a decent knowledge of various manufacturing and construction processes, I am able to engage confidently with these people, which makes my work much easier."

Now, with his own furniture brand Hinika, Jarrod’s design goals explore how people relate to objects, materials and the spaces that surround them.

“My aim for each project is to realise a delicate balance between creating something new and fresh while maintaining a sense of tradition and timelessness,” he says.

Jarrod Lim’s “Hi Ho” rocking horse was recently acquired by the National Gallery of Victoria.
Designers leading a world of change

RMIT’s award-winning and internationally celebrated industrial design students and graduates are creative participants in a world where new technologies, global connectedness and the challenges of sustainability are changing social concerns and altering consumer behaviours and business markets.

Students develop a broad skill-base and cultural expertise, graduating with the ability to creatively cross boundaries and develop products and services that help businesses and communities to prosper.
Studying furniture then industrial design has enabled Richard Greenacre to pursue his love of furniture and lighting as his career.

I love that the workshop is my playground. Having access to a wide variety of machinery, technology and tools has allowed me to expand my knowledge of manufacturing processes, and experiment with a wide variety of materials.

I was lucky enough to win a couple of awards for a furniture piece I designed and made, “Agave Credenza”. It won the Dowel Jones Furniture Concept Award of Excellence in Design at the Vibrant Visions in Design (VIVID) awards, and won two awards at Fringe Furniture as a part of the Melbourne Fringe Festival. As a result, I will be exhibiting my piece internationally in 2016.

RMIT has helped me build the necessary skill set and industry experience to feel confident in pursuing a career in industrial design.
Awards

International Bicycle Design Competition, 2015
Five Bachelor of Industrial Design (Honours) students received awards at the world’s largest bicycle industry event and the only global bicycle-design competition, held in Taipei in 2015.

— Hamish Buttle Excellence Award
— Ailie Hanson Merit Award
— Jordan Runciman Merit Award
— Sam Pringle Merit Award
— Patrick Tran Merit Award

Vibrant Visions in Design (VIVID) 2015
VIVID is Australia’s longest running design competition that shines a spotlight on some of the most dynamic emerging Australian designers.

— Gabriella Audrey Aliwarga Bachelor of Industrial Design (Honours) Furniture Award of Excellence in Design
— Richard Greenacre Bachelor of Industrial Design (Honours) Furniture Concept Award of Excellence in Design

Fresh! 2016 Emerging Maker Showcase
Craft Victoria’s annual showcase of leading emerging makers.

— Alessandra Pontonio Associate Degree in Design (Furniture) Future Leaders Cash Prize (valued at $1000)

Australian Contemporary Emerging (ACE) Design Awards 2015
The ACE Design Awards are open to students and emerging designers from all fields related to the furnishing industry.

— Andrew Beveridge Associate Degree in Design (Furniture) Creative Vision Award

Young Australian Design Awards 2015
A national design award for young Australian designers, engineers, innovators and entrepreneurs.

— Dean Lopriore Bachelor of Industrial Design (Honours) Design Sustainability Award

What Program is Right for Me?

Diploma of Product Design
Focuses on building core skills such as visualisation, model making and digital development to conceptualise, experiment and resolve product forms and structures. From ideation to creation, product design is a practical, hands-on approach to the design, communication and development of a product idea. Product design is also an ideal pathway to further study.

Associate Degree in Design (Furniture)
Provides an emphasis on the processes of design for the manufacture of market-ready modern furniture and furnishing products. Crossing scales of serial production to the handcrafted and bespoke, this program provides a hands-on learning of the particularities of the furniture design and production industries, and the human factors of furniture.

Bachelor of Industrial Design (Honours)
Is the broader field of study containing the research, conceptualisation, design and prototyping of all forms of consumer products, capital equipment, transportation, furniture, services, product service systems, the integration of new processes and technologies, and interactive and digitally integrated products. Industrial design focuses on new product and service development using an approach that is significantly user-centered and concerned with the social, environmental and economic impacts of design to those who directly interface with a designed product or service, those who make and sell it and the context that it operates within. It is a highly practical and research-intensive field of study.

See page 46 for a list of industrial, furniture and product design programs available at RMIT.
Make the World Come Alive

Blend creativity with business to generate a folio of work that will prepare you for a global career in visual merchandising.

Specialise in retail display and design, exhibition and event design, and photographic styling and theming.

Visual Merchandising Mentor Program

Visual merchandising (called “VM” by industry) offers a unique mentor program, where you have the opportunity to be matched with an industry professional during your final semester of study.

Through the mentor program, you will develop a deeper understanding of how the industry operates and gain valuable advice from experienced professionals and businesses.

The mentor program works with a range of companies, including David Jones, Myer, Country Road, Cotton On, Sportsgirl, stylists, design firms and many more.

Right: Students work to an industry brief to design, produce and install retail displays for Country Road’s flagship store in South Yarra.
Libby Matson
Diploma of Visual Merchandising

“I wanted to upskill in digital design to be able to bring my ideas and concepts to life in a more professional manner, and to stand out from other finance graduates. I really liked that the visual merchandising program had the digital design element but was also applicable to fashion and photography, which are keen interest areas for me.

“I’ve learnt how to conduct myself as a freelance creative for clients and gained an understanding of industry expectations. I also now have a solid understanding of photography and further developed my studio and construction skills. The most valuable skills I’ve learned are definitely my digital design and post production skills using the Adobe suite programs.”

Develop product-styling skills to create amazing magazine or advertising layouts.

Showcasing the Future of Global Retail Innovation

UNIQLO’s Marketing Director Tracey Lang wanted to work with the visual merchandising students on an industry project because of RMIT’s reputation in the design space.

The students created unique headpieces to help promote a new range of jeans on show at UNIQLO’s Emporium Melbourne store.

“Many of our visual merchandising team members are graduates of the RMIT program, so it felt like a natural fit working with the students.

Tracey Lang
Marketing Director, UNIQLO
Jake Reeder
Bachelor of Arts (Photography)

Winner of 2016 Hasselblad Masters (chosen from 10,000 international entries) (pictured above)

“I’d always been passionate about photography. Going through school, I’d never thought that photography was a ‘proper job’. When I went to RMIT’s Open Day, it all clicked. I changed all my preferences and I haven’t regretted it for a moment since.

“It’s a myth that there aren’t any jobs in photography. There are always jobs for those who work hard and are good at what they do.

“To consider this degree, you should live and breathe photography. I worked in a studio concurrent to my degree; and this meant that university gave me the tools and connections and work gave me the practice.”
Photographers See Things That Others Don’t

The best photographers are curious.
They find the light... or they make it.
They know the gear and work quickly, but efficiently.

At RMIT, you’ll gain all these skills from expert photographers in purpose-built studios, using modern technology and digital equipment and software.

Specialise in a range of photography styles, including advertising, architecture, digital imaging, documentary, editorial, fashion, food, science, photojournalism, portraiture and product photography.

A Legacy of Ingenuity

Established in 1887, the Bachelor of Arts (Photography) at RMIT is the oldest continuously running photography degree in the world.

RMIT graduates are creative thinkers and image-makers and many have found success as photographers and photo editors across all local and international industry sectors.

1. “Pilgrim, Pyrenees” photographed by Diploma of Photo Imaging graduate Mike Read.
2. “The Forgotten Ones, Ethan” photographed by Bachelor of Arts (Photography) graduate Alexandrena Parker.
3. “Davey Havoc, AFI” photographed by Bachelor of Arts (Photography) graduate Kane Hibberd.
Shanghai Global Intensive

Photo Imaging students worked collaboratively, creatively and cross-culturally with students from the East China Normal University and Limelight Studio, a full-service commercial photography and video studio in Shanghai.

“The trip was fantastic and an opportunity of a lifetime. The group really bonded, which has fostered prospects of working together in the future.”

Jean-Louis Kocher
Diploma of Photo Imaging
Tips & Tricks

“There is a hands-on, practical approach to the Diploma of Photo Imaging. You're in the studios from week one and essentially learning how to make a commercial living from photography. It's a very busy two years of study.

“Make sure to be aware of your creative influences. This might not necessarily be photography; it could be film, music, painting, etc. It doesn't matter where the inspiration comes from, but know it is important as you'll likely be asked about it at some point.

“The best way to figure out which course suits you is to come along on Open Day and check out the studios and the work and chat to current students and the lecturers.”

Janelle Low
Diploma of Photo Imaging graduate

Which Program is Right For Me?

Diploma of Photo Imaging

In your first year you will study the Certificate IV – designed to reflect the role of a photographer's assistant. You will learn to apply a broad range of skills in lighting, image capture, enhancements, manipulation and output.

Once completed, you can progress to the Diploma in Photo Imaging – a program for practitioners with a sound theoretical knowledge base. You will use a range of specialised and technical competencies to plan, carry out and evaluate photo imaging services.

Bachelor of Arts (Photography)

This degree integrates theoretical, conceptual and industry-based models of photographic practice as they apply to the media and communications industries.

You will be challenged to produce work that responds to the critical discourses in both local and global contexts. You will explore emerging technologies and their relevance to your own image making.

You will also have the opportunity to select a number of courses from a wide range of electives, depending on your particular career path and personal interests.

4. Photography by Bachelor of Arts (Photography) graduate Lisa Saad, the 2015 Canon AIPP Australian Professional Commercial Photographer of the Year. lisasaad.com
5. “Chela Crab” photographed by Bachelor of Arts (Photography) graduate Danny Cohen.
6. “Porsche” photographed by Certificate IV in Photo Imaging, Diploma of Photo Imaging and Bachelor of Arts (Photography) graduate Rio Arianto.

See page 47 for a list of photography programs available at RMIT.
I explore cognitive fallacies through Cubist aesthetics and digital processes, with collaged imagery creating glitched and surreal paintings and videos.
You have the ability to create the weird and remarkable, the provocative and the beautiful.

Transforming Materials

Conceptualising, designing and crafting personal objects


“Elements of my Chinese heritage influence my designs, creating my distinctive style.”

Miao’s work stems from her drawing and painting flowing into her passion for soldering and fine wire work to produce high-quality pieces.


4. “Graham the Robot Goal Umpire”. Wheel-thrown porcelain. Artist: Michael Barret, Bachelor of Arts (Fine Art).

5. “Kakadu Sunset”. Wheel-thrown unglazed stoneware. Artist: Michael Barret, Bachelor of Arts (Fine Art).

6. “Horn with Milk”. Gallalith (milk plastic), brass. Artist: Gabrielle Stolp, Bachelor of Arts (Fine Art).

Explore Ideas Through Making

There’s no better way to learn about art than by making it. At RMIT, you’ll be immersed in studios, examining, conceiving, investigating, experimenting and creating contemporary art that challenges perspectives and creates conversations.

We know the value of technique and technology. At RMIT you learn to use these skills innovatively and create new thinkings, new approaches and new conversations in art and the global community.
Experience a Vibrant School of Art

At RMIT you’ll enter a community of artists and form lasting connections with the teachers and fellow students that you will carry for the rest of your professional life.

You’ll have dedicated studio spaces alongside other artists; you’ll share ideas and be exposed to a wide range of approaches. You’ll attend exhibitions and even run some of your own!

After-hour studio access means you can work when you need to. No more packing up for the day before you’re finished.

Programs in Fine Art and Visual Arts

In the Certificate IV, Diploma and Advanced Diploma in Visual Arts you can explore your unique talents and develop your artistic skills through creating a portfolio of work.

The Bachelor of Arts (Fine Art) is where you develop conceptual and specialised technical skills to enable you to evaluate different approaches to your own personal style and artistic practice.

STUDIO SPECIALISATION

<table>
<thead>
<tr>
<th>Visual Arts</th>
<th>Fine Art</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ceramics</td>
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</tr>
<tr>
<td>Digital imaging</td>
<td>✓</td>
</tr>
<tr>
<td>Drawing</td>
<td>✓</td>
</tr>
<tr>
<td>Experimental animation</td>
<td>✓</td>
</tr>
<tr>
<td>Gold and silversmithing</td>
<td>✓</td>
</tr>
<tr>
<td>Installation practice</td>
<td>✓</td>
</tr>
<tr>
<td>Painting</td>
<td>✓</td>
</tr>
<tr>
<td>Performance art</td>
<td>✓</td>
</tr>
<tr>
<td>Photography</td>
<td>✓</td>
</tr>
<tr>
<td>Printmaking</td>
<td>✓</td>
</tr>
<tr>
<td>Public art</td>
<td>✓</td>
</tr>
<tr>
<td>Sculpture</td>
<td>✓</td>
</tr>
<tr>
<td>Sound art</td>
<td>✓</td>
</tr>
<tr>
<td>Sound design</td>
<td>✓</td>
</tr>
<tr>
<td>Video art</td>
<td>✓</td>
</tr>
</tbody>
</table>

Graduate Exhibitions

RMIT has six gallery and exhibition spaces open to the public, so there are always opportunities to showcase your work.

Mentor and Student Interaction

Your teachers are all practising professional artists who exhibit locally and internationally, so you can tap into what’s happening in the art world.

Studio Facilities

You’ll have access to equipment, materials and technology relating to your craft, so you don’t just learn technical skills – you’ll use them!

Career Opportunities

- professional artist
- commercial photographer
- sound engineer
- teacher
- gallery director or curator
- art technician
- arts manager (e.g. museums, festivals, education, community organisations)
- filmmaker
RMIT’s art programs provide you with the capacity, the confidence, the tools and the mechanisms to understand and interpret the world around you; to transform and express what you feel, what you think and what you see.

Nyah Cornish
Bachelor of Arts (Fine Art)

“I have always loved drawing and painting. Creativity has been a huge part of my life and I knew I would end up creating art in some form.

“My lecturers at RMIT encouraged me to experiment and think outside my comfort zone. I was shown how to use paint in new ways, introduced to a range of artists, influences, ideas and concepts. These influences led me to develop my own unique style, which enabled me to create some of my most successful works.

“The eyes of the art world are on RMIT. A Melbourne-based gallery discovered my paintings and asked me to participate in an art fair that showcased unrepresented artists. I was completely shocked when I arrived on the night of the fair to find that all of my works had sold out prior to the exhibition opening!

“During my Honours year at RMIT, a gallery in Berlin noticed my work online and before I knew it I was preparing for my first ever solo show! Having my work shown overseas felt like a dream. It is something I never expected to happen while I was still studying.”

Read more about Nyah’s story: http://tinyurl.com/Nyah-RMIT
I fell in love with the studio, the space and the teachers at RMIT. I felt like I belonged from the first instant.

I’ve definitely improved my conceptual thinking, self-confidence, articulation, vocabulary, curatorial skills, organisational skills, self-expression and ability to multi-task.

Hillary Grace
Bachelor of Arts (Fine Art)
The Studio as a Process of Creation and a Site of Practice and Enquiry

1. “Squeezers”. Artist: Kawita Vatanajyankur, Bachelor of Arts (Fine Art).

Technology and Art: Explore the Relationship

1. “Squeezers”. Artist: Kawita Vatanajyankur, Bachelor of Arts (Fine Art).

See Page 44 for a list of fine art programs available at RMIT.
Marigold Bartlett is a recent graduate of the Bachelor of Design (Games). She specialises in illustration and concept art and plans to study a Master of Animation. Marigold worked as art director on a project called Movement Study 1, which won the prize for Best Visual Art in the 2015 FreePlay Awards.

I had been practising digital art from home for a few years and knew that I wanted to learn something creative that would play to my digital background. I was excited by the idea of studying to become a concept artist, and to build strength in areas such as 3D modeling and animation.

I went along to RMIT’s Open Day and snooped around the different buildings. As soon as I entered the games studios I knew that it was perfect for me. There was great student art on the walls, the studio was impressive and I recognised the gear. I spoke to staff and current students to find out how much programming and visual art I would be doing, and the balance seemed pretty perfect for me. Basically, the degree looked challenging and incredibly interesting and the facilities were very impressive.
Melbourne plays an integral part in Australia’s vibrant and growing animation, games and interactive media industries.

It is home to independent start-ups and small gaming and app development studios, as well as being a hub for award-winning animation and VFX companies like iloura, which has worked on Hollywood blockbusters such as Mad Max: Fury Road and The Spongebob Movie: Sponge Out Of Water 3D.

At RMIT you’ll be immersed in a culture of animation and design, where staff are practising artists, designers and industry practitioners. You’ll be surrounded by like-minded students and be able to collaborate on projects across year levels and in real industry studios.

Through studying games and animation at RMIT, you will become skilled in producing rich interactive experiences by developing your conceptual design, storytelling and specialist art skills. You can apply these skills to turn your hobby into a career.

RMIT has a long history of producing multi-skilled artists, animators, designers and storytellers, who forge the way in industries that are constantly evolving. RMIT graduates find work as freelance designers and artists and in studios locally and internationally.

Who Plays?

- 98% of homes with children have computer games
- 65% of game households have three or more game devices
- 68% of Australians play video games

Games and Benefits

- 89% say video games can improve thinking skills
- 79% say video games can improve coordination and dexterity
- 76% say video games increase mental stimulation

Learning and Work

- 24% have used video games at work for training
- 35% say their children have used video games for school curriculum


See page 45 for a list of animation and games programs available at RMIT.
I’ve always loved drawing and storytelling. I definitely knew I wanted to study in a creative field and the versatility of RMIT’s animation and interactive media appealed to me. It was the right mix of technical knowledge and creative freedom.

While learning technical skills and software for the creative corporate world we also had core classes in design, life drawing, and sound mixing.

Paige De Vanny
Bachelor of Design
(Animation and Interactive Media)

“Monzie” designed by Bachelor of Design (Animation and Interactive Media) student Paige De Vanny.
Digital Media Design Specialist

Visual effects and compositing, motion graphics, interactive and mobile media design, sound design and digital media.

The "Budgie" app was created by Bachelor of Design (Digital Media) students Edwin Ang Ding Hou, Sarah Lin, Nicholas Roche and Jing Tang. Targeting young users, Budgie is a fun app to keep track of the user’s finances. Users could set monthly goals and enter daily transactions. Budgie’s mood (the character) would change, depending on the user’s current balance.

Images designed by Advanced Diploma of Screen and Media student Rafael Mendros Co.

Interactive Digital Media

Industry-driven and celebrated for producing highly employable graduates with a diverse range of media skills.

Develop the skills for the production of media content, including broadcast motion design, 2D and 3D imaging and animation, web and interactive design for delivery across a wide range of platforms such as film and television, advertising, the web and mobile content platforms.
Visualising IDEAS

Graphic and communication designers are visual thinkers and problem solvers, innovators and communicators.

RMIT’s unique and award-winning approach to graphic and communication design places you in the middle of Melbourne’s vibrant design community. You have access to all the city has to offer through galleries, museums, festivals and activities, allowing you to experiment, explore and expand your knowledge, build your skills and establish connections.

Working in studio classes that model local and global design firms, you will develop technical expertise across all digital applications and gain the confidence to graduate with a sophisticated knowledge and strategic visual approach to solving design problems with creative solutions.

Seven Traits of a Designer

- Bold
- Highly Motivated
- Very Imaginative
- Passionate
- Adores Challenges
- Pushes the Limits
- Articulate

"Pirate Crusade" Board Game designed by Diploma of Graphic Design student Natalie Gills.

Earthy feel and hand-drawn type for the Brunswick Music Festival mobile app designed by Advanced Diploma of Graphic Design student Matt Rhook.

Business card designed by Associate Degree in Graphic Design student Chevon Oakley.

Develop your skills in 2D and 3D design to build a folio of work. Postcards designed by Certificate IV in Design students.
Young Designers
Making a Mark

The first issue of The Young Ones (TYO) magazine was released when editors Petrea Dickinson and Katarina Matic were still in their final year of the Advanced Diploma of Graphic Design.

Now with the backing of a $25,000 interest-free loan from RMIT’s New Enterprise Investment Fund, and an official workspace in RMIT’s Design Hub, the pair are starting to build the financial and business support they need to take TYO to the next level.

Katarina says the second issue was a real test.

“We had seen success with Issue One and we knew we could do it, but to be able to achieve the same success again was always going to be tough. Especially given we didn’t want to just meet the benchmark set by Issue One, but surpass it.”

Annette Cook, Program Manager for RMIT’s Vocational Education Visual and Graphics specialisations, praised the publication as testament to the students’ expertise and the flexibility of study at RMIT.

“Theyir ability to plan and execute such a large undertaking whilst also completing the course requirements was a great achievement,” she said.

“The flexibility of the program has enabled them the scope to embark on TYO’s publication. Their efforts will distinguish them in the design community as an emerging creative team of distinction.”
The Odyssey

How Bachelor of Design (Communication Design) students responded to the same brief to design and construct books for the classic texts The Iliad and The Odyssey, attributed to Homer in the 8th Century BC.

Elise McCullough

Georgie Hoven

Neisha Bond

Shelby De Fazio

Nick Fontaine

Bachelor of Design (Communication Design)

Shortlisted for agIdeas’ NewStar Design Award 2015

“RMIT has a great culture that encourages collaboration and experimentation. As well as advanced technical skills within the Adobe Creative Suite, I learned invaluable organisational and strategic design and business-thinking skills: multi-tasking, working under pressure, public-speaking and copywriting.”

“Crépuscule en Auvergne”
Art direction and design by Nick Fontaine.

“Pop-Art Reincarnation”
Art direction by Nick Fontaine.

Which Program is Right For Me?

<table>
<thead>
<tr>
<th>PROGRAM</th>
<th>SKILL SET</th>
<th>CAREER OUTCOME</th>
</tr>
</thead>
<tbody>
<tr>
<td>Certificate IV in Design</td>
<td>Learn fundamental skills in 2D and 3D design to build a folio.</td>
<td>Develop a strong folio of work to apply for higher studies. Build and develop your design skills to increase value in your current job.</td>
</tr>
<tr>
<td>Diploma of Graphic Design</td>
<td>Develop strong technical expertise in finished art and typography through project-based learning.</td>
<td>Develop a professional level of technical expertise in finished art and typography, creative thinking and problem-solving skills to work in commercial design studios. Enter workforce in junior design position.</td>
</tr>
<tr>
<td>incorporating Advanced Diploma of Graphic Design</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Associate Degree in Graphic Design</td>
<td>Develop highly specialised technical, creative and conceptual skills and knowledge in visual communication. Combine communication, design and technology.</td>
<td>Develop advanced technical and visual-design skills with a deeper level of critical thinking to work in corporate identity, book and magazine layout, advertising, branding, packaging, web design, wayfinding and exhibition design.</td>
</tr>
<tr>
<td>Bachelor of Design</td>
<td>Develop sophisticated and contemporary communication design skills across a range of domains and industries, including traditional graphic design as well as service design, design-led business, social design, advertising, branding, experience design and illustration.</td>
<td>Gain strong business-focused strategic design skills to take a valuable role in future creative-practice industries. Become an internationally aware communication design practitioner.</td>
</tr>
</tbody>
</table>

Graduates from graphic and communication design programs are sought after by agencies and design studios and often gain employment through their work placement experience.
Luke Tiziani
Bachelor of Design (Communication Design)

- VCAA Season of Excellence 2012, Top Designs Exhibition
- Shortlisted for the 2014 Melbourne Design Awards
- TDK Graphic Design Awards: 16 for 2016

Luke’s advice for first-year students:

- Experiment as much as you can throughout uni. It’s all about learning new skills, so challenge yourself to learn something new for each project.

- Work hard and be confident, get your work out there! Create an online portfolio and get on social media. Share it, spread it and show only work that you enjoy doing.

- Prepare yourself for graduating. Know the industry you’re getting into both locally and internationally. Apply for internships, jobs, competitions and exhibitions. Get involved, say YES more and learn from these experiences.

- Feedback hurts. Don’t take it personally – grow that tortoise shell of yours. Get feedback and opinions from others to improve your work.
Study at RMIT

ARCHITECTURE AND URBAN DESIGN

(PAGES 6 TO 13)

BP250  [Bachelor of Architectural Design]

RMIT architecture has an international reputation for design excellence. From year one, you will be immersed in design-focused studios, developing advanced skills and knowledge to investigate design ideas and create architectural works that challenge and interact with the physical environment.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection requirements and key dates: Pre-selection kit: 4pm, Friday 7 October 2016. Late submissions will not be considered. Interview (short-listed only): Tuesday 6 December to Thursday 8 December 2016.

Selection task: Pre-selection kit (http://argforms.rmit.edu.au/BP250). The pre-selection kit requires a statement of no more than 250 words outlining motivations and aspirations for studying architecture and a design ideas exercise. Requirements and details for the statement and design exercise are outlined in the pre-selection kit. Some applicants may be exempt from this pre-selection kit (please visit the URL below for more details).

www.rmit.edu.au/programs/bp250

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
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</thead>
<tbody>
<tr>
<td>Advanced Diploma of Building Design</td>
<td>2.5 years</td>
<td>1.5 years</td>
</tr>
</tbody>
</table>

C6136  [Advanced Diploma of Building Design (Architectural)]

National Curriculum Code: 22686C

Develop specialised skills and knowledge in freehand drawing, digital design, presentation skills and documentation processes for building projects that engage with the site, user needs and the environment. Prepares you for career roles in architectural practices, building and building design companies.

www.rmit.edu.au/programs/c6136

BP256  [Bachelor of Landscape Architectural Design]

Landscape architecture is more than beautiful gardens: you’ll develop the skills and knowledge to deal with the challenges of urbanisation such as water, energy and food security, as well as ensuring equitable access to transport, work, leisure, health and happiness. Landscape architects have the potential to improve the lives of everyone.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection requirements and key dates: Pre-selection kit: 5pm, Monday 21 November 2016.

Selection task: Online pre-selection kit (http://rmit.service-now.com/rmit-apply). The pre-selection kit requires a statement of no more than 150 words discussing why you want to study design, and submission of a creative work that includes:

1. Provide a single image – this image is to be of a key creative inspiration, influential creative work or an inspiring space. It can come from any field (e.g., landscape architecture, art, photography, architecture, etc.) or be an example from your own work. The image must be formatted as JPEG or PDF and must be no larger than 5MB, or provide a URL to your single image if hosted online.

2. Answer the following four questions in relation to the work you submitted in Part 1 (each response must be a maximum of 100 words):
   - What is the key idea that you want to highlight in the work?
   - What about the image makes it inspiring to you?
   - Does it change the way you think about a particular issue, space, process or way of designing?
   - What is the most successful element of the work? What is not as successful?

www.rmit.edu.au/programs/bp256

FASHION AND TEXTILES

For a listing of fashion and textiles programs, please see the 2017 Degree and Diploma Guide – Fashion and Textiles.

FINE ART AND VISUAL ARTS

(PAGES 30 TO 35)

BP201  [Bachelor of Arts (Fine Art)]

A practice-based degree offering specialisations in studio technologies such as drawing, media arts, painting, video, ceramics, gold- and silversmithing, photography, printmaking, sculpture, sound and public art. Graduates are multi-skilled and employable in a range of creative industries.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).


Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply). The online pre-selection kit requires an applicant statement of no more than 250 words outlining your interests and aspirations in relation to fine art, and examples of work for each specialisation you are applying for. In total there should be no more than nine images (maximum 2 MB). Files must be formatted as JPEG. For video or sound work, provide a link to your folio in YouTube, Vimeo or SoundCloud (maximum 10 minutes).

www.rmit.edu.au/programs/bp201

<table>
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<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
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</thead>
<tbody>
<tr>
<td>Advanced Diploma of Sound Production</td>
<td>1 year</td>
<td>2 years</td>
</tr>
<tr>
<td>Diploma of Visual Arts</td>
<td>2 years</td>
<td>2 years</td>
</tr>
</tbody>
</table>

CS308  [Diploma of Visual Arts]

C6128  [Advanced Diploma of Visual Arts]

National Curriculum Code: CU505111 (Diploma), CU60211 (Advanced Diploma)

Prepare for a career as a visual artist by studying practical and theoretical courses taught by practising artists. Graduates can pursue further study or work in a wide range of arts-related industries.

Prerequisites: Selection Task

CS431  [Certificate IV in Visual Arts]

National Curriculum Code: CU404111

This one-semester program will help you develop hands-on practical artistic skills, create a professional folio and prepare you for further study.

Prerequisites: Selection Task

www.rmit.edu.au/programs/c431
**BP203 | Bachelor of Design (Animation and Interactive Media)**

Become a specialist in digital media and design, including 2D and 3D animation, digital video, motion graphics, special effects, interactive media and sound design. Graduates work in a variety of areas across design, media and art disciplines.

**Selection requirements and key dates:** Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): November or December 2016.

**Selection task:** Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement of no more than 400 words outlining what interests you about animation and interactive media and a visual story-telling task, told in a comic strip sequence, without words and text, based on one of the following themes: dust, flummox, tattoo, anodyne. In two to four postcard-sized images, tell your story using any hand-drawn graphic, collage or photographic means. In images one to eight, develop your story, which then leads to an unexpected, amusing or surprise ending in the final images.

www.rmit.edu.au/programs/bp203

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
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<tbody>
<tr>
<td>Advanced Diploma of Screen and Media</td>
<td>1 year</td>
<td>2 years</td>
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</tbody>
</table>

**BP309 | Bachelor of Design (Digital Media)**

This degree will teach you to be a digital media specialist in screen design, time-based media or interactive media. You will focus on some of the core disciplines of the field, including visual effects and compositing, motion graphics, interactive media and design, sound design and digital media theory.

**Selection requirements and key dates:** Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): November or December 2016.

**Selection task:** Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement of no more than 250 words outlining what you think is the most significant area of the digital media field and why. Demonstrate your interest in this area by including evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/bp309

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
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<tr>
<td>Associate Degree in Graphic Design</td>
<td>2 years</td>
<td>1 year</td>
</tr>
<tr>
<td>Associate Degree in Screen and Media Production</td>
<td>2 years</td>
<td>1 year</td>
</tr>
<tr>
<td>Advanced Diploma of Graphic Design</td>
<td>2 years</td>
<td>2 years</td>
</tr>
<tr>
<td>Advanced Diploma of Screen and Media</td>
<td>1 year</td>
<td>1.5 years</td>
</tr>
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</table>

**BP214 | Bachelor of Design (Games)**

This unique degree provides specialist training in computer-generated design with particular emphasis on game studies and art practice. You will study design, narrative, imaging, modeling and animation (2D and 3D), concept art and game environments. You will also develop technical skills in illustration, motion and audio design.

**Selection requirements and key dates:** Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): November or December 2016.

**Selection task:** Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit requires you to select three areas of games design that interest you from the following and to describe, in no more than 400 words, your interest and experiences in those areas: game mechanics, environment design, critical thinking about games, modding and other experimentation, or interest in the future of games. Also include a piece of your work that demonstrates your skills and interest in the areas selected. This may be in the form of character designs, environment designs, demonstrations of games or mods you have made, a short critical analysis of a game, or any other elements that best represent your interests and experience.

www.rmit.edu.au/programs/bp214

<table>
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<th>Pathway</th>
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<tbody>
<tr>
<td>Advanced Diploma of Screen and Media – interactive plan</td>
<td>1 year</td>
<td>2 years</td>
</tr>
</tbody>
</table>

**CS218 | Diploma of Interactive Digital Media**

National Curriculum Code: CUF50207 (Diploma), CUF60107 (Advanced Diploma)

Study advanced interactivity, concept development, games, group and independent productions and sound design while making important industry connections. Develop your aesthetic and technical abilities in the creative areas of design, media and art.

www.rmit.edu.au/programs/cs218

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
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</thead>
<tbody>
<tr>
<td>Associate Degree of Screen and Media</td>
<td>1 year</td>
<td>2 years</td>
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</table>

**BP115 | Bachelor of Design (Communication Design)**

Focusing on print, packaging, book, digital and screen-based design, this degree brings together visual communication and strategy to develop a sophisticated practice suited to creative and business professions.

**Selection requirements and key dates:** Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): Late November 2016.

**Selection task:** Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement of no more than 400 words outlining what motivates you and how this feeds into your work, and provide six images of your work with descriptions. When describing your work, explain why you did the work and why that way. Do not tell us what you are trying to achieve.

www.rmit.edu.au/programs/bp115

<table>
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<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
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</thead>
<tbody>
<tr>
<td>Associate Degree in Graphic Design</td>
<td>2 years</td>
<td>1 year</td>
</tr>
<tr>
<td>Advanced Diploma of Graphic Design</td>
<td>1 year</td>
<td>2 years</td>
</tr>
</tbody>
</table>

**AD022 | Associate Degree in Graphic Design**

Create magazine and advertising layouts, display, packaging or fashion graphics. Graduate as a highly trained graphic designer, ready to start your own business or work for companies worldwide.

**Selection requirements and key dates:** Pre-selection kit: 5pm, Friday 4 November 2016.

**Selection task:** Folio presentation: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/ad022

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
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</thead>
<tbody>
<tr>
<td>Associate Degree in Graphic Design</td>
<td>2 years</td>
<td>1 year</td>
</tr>
</tbody>
</table>

**CS316 | Diploma of Graphic Design**

National Curriculum Code: CUF52001 (Diploma), CUF52011 (Advanced Diploma)

Combine communication, design, technology and business to develop strong technical expertise in finished art and design concept development, as well as in-depth knowledge of the design process.

**Selection requirements and key dates:** Pre-selection kit: 5pm, Friday 4 November 2016.

**Selection task:** Folio presentation: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/cs316

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diploma of Graphic Design</td>
<td>3 years</td>
<td>3 years</td>
</tr>
</tbody>
</table>

**GAMES, ANIMATION AND INTERACTIVE MEDIA**

(PAGES 36 TO 39)

**GRAPHIC AND COMMUNICATION DESIGN**

(PAGES 30 TO 43)
Folio presentation:
Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement that details your reasons for wanting to study this program, and a digital folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/c4322

INDUSTRIAL, FURNITURE AND PRODUCT DESIGN
(PAGES 18 TO 23)

BH104 Bachelor of Industrial Design (Honours)
Invent, visualise, prototype and deliver resolved design solutions to complex problems in the form of new products and services. Graduates can work as industrial designers in a wide range of industries.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 4 November 2016.
Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement that details your reasons for wanting to study this program, and a digital folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

Folio Presentation:
Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

BH118 Bachelor of Engineering (Automotive Engineering) (Honours) and Bachelor of Industrial Design (Honours) double degree
Combine complementary studies to gain technical and creative skills with this double degree. Graduates can work across the engineering and design disciplines to create innovative solutions and develop new technology within the automotive industry.

Prerequisites: Units 3 and 4 – a study score of at least 25 in Mathematical Methods (CAS) and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

BH093 Bachelor of Engineering (Mechanical Engineering) (Honours) and Bachelor of Industrial Design (Honours) double degree
Gain technical and creative skills to engage at a professional level, designing and developing advanced manufactured products. Graduates work in mechanical and industrial design areas, such as biomedical, automotive and electro-mechanical product design.

Prerequisites: Units 3 and 4 – a study score of at least 25 in Mathematical Methods (CAS) and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

BH100 Bachelor of Engineering (Sustainable Systems Engineering) (Honours) and Bachelor of Industrial Design (Honours) double degree
Combine sustainable systems engineering and industrial design to gain a head start in the industry. Learn holistic approaches to the design of sustainable and industrial design systems and focus on developing innovative and ethical design.

Prerequisites: Units 3 and 4 – a study score of at least 25 in Mathematical Methods (CAS) and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

AD007 Associate Degree in Design (Furniture)
This award-winning program combines real-life industry projects and theory with a hands-on focus on production to give you the knowledge and experience to design innovative modern furniture. Global career opportunities are in major production companies or working as an independent designer.

Prerequisites: Units 3 and 4 – a study score of at least 20 in any English (except EAL) or at least 25 in English (EAL).

Selection requirements and key dates: Folio presentation: Wednesday 23 November to Monday 6 December 2016. All applicants must telephone (03) 9925 4819 by 5pm, Friday 18 November 2016, to book their folio presentation.
Selection task: Folio Presentation: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

CS529 Diploma of Product Design
Design the cars, smart phones and products of tomorrow. This program allows you to build a career out of your passion for design and problem-solving. You'll gain advanced skills and knowledge to bring products from conception to market.

Selection requirements and key dates: Folio presentation: Wednesday 23 November to Monday 5 December 2016. All applicants must telephone (03) 9925 4819 by 5pm, Friday 18 November 2016, to book their folio presentation.
Selection task: Folio Presentation: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/c5529
INTERIOR DESIGN (PAGES 14 TO 17)

BH1115 | Bachelor of Interior Design (Honours)

Interior design is concerned with the relationships between people and their environments. You will learn that the design of interiors is not confined to the inside of buildings. This degree will prepare you for careers in interior design and architectural practices.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).


Selection task: Online pre-selection kit (https://mitr.service-now.com/mitr-apply): The pre-selection kit requires you to prepare a statement of no more than 150 words outlining your interest in interior design, and a statement of no more than 150 words describing your experience such as employment, voluntary work, etc., and the submission of a design exercise that includes: (1) Provide a piece of your own work that demonstrates your creative abilities. You are free to use any medium including draughting, illustration, model making or sculpture, photography, collage, painting - anything that you think will express your creativity. Provide a single image. The image must be formatted as JPEG or PDF and must be no larger than 1MB, or provide a URL to your single image if hosted online. (2) In no more than 300 words, discuss the thinking behind the creative piece you selected in Part 1, including the reasons why you selected it.

Pathway Duration of pathway program Additional duration to complete degree
Associate Degree in Interior Design and Decoration 2 years 3 years
Advanced Diploma of Building Design (Architectural) 2.5 years 2.5 years
Diploma of Interior Design and Decoration 3 years 3 years

PHOTOGRAPHY (PAGES 26 TO 29)

BP117 | Bachelor of Arts (Photography)

This degree's unique combination of industry training and academic study will teach you to analyse photography in a broad historical and cultural context, as well as encourage critical engagement and innovation in your practice. Situated in the heart of vibrant Melbourne, this degree facilitates learning in purpose-designed studios using the latest technology and digital photographic equipment.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 29 September 2016. Folio presentation (short-listed only): November or December 2016.

Selection task: Online pre-selection kit (https://mitr.service-now.com/mitr-apply): The pre-selection kit requires a statement of no more than 150 words outlining your interest in studying photography, and a 250-word statement about any prior experience you have in photography (for example, work experience, school projects, training, URL directing to any personal work, etc.). Provide a folio of your own work (no more than eight images) compiled into a single PDF document. Write a short statement explaining what influenced you to make these photographs and what aspects of your practice you develop through these photographs.


G4312 | Certificate IV in Photo Imaging

C5309 | Diploma of Photo Imaging

National Curriculum Code: CUO04011 Certificate IV, CUO0411 Diploma

Develop core photographic skills and knowledge in the key areas of image capture in studio and on location, digital manipulation, output and photo theory. The program emphasises industry knowledge, collaboration and professionalism.

Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 29 September 2016. Folio presentation (short-listed only): November or December 2016.

Selection task: Online pre-selection kit (https://mitr.service-now.com/mitr-apply): The pre-selection kit requires a statement of no more than 150 words outlining your interest in studying photography, and a 250-word statement about any prior experience you have in photography (for example, work experience, school projects, training, URL directing to any personal work, etc.). Provide a folio of your own work (no more than eight images) compiled into a single PDF document. Write a short statement explaining what influenced you to make these photographs and what aspects of your practice you develop through these photographs.

www.mit.edu.au/programs/c4312

www.mit.edu.au/programs/c5309

www.mit.edu.au/programs/c5309

www.mit.edu.au/programs/c5309
Selection Tasks

Information and deadlines for the selection tasks for RMIT University’s art, design and architecture programs for prospective students applying via Victorian Tertiary Admissions Centre (VTAC) for the Semester 1, 2017, intake.

For those not applying via VTAC, i.e. international students and direct applicants, information on selection tasks is available on the program information page on the RMIT University website. Go to www.rmit.edu.au/study-with-us.

Know Your Program

Detailed program information is available at www.rmit.edu.au/study-with-us/art-design-and-architecture.

Also consider applying for programs with a pathway to your chosen degree or career.

The link to pre-selection kits and electronic folios is available under the heading Entry Requirements in the program information on the University’s website.

Please note that submitting a selection task does not constitute an application for an RMIT program. You must apply via VTAC.

Folio Presentations and Interviews

If you are required to come to the campus for a folio presentation, creative exercise or interview, you will be emailed directions. Plan to arrive early so you have time to relax and prepare yourself.

Folio presentations and interviews are conducted in a friendly and supportive manner. They normally take approximately 15 to 20 minutes, but may be longer for some programs.

During the folio presentation, you show your folio to a panel consisting of staff from the program who will ask questions about the work. If it is an interview you will be asked questions about your work and interests. You might not be asked to bring a folio or work.

To help prospective students with the application process, RMIT has produced a video with some tips to help make the process smoother.

(Links to the videos are found in the entry requirements of the program information pages on the RMIT website.)

After Submitting Your Selection Task

After you submit your selection task you will receive an email acknowledgment.

If you have been shortlisted for the next stage, you will be contacted by the University. If you have not heard anything by the dates outlined in VTAC and the program information, then you have not been shortlisted.

If you have applied for the program via VTAC but have not completed the selection requirements by the due date, you will not receive communication from RMIT and your application will not be considered for the program.

If you have completed the selection requirements but have not applied to VTAC or listed the program as a preference, RMIT will not be able to send you any further advice until you have submitted your VTAC application or listed the program as one of your preferences.

Important Information

Submitting a selection task does not constitute an application for an RMIT program. You must apply via VTAC.

Ensure you complete all selection tasks by the specified deadline or you will not be considered.

If applying for more than one RMIT program that requires a selection task, you must submit selection task/s for each program.

Information on how to submit images or content is outlined in the pre-selection kit, online or via communication sent from RMIT.

Work submitted is retained as part of official RMIT records and will not be returned to applicants. If you want to retain a record of your work, please make a copy for yourself.

RMIT does not respond to each applicant to discuss their individual circumstances and options.

Background image: "Untitled." Wood, aluminum.
Artist: Katie Short, Bachelor of Arts (Fine Art).
Specialisation: Sculpture, Sound and Spatial Practice.
Steps For Applying

1. Find out the program and entry requirements from the RMIT website.

2. Prepare early. Take note of important dates. Do not leave your application until it's too late.

3. Apply via VTAC. Timely closing date: 29 September 2016. Check VTAC website for other dates. www.vtac.edu.au

4. Start preparing your material, images, folio, and anything else required for the selection tasks.

5. Complete and submit the selection task/s for all programs that you are applying for.

6. Wait to hear from RMIT about any next steps. Not all programs contact applicants. Refer to VTAC Guide.

RMIT’s Minimum English Language Requirements

If your most recent qualification is the Victorian Certificate of Education (VCE) or Victorian Certificate of Applied Learning (VCAL) you must have:

For bachelor degrees*

— A minimum of 30 in VCE English as an Additional Language (EAL), or
— A minimum of 25 in any other VCE English study.

For associate degrees

— A minimum of 25 in VCE English as an Additional Language (EAL), or
— A minimum of 20 in any other VCE English study.

* Except for RMIT’s Schools Network Access Program (SNAP) applicants. For more information, search for “SNAP” on the RMIT website.
How to Apply

Before applying for a program at RMIT, refer to the program information available at www.rmit.edu.au/study-with-us. All the information you need to apply is at www.rmit.edu.au/study-with-us/applying-to-rmit.

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Current Year 12 Students

If you are a current Year 12 student applying for Semester 1, you must apply through VTAC for all programs except some that are certificate III and below, which may require you to submit an RMIT school-based application.

Non-Year 12 Students

If you are a non-Year 12 student applying for Semester 1, you must apply for degrees and associate degrees through VTAC but have the choice of applying for certificate IV, diploma and advanced diplomas either through VTAC or direct to RMIT. Please select one application method only.

RMIT Students and Recent Graduates

Current RMIT students and recent graduates can fast-track their application for a new program by applying direct to RMIT as an internal applicant.

Mid-Year Entry (Semester 2)

Not all RMIT programs will accept applications for mid-year entry. A list of programs accepting mid-year applications is published in May on the RMIT website (www.rmit.edu.au/midyear).

Selection Tasks

Many programs at RMIT have selection tasks as part of the selection process, such as:

- an interview
- a test
- a folio
- a supplementary form or pre-selection kit

It is very important that you carefully read any instructions to complete a program’s selection tasks. Selection tasks are listed under programs on the VTAC or the RMIT websites. These selection tasks are compulsory. Applications without required selection tasks will not be considered.

Entry Requirements

To be considered for admission, you must meet RMIT University entry requirements as well as specific program entry requirements. For more information please refer to the program information available on the RMIT website (www.rmit.edu.au/study-with-us).

Study Scores

Study scores listed in this guide are subject to change.

RMIT’s My Brochure

The power of personalisation is at your fingertips.

Create your customised resource in moments with RMIT’s online tool.

“RMIT’s My Brochure is an excellent resource. Students put in the requested information, and minutes later, receive a personalised brochure.”

Jacky Burton
Professional Career Development Practitioner
The Knox School

Download yours today!
www.rmit.edu.au/study-with-us/my-brochure

Background image: “Oil in blue” Oil on canvas
Fees Explained

Tuition Fees for Certificates, Diplomas and Advanced Diplomas

The tuition fees you pay depend on whether you are offered a Victorian Government-subsidised place or a full-fee place, based on the eligibility criteria.

Victorian Government-Subsidised Places

For eligible students, this training is delivered with Victorian and Commonwealth Government funding.

Tuition fees for a government-subsidised place vary according to each program. For a full list of program fees for a government-subsidised place visit www.rmit.edu.au/programs/fees/vocational/govtsub. You will be offered a government-subsidised place if you meet the eligibility criteria based on your citizenship, age, prior education, the number of programs you are studying in the current year and the number of government-subsidised programs you have commenced in your lifetime at each level.

Check your eligibility using the eligibility calculator at www.rmit.edu.au/programs/apply/vocational/eligibility. If you are applying for a government-subsidised place, you will be required to provide documentation to establish your eligibility.

You will be enrolled according to how qualifications are defined in the relevant industry training package. This may impact on your eligibility for a government-subsidised place for individual qualifications.

For more information visit www.rmit.edu.au/programs/apply/vocational/eligibility. RMIT University’s Registered Training Organisation (RTO) code is 3046.

Fee Concession

You may be entitled to a concession on your tuition fees if you are in a government-subsidised place and you meet the eligibility criteria.

For more information about the eligibility criteria and how to apply visit www.rmit.edu.au/programs/fees/vocational/concession.

Full-Fee Places

If you do not meet the criteria for a government-subsidised place, you will be offered a full-fee place. Tuition fees for a full-fee place vary according to each program. For a full list of program fees for full-fee places visit www.rmit.edu.au/programs/fees/vocational/fullfee.

Financial assistance may be available through the VET Student Loans scheme.

VET Student Loans

Subject to the passage of legislation, VET Student Loans will commence on 1 January 2017, replacing the current VET FEE-HELP scheme. Information about the new program can be found at www.education.gov.au/vet-student-loans.

For more information visit www.rmit.edu.au/programs/apply/vocational/eligibility.

Tuition Fees for Degrees and Associate Degrees

Commonwealth Supported Places

A Commonwealth supported place is a place at university where the tuition fee is jointly paid by you and the Australian Government. Your share of the fee (student contribution) is set by the government and is determined by the discipline areas (bands) of your individual enrolled courses, not the overall program. For more information about what fees you will pay in 2017 visit www.rmit.edu.au/programs/fees.

HECS-HELP

You may be eligible to defer payment of the student contribution through the HECS-HELP loan scheme if you are an Australian citizen or holder of an Australian Permanent Humanitarian Visa. You must pay your student contribution up front if you are a New Zealand citizen or permanent resident (other than Australian Permanent Humanitarian Visa holder). For more information visit www.rmit.edu.au/programs/fees/helploans/hecs-help.

Full-Fee Places

Students in full-fee places are required to pay a tuition fee that covers the full tuition costs of their program. Financial assistance may be available through the FEE-HELP scheme. The tuition fees vary according to each program and are adjusted on an annual basis. Visit www.rmit.edu.au/programs/fees for more information.

FEE-HELP

FEE-HELP is an optional loan scheme that assists eligible students to defer payment of up to 100 per cent of their tuition fees. To learn more about FEE-HELP visit www.rmit.edu.au/programs/fees/helploans/fee-help.

Other Fees

In addition to tuition fees, you will be charged a student services and amenities fee (SSAF). Eligible higher education students will be able to defer payment of the fee through SA-HELP.

For more information visit www.rmit.edu.au/programs/fees/ssaf.

You may also be required to purchase items related to your program, including field trips, specified textbooks and equipment. These expenses vary from program to program.

For more information visit www.rmit.edu.au/programs/fees/other.

Scholarships

RMIT offers more than 2000 coursework and research scholarships to vocational and higher education students. Equity scholarships provide an opportunity for students who have experienced financial or educational disadvantage to achieve their academic goals, while merit scholarships recognise and award outstanding academic success. www.rmit.edu.au/scholarships

Fee information relates to 2017 and should only be used as a guide. Fees are set on an annual basis and may be subject to change each calendar year.

www.rmit.edu.au/programs/fees
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www.rmit.edu.au/discover