

ELSEWEDY UNIVERSITY OF TECHNOLOGY



**INTRODUCES THE INTERNATIONAL POLYTECHNIC MODEL TO EGYPT,
BRIDGING THE GAP BETWEEN THEORY AND PRACTICE.**

ELSEWEDY UNIVERSITY OF TECHNOLOGY is the first polytechnic university in Egypt that offers a 4-year Bachelor's degree in Arts and design technology (B.Tech), in an integrated set of practical and theoretical learning. SU Tech is introducing leading international technologies and standards, and preparing the Egyptian youth for leadership roles in the local and global markets.

ANIMATION, MEDIA & VISUAL DESIGN TECHNOLOGY

The demand for animated content has expanded rapidly and is no longer limited to the entertainment industry. The moving image being a powerful and striking way to deliver a message, animation is increasingly used in a variety of fields and contexts – from crisis communications to educational materials. The Program of Animation and Visual Design Technology at SU Tech encompasses a diverse range of topics from graphic design, illustration, visual narratives, animation, and motion graphics. The Program immerses students within a creative, no-holds-barred world in which the historical roots of the field are acknowledged while modern possibilities and mediums are pursued through a broad

GRADUATES OF THIS PROGRAM WILL HAVE A CAREER PATH IN →

- Game Animator
- Environment Artist
- Game Designer
- Level Designer
- Multimedia Designer
- Graphic Designer
- Concept Artist
- Art Director
- 2D Animator/3D Animator
- Storyboard Artist
- Character Designer
- Motion Graphics Designer
- Composer
- Matte Painter
- Technical Director (TD)
- Rigging Artist
- VFX Artist

ELIGIBILITY *To Apply*

Thanaweya Amma and all equivalent certificates are eligible for SU Tech - Polytechnic of Egypt (IG - American Diploma - IB and more).

CONTACT US

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CALL US ON: 15755
KILO 51, CAIRO-ISMAILIA
DESERT ROAD

Apply Now



ANIMATION, MEDIA & VISUAL DESIGN TECHNOLOGY



SCHOOL OF ARTS & DESIGN TECHNOLOGY

ANIMATION, MEDIA & VISUAL DESIGN TECHNOLOGY

PROGRAM ELECTIVE *Courses*



Year 1

HUM121:	Principles of Law, Human Rights & Ethics
EPT111:	Computer Aided Engineering Drawing
GEN111:	Applied Mathematics I
HUM111:	English Language I
VAT111:	Visualization studio
VAT121:	History of Art & Design
CET113:	Introduction to Computing & Technology
CEN122:	Principles of Physics
HUMUE1:	University Elective I
VAT112:	Principles of Graphic Design
VAT131:	Design Sketching
AAT111:	Digital Drawing
VAT191:	VAT Internship I

Year 2

AAT211:	3D Design Technology
AAT212:	Digital Visualization
AAT213:	Applied AI Tools for Design
HUM231:	Presentation Skills & Technical Writing
VAT211:	2D Animation Technology
VAT291:	VAT Project I
AAT221:	Models & prototypes
AAT231:	Sustainable & Green Design
VAT212:	Digital 3D Modeling
VAT241:	Lighting & Audio Technology
VAT292:	VAT Project II Junior Grad Project

Year 3

HUMUE2:	University Elective II
VAT351:	Motion Graphics
VAT352:	2D Animation Production
VAT353:	3D Modeling for Animation & Gaming
VAT354:	Animation: Character Design
VAT355:	Principles of 3D Animation
VAT356:	Animation Look Development
VAT361:	Virtual Reality
VAT362:	Storyboarding
HUM311:	English Language II
AT391:	VAT Internship II

Year 4

HUM431:	Project Management
VAT3E1:	VAT Major Elective I
VAT411:	Digital Compositing Techniques
VAT461:	Industry Practices and Digital Portfolio
VAT491:	VAT Project III
VAT451:	Animation Film Production
VAT492:	VAT Project IV Senior Grad Project
VAT4E1:	VAT Major Elective II
VAT4E2:	VAT Major Elective III
GEN451:	Strategic Planning & Quality Management

University Electives I and II

HUM113:	German Language	HUM151:	History of Engineering & Technology
HUM114:	Italian Language	HUM152:	History of Art & Architecture
HUM131:	Innovation & Entrepreneurship	HUM153:	The Character of Egypt
HUM132:	Management and Leadership Skills	HUM154:	Arabic
HUM133:	Communication and Negotiation Skills	HUM251:	Safety and Risk Management
HUM141:	Principles of Economics		

Major Elective I, II and III.

The student can select any of the following 3 courses

VAT413:	3D Architectural Visualization	VAT453:	3D Character Animation: Performance Essentials
VAT414:	Interactive Media Design	VAT454:	Advanced Motion Capture
VAT415:	3D Environment Design	VAT455:	Character Rigging
VAT416:	3D Production Pipeline	VAT456:	Details Simulation for Animation
VAT417:	Introduction to Branding	VAT462:	Advanced Media Design
VAT442:	Digital photography and Media Production	VAT463:	Organic Surface Modeling
VAT443:	Digital Sculpting for Games	VAT464:	Game Development

Academic *Labs*

The Mac lab.
Drawing Studio.
Advanced Computing & Rendering Lab.

VR,AR,MR Lab
Fabrication Lab
Light, Audio and Photography Studio