



Kia ora, welcome to Yoobee College of Creative Innovation

As part of the Yoobee tribe, from day one you'll be learning through creating and designing or programming and coding.

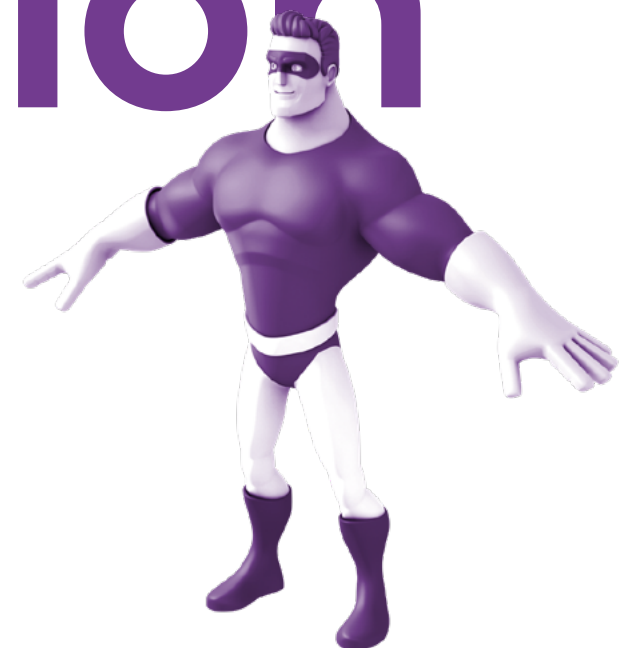
This means you spend time bringing your ideas to life rather than getting bogged down in endless theory.

You'll be better prepared for the industry when you graduate because you've trained through hands-on, project-based learning with us doing the type of work that the industry demands.

At Yoobee College of Creative Innovation you'll be in a supportive learning environment where tutors want you to thrive. Classes are small enough so that you know everyone's name and you'll get more 1:1 guidance from your tutors. But that doesn't mean we're small fry.

We've got campuses in Auckland, Wellington, Christchurch and even some online learning options. Our long history means we have the right connections in the industry to help while you study and when you graduate.

YOU MAKE. YOU LEARN.



Yoobee College of Creative Innovation is accredited at the highest level nationally and internationally by the New Zealand Qualifications Authority (NZQA) with a Category One rating.

TAKE OFF WITH ANIMATION AT YOOBEE

Animation at Yoobee College of Creative Innovation has a rich 30-year history. It all started in 1989 with a Disney animator called John Ewing. Ewing trained at Walt Disney studios in L.A in the 1950s and 60s, helping draw characters for classics like Sleeping Beauty, One Hundred and One Dalmatians and The Jungle Book.

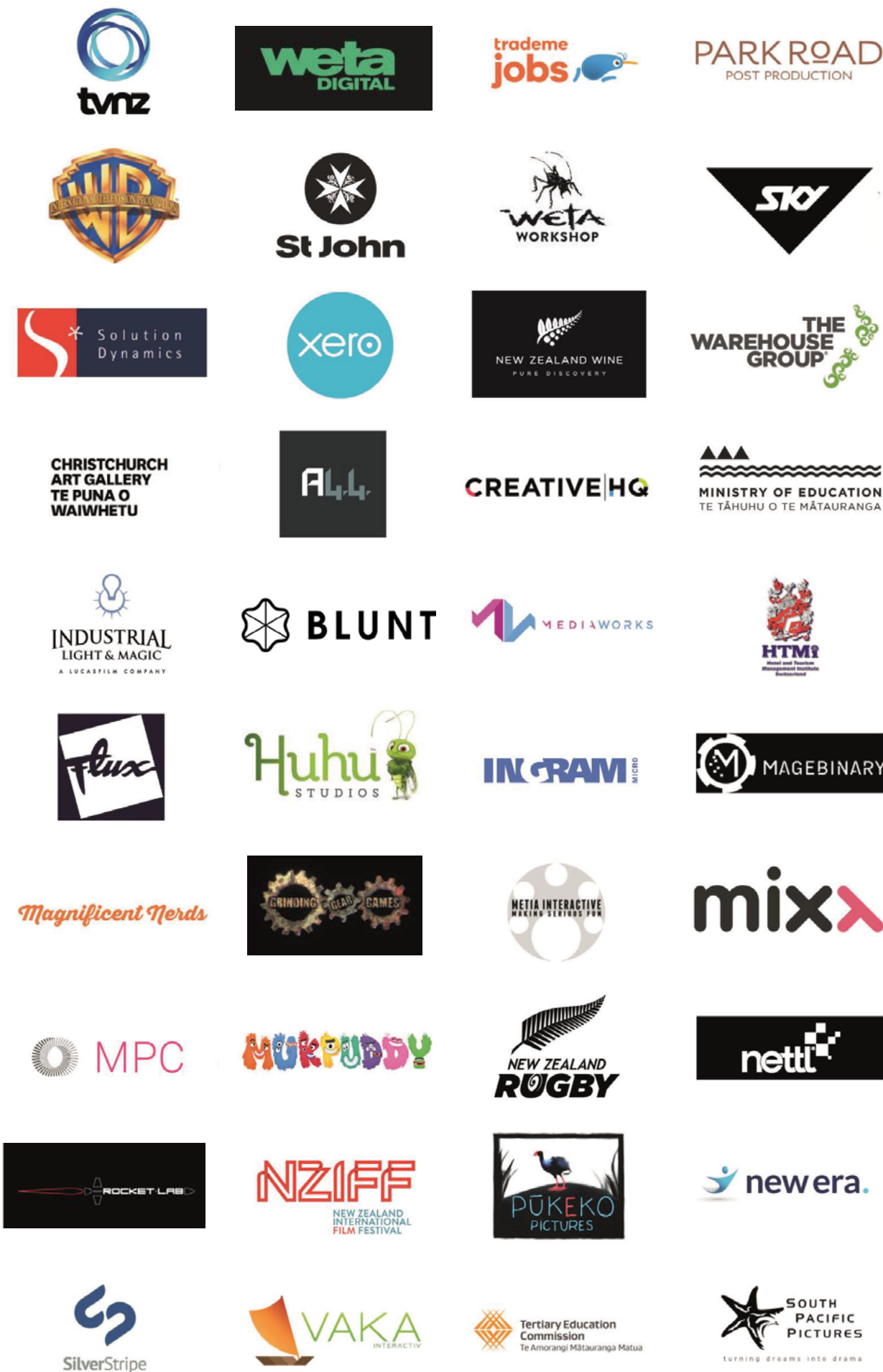
In 1967, attracted by New Zealand's growing television industry, John moved here and worked on commercials, creating recognisable animations such as Ches'n'Dale and the Marley Duck. By 1989 he and design studio owner, Barry Pearce, were training New Zealand-based animators in what would eventually be known as Animation College.

He helped countless animators, many of whom have gone on to work for the likes of Weta Digital and George Lucas's Industrial Light & Magic and in New Zealand's leading creative studios.

OUR STRENGTHS INCLUDE

- Our Bachelor of Animation is New Zealand's only degree-level course specialising in 2D and 3D character animation, producing world-class animators who are at the very top of their field.
- We give you time to figure out which type of animator you want to be.
 - Not sure whether you want to be a 2D or a 3D animator? No worries. Starting with the Level 5 Diploma gives you a great grounding in both areas, so you can decide which one to specialise in.
 - Not sure how many years you want to study for? With our 2D Diploma and 2D & 3D Degree pathways, you're not locked into a set number of years, you get to choose the level your study will finish.
 - Not sure if animation is for you? Start with our Level 4 course which introduces you to Design, Film, Web and Animation so you can decide where your strengths lie. If you decide it's Design, Film or Web, you can easily switch to our Level 5 Diplomas in those specific areas.
- We're one of only three Houdini Certified Schools in New Zealand, so our graduates who use Houdini during their studies are eligible to receive a commercial version free for six months to a year.
- You can study animation in Auckland, Wellington and Christchurch, so the choice is yours in terms of where you want to study.

Our Animation graduates are working in amazing studios and organisations all over the world. Here are just some of them...





KIA WHAKARONGO ATU
KI TĒTAHI O A TĀTOU TAUIRA

MEET OUR STUDENTS

BACHELOR
OF ANIMATION

CAYLEEN
BESTER



WHY CAYLEEN CHOSE YOOBEE

All the traditional universities only offered contemporary arts. I really wanted to learn how to create worlds and characters while also developing my traditional and digital art skills and I almost gave up my dream of pursuing art as a career entirely.

One of my classmates told me about Yoobee. I checked out the website and quickly found it had everything I was looking for and more. Not only did it cover everything I was after, but it also ensured I would have a solid foundation in the areas of 3D and 2D animation, and a great understanding of industry software and production pipelines.

I went from being uncertain about the future of my career, to extremely excited and inspired—to the point where I was counting down the days until class started.

WHAT CAYLEEN LOVES ABOUT YOOBEE

It's such a positive and enthusiastic environment to learn in. For the first time in my life, I am meeting likeminded people who are just as passionate about creating as I am, which has just been amazing! I have also had the chance to learn from tutors who go above and beyond what is required to impart valuable knowledge that they have learned from working in the industry.



Leopard painting created by Cayleen.

WHAT CAYLEEN LOVES ABOUT STUDYING THE BACHELOR OF ANIMATION

My favourite part so far has been life drawing class. Breaking down a subject, environment, or object into its basic shapes and structure and adding layers of construction, shading, and detail until it starts to come to life! It's so rewarding to see how much my peers and myself have improved over the duration of this class—not only in skill level but also in speed. Before I joined Yoobee, it would take me around half an hour to an hour to finish a sketch. Now I can do it comfortably in around five minutes!

WHAT IS SOMETHING SURPRISING THAT STUDYING AT YOOBEE HAS TAUGHT YOU?

Collaboration skills. A lot of our class activities are done in groups, which is great because it simulates what it will be like in the work environment. It's fascinating to throw an idea to a group, and see how it is developed into something far greater than it would have been if you'd just been developing it on your own.

KALIND HUTCHINSON

DIPLOMA IN ADVANCED 3D PRODUCTION



Majestic cephalopod, created by Kalind.



WHY DID KALIND CHOOSE YOOBEE

The Level 5 Diploma was the reason I chose Yoobee. It gave me the chance to explore a bit of everything first. Straight away you are introduced to outcome oriented briefs, project management, and a combination of working independently and in teams. These kinds of real-world scenarios are what make the diploma useful.

Here I am now at level 7, having gone through the three-year pathway for 3D animation—and I wouldn't have had it any other way.

WHAT KALIND LOVES ABOUT YOOBEE?

Yoobee is the bridge between thinking it and doing it. They give you the practical know-how for working with the latest industry standard software, and teach you how to do so with artistic purpose. For someone like me who is very process-oriented, working on projects and developing outcomes is a must. In this industry, portfolios are king. Originality is encouraged, so no matter what, you're never producing the same thing as the person next to you.

They're passionate and knowledgeable, with tutors coming from a variety of backgrounds ensuring a stimulating class environment. My work has always been given thoughtful, pointed feedback which has been a huge factor in my improvement over the last three years.



WHAT KALIND LOVES ABOUT STUDYING 3D

It's a marriage of creative artistry and technical problem solving. Often you will have a particular vision or goal in mind, and the challenge is to come up with the right technical approach that will bring it to life. I have always been fascinated by the process of digital creation, but 3D really piqued my interest. It's like a little world where you can create anything you like.

WHAT IS SOMETHING SURPRISING THAT STUDYING AT YOOBEE HAS TAUGHT YOU?

Being able to collaborate, problem solve, and give each other feedback has been a real highlight for me. I've learned that the real value of creation is in sharing your thoughts and ideas with those around you.

Being surrounded by like-minded people who are on the same path as I am makes me want to go to campus every day.



3D Alien, created by Kalind.

“Animation is
not reality.
It’s much
better!”

Nancy Beiman—director, character
designer, teacher, and animator

HE AHA TĒNEI
MOMO AKORANGA

WHAT IS AN ANIMATOR?

At the heart of it, animators are artists with great software, so if you’re into drawing, the exciting and fast-moving world of animation is a great career choice for you.

As an animator you’ll create compelling, engaging digital art that connects with an audience through visual storytelling.

Working as a freelancer or within a production studio, animators combine creativity, technical skills and teamwork to create 2D or 3D animations for television, video games, advertisements, print, web or in movies on the big screen!

If you thought this was real, think again.
It’s a 3D recreation made by Joshua Oxley,
in the Diploma in Advanced 3D Production.

KIA MŌHIOTIA AKE
TE ĀHUATANGA O TĒTAHI UMANGA

WHAT IS A 2D ANIMATOR?

If you live for drawing, 2D animation just might be the right career path for you.

2D animation is considered the traditional animation style, but nowadays these animations are far from traditional. Everything you see in 2D animation has to be drawn, usually frame by frame, and these drawings are then assembled to create the illusion of motion.

Your skills will enable you to create characters and bring creative concepts to life through the 12 principles of animation which guide an animator to create realistic movement, gesture, colour and expression for their characters and scenes. 2D is a popular and diverse medium, used in TV shows, video games, feature films, advertisements, mobile apps and on websites.

There is demand for skilled and enthusiastic 2D animators who love motion graphics and are good at creating original and appealing content. You will work closely with art directors, producers and other members of the production team to create your animations.

3D Charboiser sculpted by Paramveer Singh.
Diploma in Advanced 3D Production.



2D illustration, created by Ngarangi Thompson.
Diploma in Specialised Animation.

WHAT IS A 3D ARTIST?

For a 3D artist, while being able to draw is an advantage, it's not a must.

Your job is to make a flat image walk, talk, and bounce like a real object. When you're animating in 3D you move the character using the computer, simulating gravity and creating virtual skeletons to manipulate using rigging that controls the animation.

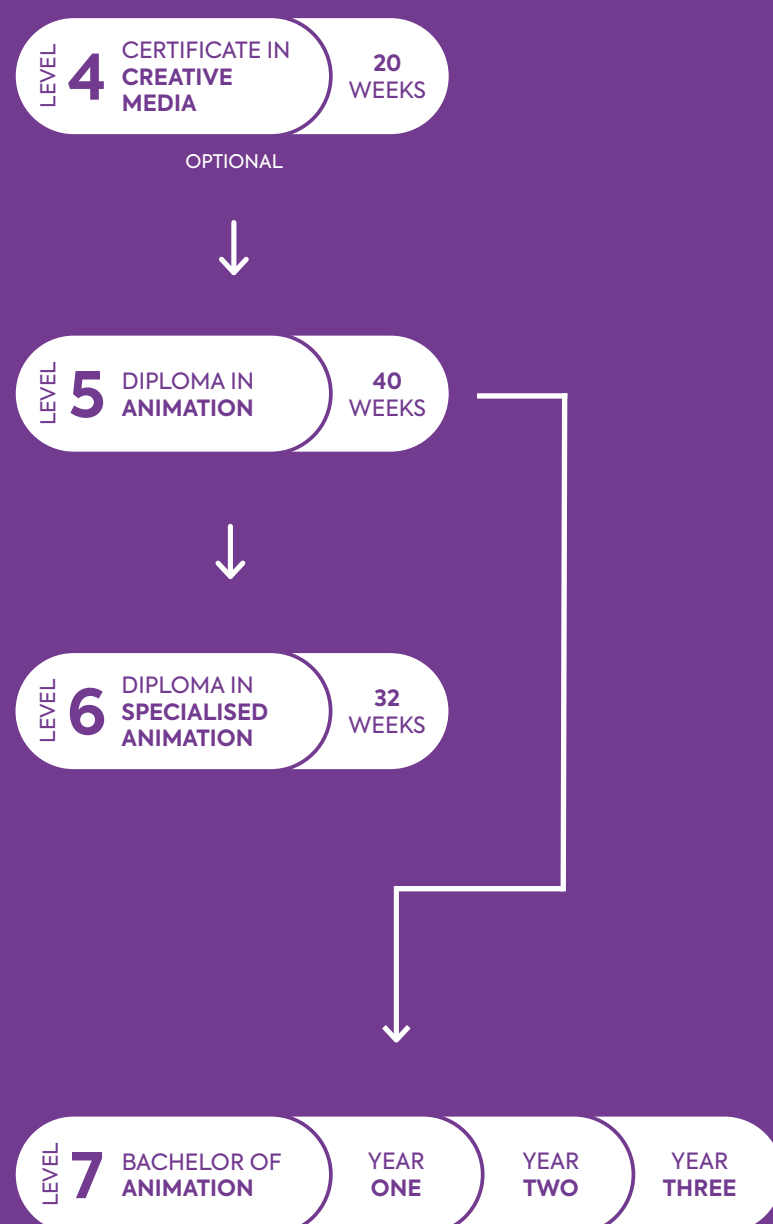
The world of the 3D artist is a collaborative one. You'll be a key member of a production pipeline creating characters, special effects and CG environments for movies, commercials, games and other video content, and you can work in roles such as a 3D Animator, 3D Modeller, Texture Painter, Character Rigger, VFX Artist, Matte Painter and Compositor, depending on your specialist skill area.

There is huge demand for 3D Artists and you could find your work featured on the big screen!

ME PĒHEA AI E TAREA

PATHWAYS TO YOUR ANIMATION CAREER

2D ANIMATOR DIPLOMA PATHWAY

2D AND 3D
DEGREE
PATHWAY

2D ANIMATOR DIPLOMA PATHWAY

20
WEEKS

Certificate in Creative Media Level 4 OPTIONAL

For students that have little or no experience in animation, our Level 4, 20-week certificate is the perfect way to test out your creativity and experience a range of creative fields.

What will you learn?

DESIGN

You'll learn the key principles of design and apply them to work you create in InDesign and Photoshop. Design is all about conveying a message and you'll discover how to target a specific audience to get your ideas across.

FILM

Why are some films great and others not so much? You'll explore what makes an awesome film and the processes behind making it.

ANIMATION

Using Illustrator and other digital software, try your hand at a range of animation techniques, including claymation, stop-motion and shadow puppetry. You'll also learn how to tell incredible stories through the animated character you've designed.

INTERACTIVE

You'll look at the basics of both UX and UI (User Experience and User Interface) design.

You'll touch on the principles of code, and work on interactive projects such as creating simple websites and learning about what makes a game truly playable.

This certificate also leads to filmmaking, design and game development careers.

40
WEEKS

Diploma in Animation Level 5

If the world of animation is for you, the Level 5 Diploma in Animation is the next step. Or if you decide that you want to specialise in one of our other areas like filmmaking, design or game development, you can jump straight into the Level 5 course in those pathways.

First you'll focus on the fundamentals of general animation, which includes 3D production to ensure you have a well-rounded base level of skills.

What will you learn?

ANIMATION FOUNDATIONS

This hands-on programme gives you a strong foundation in software used in the animation industry as you build on your art skills. Through life drawing classes exploring anatomy, gestural drawing and movement, you'll become a skilled artist, and learn to translate these skills into creating authentic characters in compelling animations.

DIGITAL PRODUCTION

You'll learn to model and texture in 3D, bringing your ideas to life as realistic and lifelike 3D models.

KEY ANIMATION

Explore injecting emotion into characters to bring them to life and build the worlds these characters live in, while telling a compelling story.

FINAL IMAGE

Lighting, texture and rendering skills are used to create final images and sequences for animation, using Industry standard software you'll work in teams to achieve compelling digital images.



2D ANIMATOR DIPLOMA PATHWAY

32
WEEKS

Diploma in Specialised Animation Level 6

Communication is key to any animation. We'll show you how to apply visual concepts and aesthetics to an animation to communicate a message to its audience. You'll develop animation project skills and knowledge in a simulated studio environment, with group work developing your team skills.

Class sizes are small so that you get attentive tutor support.

Projects are either individual or team focused. You'll learn to work independently as well as collaboratively where you can show leadership skills within an animation production team, all in a nurturing inclusive environment.

What will you learn?

ADVANCED PRINCIPLES OF ANIMATION

Reviewing and analysing existing animations to then apply those learnings to your own animation creations. The animation workflow is an important aspect of any successful project and you'll learn how to work independently and collaborate to achieve amazing results.

POST PRODUCTION

The final polishing of the animation, you'll explore various techniques and learn how to respond to complex post production requirements.

ADVANCED ANIMATION STUDIO 1 + 2

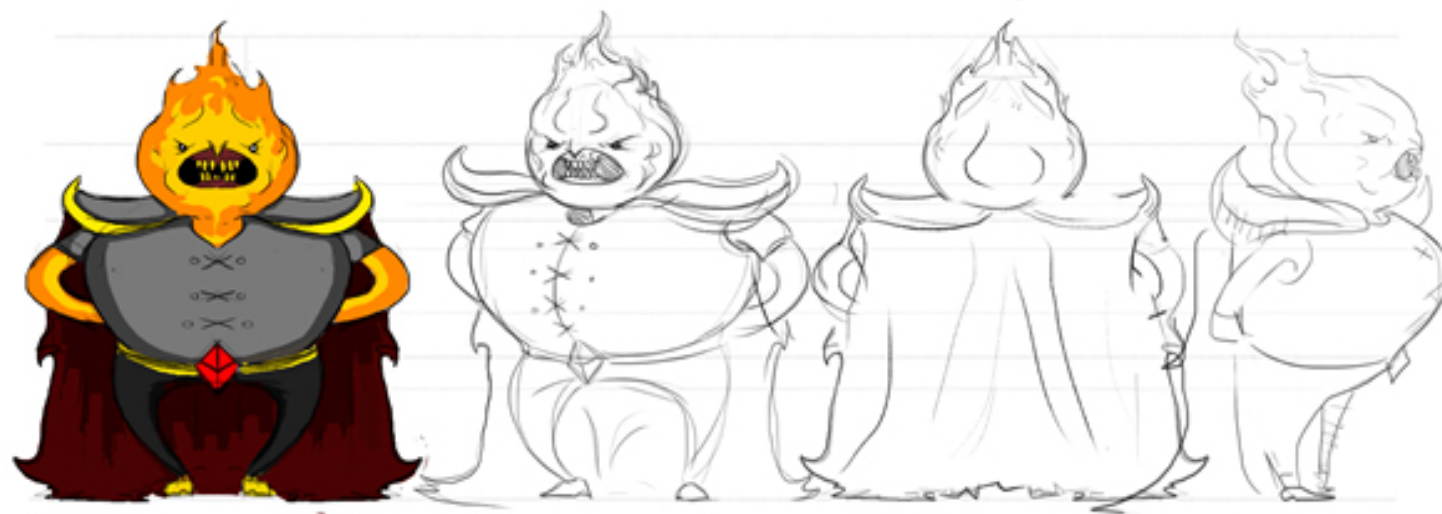
Applying specialist knowledge and skills, within an industry standard production pipeline, you'll work in a team to create an animation sequence.

VISUAL STORYTELLING

Engaging with the audience through clever narrative and clear communication, you'll create an animation sequence that shows your visual storytelling skills

PORTFOLIO AND CAREER PREP

You'll complete this diploma with portfolio that prepares you for employment in animation and related industries.



2D character sequence created by Dante Bidois Kelly. Diploma in Specialised Animation.



2D/3D DEGREE PATHWAY



Bachelor of Animation Level 7

Our Bachelor of Animation is New Zealand's only degree-level course specialising in 2D and 3D character animation—producing world-class animators who are at the very top of their field.

This unique and diverse degree will give you everything you need to launch your career as a specialist in story and character, world-building and visual effects, or interactive media and games.

YEAR ONE

Year One focuses on providing a foundation of knowledge and skills for animation—giving a background in narrative theory and practice, understanding of visual communication principles, art and observation skills, and an introduction to animation principles.

You'll gain knowledge of, and experience with 2D and 3D animation production and post-production process, technology and techniques. You'll also study animation history to help develop your academic and critical thinking skills by connecting theory with personal practice which will broaden your understanding of this exciting field.

What will you learn?

- Foundation knowledge and skills
- Principles of storytelling for film and animation
- Studio-based life drawing classes
- Visual communication design
- 2D and 3D animation and modelling

YEAR TWO

Year Two continues to deliver core subjects but introduces you to specialist roles in group projects undertaken in our industry-style production studios. During the year you'll play different key roles within production pipelines to develop, produce and post produce animations for a variety of media formats. This helps you choose your major specialisation for Year Three.

What will you learn?

- Cinematic, visual effects and game design
- Game assets and game art creation
- Game creation software
- Development of stories, worlds and characters for different genres and media types
- Professional practice, ethics and project management
- Advanced 3D graphics practice
- Interactive production

YEAR THREE

In Year Three, you get to start your specialisation, choosing from Story and Character, World-Building and Visual Effects or Interactive Media and Games. You'll focus on this specific area, mentored by specialist tutors.

What will you learn?

STORY AND CHARACTER MAJORS

Story and Character majors will be skilled in the narrative of an animation. You'll create compelling characters that help build the story and use post-production techniques to enhance the aesthetics and narrative framework of the production.

WORLD-BUILDING AND VISUAL EFFECTS MAJORS

World-Building and Visual Effects majors create the world in which a story lives in. You'll use visual effects and your knowledge of film, set design and architecture to develop references that enhance the narrative and message of a production.

INTERACTIVE MEDIA AND GAMES MAJORS

Interactive Media and Games majors create assets for digital interactive frameworks, like games, apps and augmented reality. You'll gain knowledge of game engine fundamentals and incorporate usability testing to create your final production.

CONTEXTS AND STUDIO

The first half of the year focuses on your specialist role within animation while developing your abilities to research and produce animation assets that contribute to team projects.

ACADEMIC AND PROFESSIONAL PRACTICE

Enhance your project management and research skills, so that you can develop an effective proposal for your project in the second half of the year.

THE CAPSTONE PROJECT

The culmination of everything you've learnt about animation so far. Initially you'll independently research your own animation concept—but then you'll collaborate in a team to produce a single animation for exhibition.

INVESTIGATIVE PROJECT

The final project for the year is the investigative project, which can take the form of a seminar or masterclass. You'll present the findings of an investigation into a topic of personal interest within your major.

OPTIONAL HONOURS YEAR

You may choose to continue studying by doing an Honours year and pursue a passion project you began in Year Three.



KIA TITIRO ATU ME PĒHEA AI TE
MAHI A NGĀ TAUIRA

2D STUDENT PROJECT

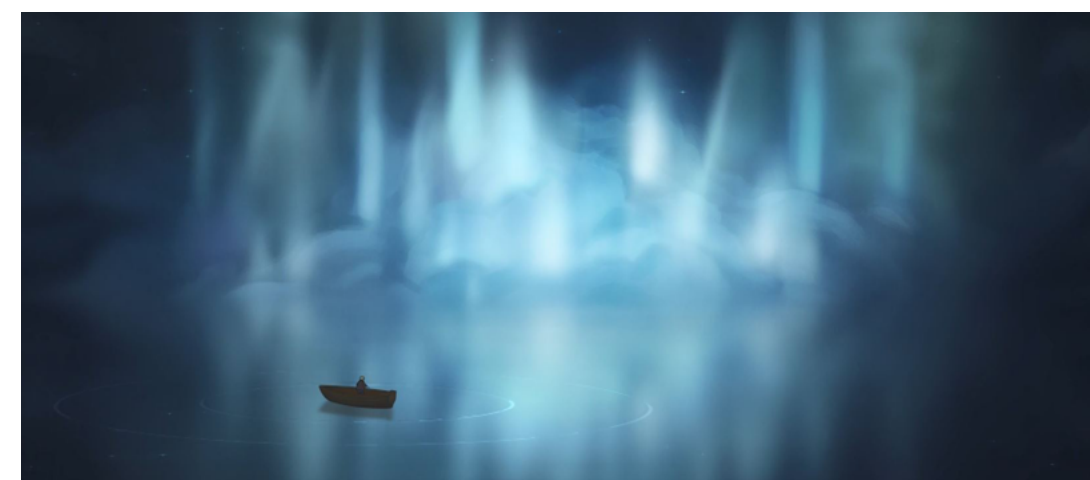
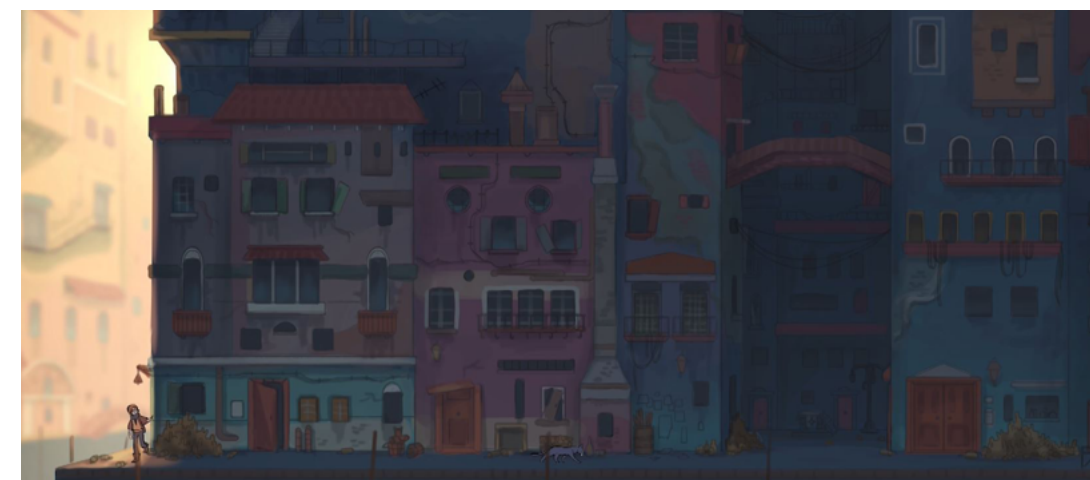
The best way to see
the finished film is to
check out our online
prospectus on the
Yoobee website.



For Those Below is an experimental short film made by Linden Watkinson, Holly Newton, Marguerite Kercher and Polina Tsyinka, 3rd Year Bachelor of Animation students.

Set in a post-apocalyptic world, our protagonist is visited by a mysterious feline who leads him on a journey that teaches him that finding what you truly need in this world requires a leap of faith.

Hand made using traditional 2D animation drawings and techniques, this film is a showcase of beauty, craft and the complex, time consuming techniques of the medium.



KIA TITIRO ATU ME PĒHEA AI TE
MAHI A NGĀ TAUIRA

3D STUDENT PROJECT



In times like these, just about anything is possible... even an alien invasion. And you'd be forgiven for thinking these images were the real thing!

Aaron Hetaraka, Jameri Nunez and Paramveer Padam created this project as part of the Level 6 Diploma in 3D Production. The brief was to create a short VFX sequence in a team, producing one shot each but ensuring that each shot tied together.

They created a series of composites telling a simple story of an alien invasion. They modelled all the alien ships, shot the footage, composited the 3D elements into the scene and then generated and composited the VFX elements in last.

The best way to see the finished film is to check out our online prospectus on the Yoobee website.



ME WHAKARONGO
KI NGĀ KŌRERO
A NGĀ KAIAKO

MEET A TUTOR

WHY DO YOU TEACH?

I love teaching the technical aspects of animation and giving students the technical tools. I get satisfaction in seeing a student’s awe when they see their creations comes to life.

WHAT DO YOU LOVE ABOUT YOOBEE?

We have an awesome and fun faculty team with different skill sets that are useful for both student and even fellow tutors, and we’re given a chance to do our research projects while teaching to keep our knowledge current.

WHY SHOULD SOMEONE BECOME AN ANIMATOR?

If you have stories in your head and can draw them, wouldn’t it be nice if you can see them in motion?

WHO IS YOUR FAVOURITE ANIMATED CHARACTER?

At the moment, Mugen from Samurai Champloo. I love his erratic behaviour and highly stylized motions.

WHICH ANIMATION STUDIO HAVE YOU DREAMED ABOUT WORKING FOR?

The Line Animation, Titmouse, or Golden Wolf. For any budding animators out there, I suggest you take a look at their works if you haven’t heard of them!



2D character, created by Rafael.



2D ANIMATION, HISTORY
OF ANIMATION, AND POST-
PRODUCTION PROCESSES



Illustration created by Bruce Daya. Bachelor of Animation.



KI HEA KOE WHAI AI I TE MĀTAURANGA

YOOBEE LIFE

AUCKLAND CAMPUSES

We have two Auckland campuses, a Hollywood-style production studio and a high-tech animation and technology centre.

CITY ROAD CAMPUS

Yoobee City Road is a tech, design, animation & gaming powerhouse featuring 11 computer labs, a 3D graphics suite, a green screen room and a fully loaded sound studio.

There's also a dedicated exhibition space and, with over 400 students, there's always something amazing on show.

Level 4
3 City Road
Grafton
Auckland 1010

T. +64 9 303 3120

SOUTH SEAS CAMPUS

This campus functions like a real-life working Hollywood-style studio.

The 40,000 square-foot production complex completely immerses you in the world of film and television production and has bred an army of creatives in post-production, directing, scriptwriting, art and design, VFX and acting.

Unit 3
75 Ellice Road
Glenfield
Auckland 0629

T. +64 9 444 3253

WELLINGTON CAMPUS

We're inside the Wellington Railway Building and feature nine computer labs, three theory rooms, a large A/V studio with a green screen and sound booth, and a flatbed and pull-down screen for photography.

Our large classrooms are perfect for collaboration and there's a comfy student common room area where you can relax when you're not busy creating.

Level 2
West Wing
Wellington Railway Station
2 Bunny Street
Pipitea
Wellington 6011

T. +64 4 384 9624

CHRISTCHURCH CAMPUS

With space for 700 students, our brand-new central-city campus is custom-made for creating and collaborating.

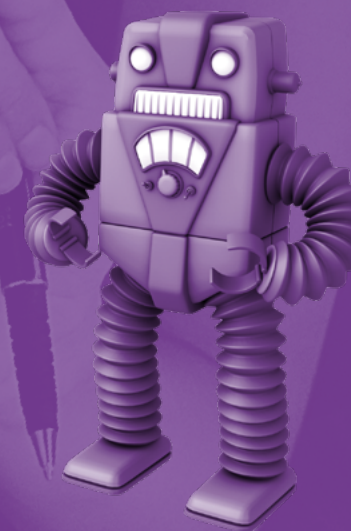
Our bright, fully renovated space contains two makeup studios, design studios and workrooms, a green screen room, seven computer labs and a special lab for short and industry courses.

573 Colombo Street
Christchurch Central
Christchurch 8011

T. +64 3 377 1978

ONLINE LEARNING

We understand there are different lifestyles or preferences to fitting in your study so where possible, some of our programmes are offered online.



ME WHAKARONGO KI TĒTAHI TAUIRA
KUA MUTU ANA NEI AKORANGA

MEET AN ANIMATION GRADUATE

PIXEL-BASED FILM-MAKING

He's worked for the best VFX studios in the world, on the most legendary movie blockbusters of our time.

From The Adventures of Tintin, District 9 and The Lovely Bones to The Hobbit, Ice Age 5 and Captain Marvel, when it comes to animation, Te Awamutu's Jesse Lewis-Evans is a force to be reckoned with.

Jesse, began his creative studies back in 2000, and set his sights on becoming a classic 2D 'pencil and paper' cell animator. In his final year of study he entered the 24 hour film competition and took out first place. The prize included an internship at Oktober, a small but high-end post-production house in Auckland. His eight-week internship morphed into a full-time job and Jesse spent the next year sharpening his skills there.

"Not only did I learn more about 3D at Oktober, I learnt a strong work ethic. Passion and a willingness to learn and work your butt off beats raw talent alone. I was an okay animator, but I wanted to succeed so badly I wouldn't let myself fail."

From Oktober, Jesse went to Weta Workshop, where he spent the first couple of years as an animator, before becoming a previs artist. Jesse was part of a team, creating sequences from scratch, getting into mocap suits and acting out sequences they dreamed up, taking them through from concept to final.

"I'd always wanted to live in New York, so I was pretty excited when I landed a job at Blue Sky. I'd spent six years at Weta, so with that under my belt it was easy to find work internationally."

Blue Sky was a whole new ballgame—Jesse would get storyboards and designs from different departments and have to find a way to marry the two to prove that the concepts could work, before passing them down the pipeline. While at Blue Sky Studios, Jesse worked on Ice age 4, Epic, Rio 2, Peanuts, Ferdinand and Ice Age 5.

For close to a decade Jesse has been based offshore, spending six years in New York before heading west to L.A for surf, sun and a kick-ass job as supervisor at The Third Floor.

JESSE
LEWIS-EVANS



YOOBEE.AC.NZ
0800 66 55 44

WE ALSO HAVE PROSPECTUSES FOR:

GAME DEVELOPER



FILMMAKER



DESIGNER



TECH

