3DSENSE
MEDIA
SCHOOL

DIPLOMA
PROGRAM
PROSPECTUS

NEXT GEN AT 3DSENSE

3DSENSE

DIPLOMA PROGRAM PROSPECTUS

Vision

To nurture aspiring individuals in fulfilling their artistic vision through transformative education and focused creativity, to bridge the gap between imagination and industry, and to unite in camaraderie fueled by passion and diverse potential.

Mission

Redefine the landscape of creative education, setting the global standard for industry excellence while empowering individuals to pursue their creative calling with unwavering confidence and passion.

Values

At 3dsense Media School, we foster leadership, integrity, teamwork, and passion. Our evolving curriculum meets industry trends, and we uphold the highest ethical standards. With a culture built on care and commitment, we inspire and support one another, empowering students to reach their full potential.

A MESSAGE FROM THE FOUNDER

When you truly desire something, the universe conspires to help you achieve it.

Sen Lai
Founder/Principal
3dsense Media School

At 3dsense Media School, we believe passion and perseverance outweigh talent. Our industry-veteran mentors don't just teach; they instill resilience, discipline, and the mindset needed to thrive. Here, creativity is intense, collaboration is key, and growth is non-negotiable.

From day one to graduation, we push our students to their limits because we believe in their dreams, often before they do. And like countless alumni shaping the worlds of film, games, and design, their success starts with a single step.

Are you ready to take yours?

WHAT'S INSIDE

WHY CHOOSE

3DSENSE MEDIA SCHOOL

3DSENSE MEDIA SCHOOL

3dsense Media School is a premier digital arts institution in Singapore, renowned for its industry-focused diploma programs. We offer cutting-edge training in Visual Effects, Animation, Game Art, Motion Design, Concept Art, and Figurine & Product Design, equipping students with the skills to thrive in the fast-evolving world of film, games, and animation. Through intensive, hands-on training over 12 months, we prepare aspiring artists to transform their passion into a career at the highest levels of the industry.

Our History

3dsense began in the late '90s as a community web portal for artists and designers. Founded as a school in 2003, it has since grown into one of the world's top digital arts institutions, with thousands of graduates making their mark in global studios and creative industries. From Oscar-winning films and AAA games to award-winning motion graphics, our alumni have shaped some of the most exciting entertainment and design projects of our time.

Industry-Ready in One Year

We believe world-class artists aren't born, they're trained. At 3dsense Media School, our diploma programs are designed to fast-track careers, delivering the equivalent of years of experience within just 12 months. Our structured, high-intensity curriculum mirrors real-world production pipelines, ensuring that students graduate with not just technical expertise, but also the discipline, adaptability, and problem-solving skills demanded by top studios.

From day one, students dive into industry-grade tools, workflows, and projects, guided by seasoned professionals who have worked on blockbuster films, hit games, and cutting-edge designs. Through rigorous mentorship, collaborative learning, and portfolio development, students complete their journey industry-ready, with a body of work that stands toe-to-toe with professionals in the field.

At 3dsense,
Success isn't a possibility.

It's an expectation.

OUR ACCOLADES

At 3dsense Media School, we take immense pride in the recognition we've earned over the years, standing as one of the world's leading institutions for digital arts education. Our dedication to excellence has been consistently acknowledged by global rankings, industry partnerships, and the outstanding success of our alumni.

2024 Top 10 Creative Schools in the World

2023 Top 10 Creative Schools in the World

2022 Top 10 Creative Schools in the World

2021 Top 10 Creative Schools in the World

#3 MOTION GRAPHICS WORLDWIDE — THE ROOKIES 2024
Motion Graphics

#5 GAME DESIGN & DEV WORLDWIDE — THE ROOKIES 2024
Game Design & Development

#8 CONCEPT ART WORLDWIDE — THE ROOKIES 2024
Concept Art

#9 3D ANIMATION WORLDWIDE — THE ROOKIES 2024
3D Animation

#12 VISUAL EFFECTS WORLDWIDE — THE ROOKIES 2024
Visual Effects

Ranked Among the World's Best

Since 2015, 3dsense has been consistently ranked among the Top 10 Art Schools worldwide by The Rookies World School Rankings, a globally recognized benchmark for creative education. This ranking is based on the quality of student work, industry relevance, and graduate success, reaffirming our commitment to nurturing world-class artists and designers.

What sets us apart is our unmatched consistency. For the past six consecutive years, every single program at 3dsense has secured a Top 10 global ranking, a feat few, if any, institutions can claim. Whether in Animation, Visual Effects, Game Art, Motion Design, Concept Art, or Figurine Design, our students continue to achieve excellence on the world stage.

With each passing year, we remain committed to shaping the next generation of creative visionaries, equipping them with the skills, mentorship, and industry exposure needed to thrive.

Unreal Engine Academic Partner

3dsense is proud to be an Unreal Engine Academic Partner, a prestigious recognition awarded to institutions that demonstrate excellence in real-time 3D education. This partnership reflects our cutting-edge curriculum, which equips students with the skills to master game engines, interactive media, and real-time visualization, ensuring they stay ahead in the rapidly evolving industry.

Houdini Certified School

As a Houdini Certified School, we provide students with top-tier training in procedural 3D workflows, VFX simulations, and motion graphics using Houdini, one of the most powerful tools in the industry. Our certification ensures that students graduate with the expertise studios look for when hiring technical artists and VFX professionals.

Developing Talent for the Industry

Since 2008, 3dsense has been appointed as a Continuing Education and Training (CET) Centre by SkillsFuture Singapore, solidifying our role in nurturing industry-ready talent. This recognition underscores our commitment to professional development and lifelong learning, equipping both aspiring artists and seasoned professionals with future-proof skills for the creative sector.

Graduates with Strong Employment Outcomes

We take pride in preparing our students for successful careers, with 88%* of our graduates securing jobs in the creative industry within a short period after completing their studies.* From blockbuster films and AAA games to top-tier design agencies and creative studios, our alumni continue to make an impact on a global scale.

Employment rate based on available graduate survey data. Individual employment outcomes may vary based on factors such as market conditions, skill levels, and job availability.

INTERNATIONAL STUDENTS LIVING IN SINGAPORE

Digital Connectivity
Singapore's policies ensure widespread access to secure digital technologies. As of 2019, 98% of households have internet access, and public Wi-Fi is available through IMDA's Wireless@SG, making Singapore one of the most connected countries globally.

Student's Pass
Every international student is required hold a valid Student's Pass, which is issued by the Singapore Immigration & Checkpoints Authority (ICA). The school will apply for the Student's Pass on behalf of every international student who has been accepted to our program.

Economy and Culture
Singapore is a multicultural nation comprising four major ethnic groups: Chinese, Malays, Indians, and Eurasians, with English as the main language. Despite its small size, Singapore is an economic powerhouse with a stable government, attracting expatriates from around the world.

Trusted Education System
The EduTrust Certification Scheme is a quality assurance program for Private Education Institutions in Singapore, signifying confidence in their corporate governance, administration, academic processes, student protection, and financial viability.
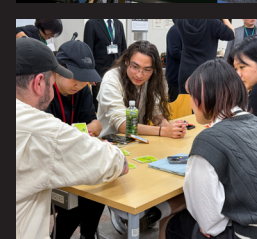
IMMERSIVE ARTIST RESIDENCY PROGRAM

Where Talent Meets the World

As part of our commitment to nurturing globally-minded creatives, 3dsense Media School offers select students the opportunity to participate in the Immersive Artist Residency Program.

In our latest edition, students embarked on a transformative trip to Japan, where they received exclusive access to world-class studios such as OLM, Bandai Namco, INEI Studio, and NetEase Games. From portfolio reviews to intimate studio dialogues, these sessions offered invaluable insights into the inner workings of the animation and games industry.

Beyond the studios, the experience extended into the heart of Japanese culture. Students explored traditional arts through printmaking workshops, tea ceremonies, and gallery visits, grounding their creative practice in a deeper understanding of heritage and context.

More than just an overseas program, this is a pivotal chapter in a young artist's journey, where they return not only with refined craft but with a global outlook, artistic maturity, and the courage to create across borders.

At 3dsense, we don't just train artists; we nurture global storytellers.

CAREER & ALUMNI

Hired by The Best Companies
Alumni Success Stories

Hired by the
Best Companies

Our graduates' ability to meet industry standards has enabled them to secure prestigious roles at leading studios worldwide. Their expertise in creating professional-grade work and adapting to industry workflows has allowed them to thrive across various creative fields, from animation and visual effects to game development, motion design, and beyond.

BANDAI NAMCO

UBISOFT

CGBOT
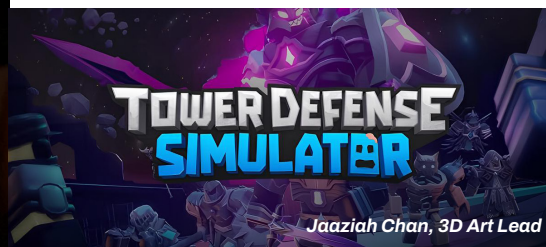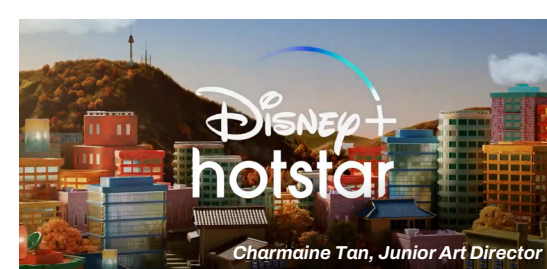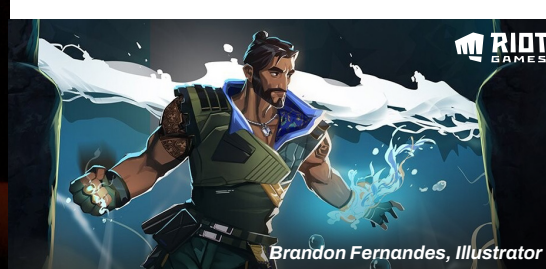
GRAM GAMES

GATHERERS TAVERN

RIOT GAMES

masonry STUDIOS

CARBON

TMRRW.

CRAVEFX

nok

lemon sky STUDIOS

Industrial Light & Magic

wetaFX

DNEG

Walt Disney ANIMATION STUDIOS

MPC

OFFSET

KT

EA

Tencent Games
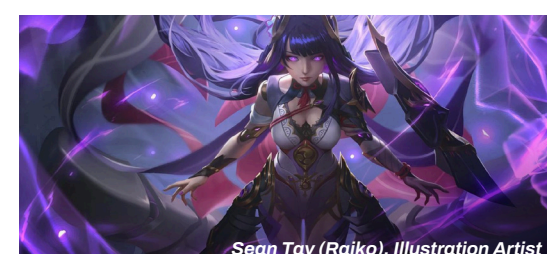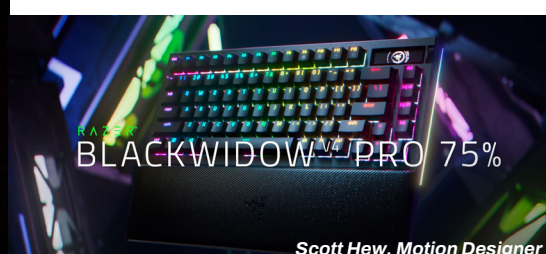
XM STUDIOS

Mighty Jaxx

KONAMI

ALUMNI SUCCESS STORIES

Over the years, 3dsense has equipped aspiring creatives with the skills and industry knowledge to excel in their fields. Our graduates have gone on to shape award-winning projects across animation, VFX, game development, motion design, concept art, and beyond making their mark in top studios and creative industries worldwide.

Roanna Peroz, Senior Illustrator

Beverley Joy Camero, Lookdev & Lighting Artist

Anson Ng, Senior 3D Artist

Jeslyn Khoo, Motion Designer

Andre Nugroho, Digital Compositor

Danny Chong, Senior Animator

Scott Hew, Motion Designer

Sean Tay (Raiko), Illustration Artist

Brandon Fernandes, Illustrator

Charmaine Tan, Junior Art Director

Jaaziah Chan, 3D Art Lead

Joanne Tai, Rotopaint Artist
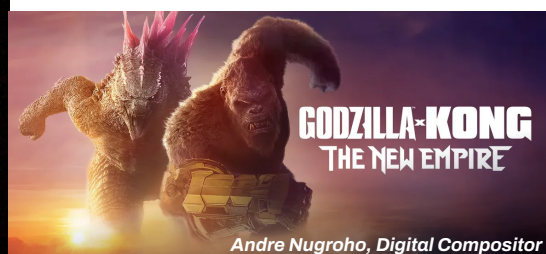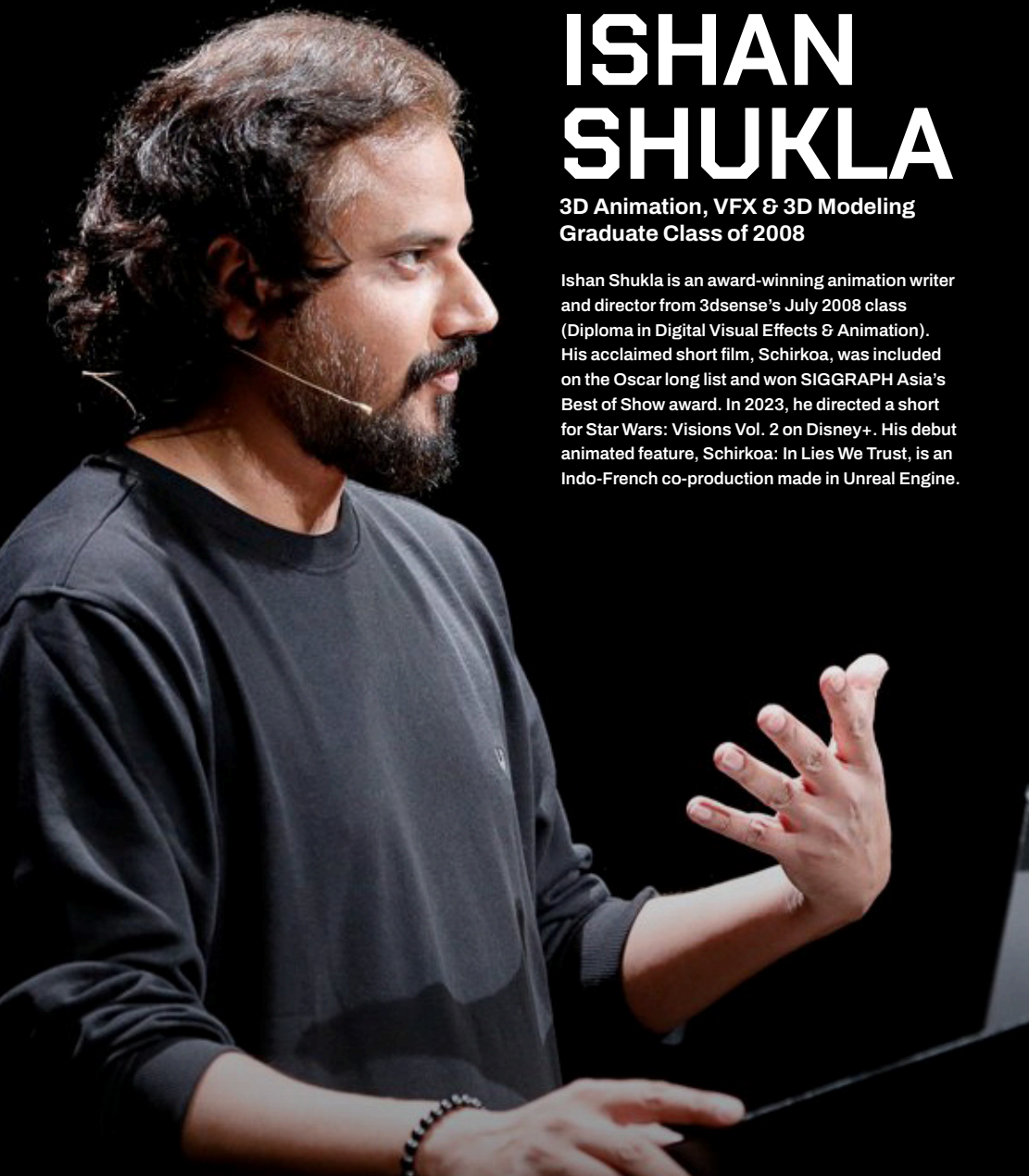
ISHAN SHUKLA

**3D Animation, VFX & 3D Modeling
Graduate Class of 2008**

Ishan Shukla is an award-winning animation writer
and director from 3dsense's July 2008 class
(Diploma in Digital Visual Effects & Animation).
His acclaimed short film, Schirkoa, was included
on the Oscar long list and won SIGGRAPH Asia's
Best of Show award. In 2023, he directed a short
for Star Wars: Visions Vol. 2 on Disney+. His debut
animated feature, Schirkoa: In Lies We Trust, is an
Indo-French co-production made in Unreal Engine.

JAMES A. CASTILLO

**3D Animation, VFX & 3D Modeling
Graduate Class of 2012**

James A. Castillo is a Cuban/Spanish Emmy-winning
Director and Character Designer based between
Madrid and London. An alumnus of 3dsense's
Nov 2012 class (Diploma in Digital Visual Effects
& Animation), his credits include Mitchells vs. the
Machines, Teenage Mutant Ninja Turtles: Mutant
Mayham, Arcadia, and Young Love. He also wrote
and directed Madrid Noir, which earned an Emmy,
a Webby, and over a dozen festival selections.

INTERNATIONAL
FILM FESTIVAL
ROTTERDAM

NETPAC Award

EPIC
MegaGrants
RECIPIENT

vimeo
**STAFF
PICK**

SIGGRAPH
ASIA 2016
MACAO

Best of Show

EMMY
AWARDS
WINNER

THE **WeBBY**
AWARDS

WINNER
VR AWARDS
VR EXPERIENCE
OF THE YEAR
2021

stereopsia
EUROPE
CRYSTAL OWL
AWARDS 2021
WINNER

"

I joined 3dsense Media School with little to no art background but found myself in a community of passionate students and dedicated mentors who turned every challenge into an opportunity for growth. The year-long course is intense, equivalent to a full degree but structured for continuous progress, with expert lecturers who go beyond technical training to provide invaluable guidance. What truly sets 3dsense apart is its strong sense of community, where collaboration and support thrive. From rigorous lessons to industry exposure, my time here has been transformative, and I wholeheartedly recommend it to anyone serious about becoming an artist.

Harry Caston
Figurine & Product Design Alumni

"

3dsense Media School provided me with a truly valuable experience, boosting my confidence and skills as a motion designer. The challenging journey was made possible by the unwavering support of my teachers and classmates. Their feedback and mentorship helped me grow both professionally and personally. With access to cutting-edge resources and a curriculum aligned with industry trends, 3dsense offers an ideal environment to develop your design skills. The school's commitment to quality education and student success sets it apart from others, guiding you to achieve more than you ever imagined.

Jatin Gupta
Motion & Graphic Design Alumni

STUDENT
FACILITIES
& SERVICES

OUR CAMPUS

3dsense Media School is strategically located at 6 Eu Tong Sen Street, #03-38, The Central @ Clarke Quay, Singapore 059817, placing us at the heart of Singapore's vibrant creative district. Surrounded by cutting-edge design studios, renowned production houses, and a thriving arts scene, our campus sits at the crossroads of inspiration and industry. This central location not only provides students with an immersive creative atmosphere but also offers unparalleled networking opportunities with industry professionals.

Our campus is designed for accessibility and convenience. Singapore's extensive public transportation system, comprising MRT trains, buses, and pedestrian-friendly routes, ensures that students can navigate the city with ease. With Clarke Quay MRT Station just a stone's throw away, students have direct access to one of Asia's most dynamic creative hubs, keeping them connected to events, exhibitions, and industry networking opportunities that further enhance their learning experience.

CAMPUS FACILITIES

At 3dsense Media School, we believe that creativity flourishes in a space that is both technologically advanced and designed for seamless collaboration and focused learning. Our campus is thoughtfully built to cater to the evolving demands of the modern creative industry, ensuring that every student has the right environment, resources, and support to unlock their full artistic potential.

State-of-the-Art Workstations

Each student at 3dsense is provided with a dedicated personal workspace, featuring a custom-built Dreamcore desktop computer, tailored for high-performance creative work. Whether students are working on animation, visual effects, motion design, concept art, figurine sculpting, or game art, their workstations are optimized to handle intensive industry workflows. Every system is pre-installed with industry-standard software. including Autodesk Maya, ZBrush, Adobe Creative Suite, Houdini, Unreal Engine, and more, ensuring that students always have access to the latest tools used by top studios worldwide.

Our registered software licenses guarantee that students work with up-to-date versions, mirroring professional studio environments. This allows them to experiment with cutting-edge features, stay aligned with industry trends, and gain hands-on experience with the very tools they will use in their future careers.

A Space That Inspires

The design of our campus reflects our ethos, a balance of focus and inspiration. Thoughtfully curated workspaces, inspiring artworks from past students, and an immersive creative atmosphere make 3dsense more than just a school; it's a place where ideas come to life. Whether you're sketching your next big concept, refining a complex animation, or collaborating on an ambitious team project, our facilities ensure you have the support, tools, and space to push your craft to new heights.

Industry-Standard Training Environment

Our classrooms and labs are modeled after real production studios, ensuring that students adapt to professional workflows from day one. From Wacom tablets for digital painting to dedicated rendering stations for high-end visual effects work, our facility supports every aspect of the creative pipeline.

ACCOMODATION
Convenient Housing Near Campus

Finding the right place to stay in Singapore is easy, with a variety of accommodation options to suit different budgets and preferences. Whether you prefer a private student hostel, serviced apartment, condominium, or shared housing, there are plenty of choices available.

3dsense Media School is centrally located, just a minute's walk from Clarke Quay MRT station, making it easily accessible by train and bus. Students can conveniently commute from various parts of the city within minutes.

Student Hostels

Most student hostels offer rooms ranging from single to shared (two- or four-bed) options and include amenities such as WiFi, study lounges, cleaning services, and laundry facilities.

The following hostels are centrally located and provide easy access to 3dsense within a 5 to 15-minute commute.

❯ Campus by The Assembly Place
❯ Novena Hall International Students' Hostel
❯ Evo House Services

Image: Campus by The Assembly Place

Private Apartments

For students who prefer more privacy and have a larger budget, renting a private apartment, condominium, or HDB (Housing Development Board) flat is another option.

To find available listings, students can browse online classified portals or engage a licensed real estate agent to assist with the search and rental process.

Note: Agents may charge service fees, so it's best to confirm any costs upfront.

Rental costs tend to be more affordable in areas outside the city center. Students are encouraged to explore different options based on their budget and preferences.

Popular residential areas near 3dsense include:

❯ Novena / Balestier
❯ Kallang
❯ Potong Pasir
❯ Hougang
❯ Seng Kang

OUR PROGRAMS

PROGRAM OVERVIEW

At 3dsense Media School, our mission is to prepare you for career advancement in the creative industries. Our academic programs are meticulously crafted and taught by accomplished professionals from the worlds of films, games, animation, and digital design. We provide a conducive learning environment where students gain both practical skills and theoretical knowledge to thrive in their chosen fields.

Our diploma courses offer a dynamic blend of cutting-edge technical training and creative development, alongside essential 21st-century skills like collaboration, communication, and critical thinking. Whether you are pursuing further education or seeking career aspirations in the job market, our programs are tailored to equip you with the necessary skills to succeed.

3D ANIMATION, VFX & 3D MODELING

1-YEAR DIPLOMA

Specialize in creating breathtaking VFX, 3D Animation, or 3D Modeling that bring cinematic visions to life. This program combines industry-grade tools like Houdini and Maya.

Artwork: Seetoh Hwee Hong

GAME ART & 3D ANIMATION

1-YEAR DIPLOMA

Craft immersive game environments and characters, and bring them to life through animation. Gain hands-on experience creating for real-time engines like Unreal Engine, preparing you for the gaming industry.

Artwork: Ang Liya

MOTION & GRAPHIC DESIGN

1-YEAR DIPLOMA

Master the art of visual storytelling with cutting-edge motion graphics and graphic design skills. From commercials to title sequences, this program focuses on building compelling digital narratives.

Artwork: Rennie Chiu

CONCEPT ART & ILLUSTRATION

1-YEAR DIPLOMA

Discover how to translate ideas into stunning visuals. Whether it's designing fantasy characters or futuristic worlds, this program hones your artistic skills and storytelling ability.

Artwork: Low Huiling

FIGURINE & PRODUCT DESIGN

1-YEAR DIPLOMA

Explore the art of product and figurine design through digital sculpting and 3D Prototyping. This program bridges craftsmanship and innovation, ideal for collectible, product, and figurine enthusiasts.

Artwork: Ng Kang Yu

ART & DESIGN FOUNDATION

FOUNDATION PROGRAM

Lay the groundwork for a creative career with this comprehensive introduction to art and design. Perfect for beginners, this program covers essential drawing techniques, design principles, and storytelling basics.

Artwork: Lim Xue Min

Artwork: Baheti Ash Rajesh

Artwork: Pawin Chewpreecha

3D ANIMATION, VFX & 3D MODELING

Graduate with a Diploma in 3D Animation, VFX & 3D Modeling from 3dsense Media School, a program eligible for SkillsFuture Singapore (SSG) subsidies.

This 12-month intensive program is designed for aspiring animators and VFX artists who dream of crafting digital characters, bringing moving images to life, and mastering the advanced techniques of 3D animation, visual effects, and 3D modeling.

Through this immersive course, you'll receive hands-on training with industry-standard programs like Autodesk Maya, ZBrush, and Houdini. You'll acquire the skills to animate lifelike creatures, design visually compelling scenes, and create feature-film-quality projects.

Curriculum Overview

The 3D Animation, VFX, & 3D Modeling program consists of three terms conducted over one academic year. Classes include full-day and half-day sessions focused on software training, computer graphics design principles, and project applications. The curriculum transitions from foundational generalist training to specialization in areas such as Character Animation, Visual Effects, and Film Modeling, culminating in a polished portfolio that showcases your creative expertise.

Term 1

You'll begin by building a strong foundation in the CG pipeline, learning essential skills like animation principles, 3D Modeling, texturing, lighting, rendering, and compositing. Through hands-on practice with industry-standard software such as Maya, Photoshop, Nuke, and ZBrush, you'll develop a generalist skillset, ready to tackle terms 2 & 3.

Term 1 Modules
- 3D Fundamentals with Maya
- Digital Sculpting with Zbrush
- Texturing & Shading
- Compositing
- Matchmoving
- Animation Fundamentals
- Character Animation
- Dynamic Effects 1 with Houdini
- Character Rigging 1

Term 2

In your second term, you'll choose a specialization in Animation, Visual Effects, or 3D Modeling. This term focuses on advanced industry-specific techniques, allowing you to master production methods used in feature films. You'll work on projects that mirror real-world workflows, honing your expertise and developing high-quality work in your chosen discipline.

Term 2 Modules
- 3D Animation Specialization
  - Body Mechanics 1
  - Body Mechanics 2
- 3D Modeling Specialization
  - 3D Modeling 1
- Visual Effects Specialization
  - Lighting & Rendering 1
  - Character Rigging 2
  - Dynamic Effects 2

Term 3

In your final term, you'll hone your craft and create production-ready work. Animation students will focus on character acting performance and lip sync, Visual Effects students will collaborate on a short film project, and Modeling students will build detailed digital characters, vehicles, and robots. You'll graduate with a polished demo reel that showcases your ability to tackle industry-level, 'A' class projects.

Term 3 Modules
- 3D Animation Specialization
  - Acting 1
  - Acting 2
- 3D Modeling Specialization
  - Hard Surface Modeling
  - 3D Modeling 2
- Visual Effects Specialization
  - Lighting & Rendering 2
  - Scripting for VFX
  - Final Project

CAREER PATHS

FOR 3D ANIMATION, VFX
& 3D MODELING GRADUATES

Visual Effects (VFX) Artist

Creates and integrates realistic effects and animations into live-action footage, enhancing storytelling through cutting-edge technology in films and commercials.

3D Animator

Brings characters and objects to life using animation techniques, working on projects such as feature films, animated series, and video games.

3D Modeler

Specializes in creating detailed and accurate 3D models for various media, including films, video games, and product visualizations.

CG Generalist

Focuses on creating and integrating various elements of 3D scenes, including modeling, texturing, and lighting, enhancing mood, atmosphere, and realism in animated films and visual effects.

Technical Director

Oversees the technical aspects of animation and visual effects production, ensuring smooth workflows and problem-solving technical challenges during the project lifecycle.

Artwork: Muhammad Syafiq Zainal

Industry Led

At 3dsense, we prioritize hands-on learning by collaborating closely with industry professionals to ensure our curriculum stays competitive and up-to-date. Our mentors, seasoned veterans with extensive experience in the VFX and animation industries, are full-time, on-campus educators. This constant access to expert guidance empowers students to meet the evolving demands of the industry with confidence.

Michael Rafanan
Program Director

Michael is a Creative Generalist specializing in CG and VFX production, with extensive experience in the VFX industry as a Designer, 2D Animation Supervisor, and Short Film Director. With a background in Architecture and Interior Design, he has collaborated with notable brands such as Hermes Watches, DKNY, Estée Lauder, Robinsons, and Marks & Spencer.

Edward Lim
Program Director

Edward is a seasoned 3D Modeler with over a decade of experience in film and education. A pioneer educator at 3dsense for seven years, he later brought his talents to leading studios, including Double Negative, VHQ, and Industrial Light & Magic (ILM). His portfolio includes major blockbusters such as Ant-Man and The Hunger Games: Mockingjay – Part 1, reflecting his extensive expertise in cinematic 3D modeling.

Justin Kwek
Senior Mentor

Justin Kwek is a skilled Game Animator with a decade of experience in the industry. A proud 3dsense alumnus, he has contributed to multiple AAA titles and worked with top studios, including Omens, Tecmo Koei, and Ubisoft Singapore. His credits include well-loved franchises such as Nioh 2, Dynasty Warriors 9, and Dragon Quest, showcasing his strength in character animation and game development.

Artwork: Vanessa Ang

GAME ART & 3D ANIMATION

#5 GAME DESIGN & DEV WORLDWIDE — THE ROOKIES 2024

ACADEMIC UNREAL ENGINE **PARTNER**

Artwork: Kelvin Mok

Graduate with a Diploma in Game Art & 3D Modeling from 3dsense Media School, a program eligible for SkillsFuture Singapore (SSG) subsidies.

The 12-month Game Art & 3D Animation Program is crafted for aspiring 3D artists looking to build a strong foundation in game art and production. Designed to meet industry and marketplace requirements, students will develop essential skills for a successful career in the fast-paced and evolving games industry. Taught by industry professionals, the course provides hands-on experience in game production and CG art creation, with a strong emphasis on digital sculpting, asset development, and visual storytelling.

The program starts with foundational knowledge in drawing techniques, anatomy, and basic game design concepts, focusing on both the aesthetic and functional aspects of game art. After the first four months, students can choose to specialize in 3D Modeling or 3D Animation, allowing them to refine their skills and build a portfolio. By the end of the program, students will develop sculpting or animation expertise required to create game assets and deploy them into game engines, enhancing work performance and ensuring students are ready to meet the industry's demands.

Curriculum Overview

The Game Art & 3D Modeling program consists of three terms conducted over one academic year, covering 21 modules. Classes include full-day and half-day sessions focused on software training, game design principles, and project applications. The curriculum transitions from foundational game art and design fundamentals to specialized skills in 3D Modeling or 3D Animation, culminating in a final project and a professional portfolio tailored to the demands of the global gaming industry.

Term 1

Students begin by acquiring foundational knowledge in anatomy, drawing techniques, animation fundamentals, and core game design principles. They are introduced to digital sculpting, game mechanics, and the key tools required for creating game art, which sets the stage for more specialized work in later terms.

Term 1 Modules
- 3D Fundamentals with Maya
- Digital Sculpting with Zbrush
- Texturing & Shading
- Game Design
- Animation Fundamentals
- 3D Modeling 1
- Foundation Drawing 1
- Lighting & Rendering 1

Term 2

During this term, students will specialize in either 3D Modeling or 3D Animation. For those specializing in 3D Modeling, focus will be on creating high-quality art assets and refining digital sculpting skills. Those opting for Animation will explore character animation, game mechanics, and character development, ensuring they understand how to bring life to game elements.

Term 2 Modules
- Core Modules
  - Foundation Drawing 2
- 3D Modeling Specialization
  - 3D Modeling 2
- 3D Animation Specialization
  - Body Mechanics 1
  - Body Mechanics 2

Term 3

The final term is focused on game production, where students will deploy their models and animations into Unreal Engine, gaining experience in the effective completion of a professional project. Students will demostrate their ability to create original game assets, refine their craft, and prepare a polished portfolio that aligns with the demands of the global games industry.

Term 3 Modules
- Core Modules
  - Unreal Engine Integration
  - Character Rigging 1
  - Lighting & Rendering 2
- 3D Modeling Specialization
  - Hard Surface Modeling
- 3D Animation Specialization
  - Acting 1
  - Acting 2

Artwork: Violet Goh

CAREER PATHS

FOR GAME ART & 3D ANIMATION GRADUATES

Game Artist

Design characters, environments, and assets to enhance gameplay and storytelling, mastering creative skills and game art production.

3D Animator

Create life-like character and object animations for games, films, and media, combining technical expertise with a deep understanding of the creative process.

3D Modeler

Build detailed models for games, films, and visualizations, focusing on game art production and technical proficiency to bring designs to life.

CG Generalist

Work across modeling, texturing, and lighting to integrate elements into 3D scenes, using broad knowledge of visual effects and production workflows.

VR Artist

Create immersive environments for virtual reality, optimizing visuals for interactive experiences and crafting engaging VR worlds.

Industry Led

Our Program Directors, with over 15 years of expertise, lead a team of full-time, on-campus mentors who are veterans in Game Art and 3D Animation. This collaborative approach ensures our curriculum stays competitive, aligned with industry standards, and equips students with the confidence to excel in a dynamic creative landscape.

Julian Khor
Art Director

Julian is a seasoned professional with over 20 years of experience in game art, industrial design, and toy manufacturing. His expertise spans concept development, complex toy designs, and 3D modeling for both games and collectible figures. Prior to joining 3dsense, Julian worked as a Senior Game Artist at Ubisoft, leading teams on projects requiring both visual creativity and technical precision.

Venny Lie
Senior Mentor

Venny is a dedicated mentor for the Game Art and Visual Effects Diploma program at 3dsense, where she has played a pivotal role in shaping the careers of countless students. With a passion for teaching and a commitment to excellence, she empowers her students to develop their art skills, industry knowledge, and knowledge learned through practical experience, helping them navigate the path to success in the competitive fields of game art, game concept, and game world.

Geraldine Khor
Senior Mentor

Geraldine Khor brings nearly a decade of experience in the games and film industry, having collaborated with renowned studios such as Double Negative, Koei Tecmo, and Lucasfilm. At Koei Tecmo, she contributed to gameplay animations for popular titles including Fire Emblem: Three Houses and Persona 5: Strikers, and also ventured into cutscene production during her tenure.

Artwork: Choomcherd Virapat

CONCEPT ART & ILLUSTRATION

#8
CONCEPT ART
WORLDWIDE
THE ROOKIES 2024

Graduate with a Diploma in Concept Art & Illustration from 3dsense Media School, a program eligible for SkillsFuture Singapore (SSG) subsidies.

Our 12-month Concept Art & Illustration diploma program is crafted for aspiring 2D artists and digital illustrators passionate about digital painting, character design, and visual storytelling in the games and entertainment design industries. Taught by industry professionals with real-world expertise, students gain hands-on experience in both the artistic and technical skills essential for creating compelling concept art and illustrations that shape imaginative worlds.

Whether you're aiming to design dynamic characters, develop atmospheric environment art, or dive into matte painting, this program begins with foundational drawing and illustration techniques, so no prior experience is required. Key skills such as environment design, composition, and Photoshop fundamentals are developed, helping students to craft an impressive portfolio by graduation.

Curriculum Overview

The Concept Art & Illustration program consists of three terms conducted over one academic year, covering 21 modules. Classes include full-day and half-day sessions focused on software training, design principles, and project applications. The curriculum transitions from foundational concept art fundamentals to advanced digital painting and visual development, culminating in a polished portfolio that showcases your creative expertise.

Term 1

You will build a foundation in concept art fundamentals, sketching, perspective, and digital artwork using Photoshop. Courses include storyboarding and introductory 3D modeling in Blender, allowing you to explore various digital tools for your creative projects.

Term 1 Modules
- Perspective 1
- Digital Painting with Photoshop
- Aesthetic Studies
- Anatomy Studies 1
- Anatomy Studies 2
- Digital Imaging
- 3D Fundamentals with Blender
- Digital Painting 2
- Digital Illustration 1

Term 2

You will learn industry workflows and advanced rendering techniques, with a focus on conceptual design for characters, creatures, and environments. This term emphasizes pipeline efficiencies and encourages students to utilize digital illustration skills and 2D and 3D digital tools to create functional, high-quality assets.

Term 2 Modules
- Concept Design 1
- Digital Illustration 2
- Perspective 2
- UI Design for Games
- Figure Sketching
- Digital Sculpting with Zbrush
- Environment Painting

Term 3

Advanced digital painting techniques are introduced as you complete design briefs that push your illustration and visual development skills. Each student graduates with a polished portfolio showcasing their unique style and technical expertise.

Term 3 Modules
- Concept Design 2
- Video Editing & Compositing
- Character Illustration
- Storyboarding
- World Design

Artwork: Gabriel Lek

CAREER PATHS

Concept Artist

Develops visual ideas for characters, environments, and props, creating the foundation for production based on creative direction.

Digital Illustrator

Produces detailed artwork for games, books, films, and marketing, focusing on creativity and precision to meet project goals.

Character Designer

Creates unique characters for games and films, ensuring they fit the story and are functional for production.

Storyboard Artist

Outlines narrative flow through a sequence of drawings, guiding teams to align the creative vision with production.

Visual Development Artist

Defines the style, color palette, and mood for projects, ensuring all visual elements are cohesive.

Artwork: Rayen Liu

Industry Led

Our full-time mentors and industry experts work closely with students, providing guidance and insights from professional concept artists who have collaborated with leading companies like Riot Games and Marvel. This program is led by experts like Stanley 'Artgerm' Lau, whose impressive background includes work with top entertainment brands. Students gain invaluable advice on building successful careers and thriving in the professional world.

Stanley 'Artgerm' Lau
Creative Director

Stanley, better known as Artgerm, is a Hong Kong-born Illustrator, Designer, Concept Artist, and co-founder of Imaginary Friends Studios, a globally renowned digital art studio that has worked with Capcom, DC Comics, Marvel, and other entertainment giants. With formal training in graphic design and advertising, Stanley's art blends eastern and western styles, earning him a massive online following, including over 50 million views on his DeviantART gallery.

Kai Lim
Art Director

Kai's passion for games and storytelling, sparked by a childhood surrounded by toys, shaped his journey as a Concept Artist. Today, he thrives at an entertainment design studio, contributing to graphic novels, games, animation, and film. His portfolio includes concept art for Oblivion, Edge of Tomorrow, and the Star Wars Galaxies Trading Card Game, milestone projects that cement his place among the top artists in the industry.

Kendrick Lim
Art Director

Kendrick Lim, better known as "kunkka," is a Concept Designer, Illustrator, and Mentor. After starting as a Game Designer in Tokyo, he returned to Singapore in 2005 to co-found Imaginary Friends Studios, a space built by artists, for artists. Since then, he has worked with major clients, including Sony Online Entertainment, Capcom, Square Enix, Ubisoft, and DC Comics. The Dota 2 hero Kunkka was named after his handle, in tribute to his iconic loading screen art for the original Dota game.

MOTION & GRAPHIC DESIGN

Artwork: Virak, Michele, Emily, Wen Xun

Graduate with a Diploma in Motion Design from 3dsense Media School, a program eligible for SkillsFuture Singapore (SSG) subsidies.

This 12-month diploma course is designed for students eager to explore the world of motion graphics, specializing in advertising, branding, and digital media. Taught by experienced mentors, the course equips students with the skills to create compelling motion graphics, from opening titles to transitions and lower thirds. Throughout the program, students will learn how to use industry-standard tools like After Effects, Cinema 4D, and Adobe Creative Suite to introduce information, animate characters, and convey powerful messages.

Curriculum Overview

The program consists of three terms conducted over one academic year, covering 13 modules. Classes include full-day and half-day sessions focused on software training, design principles and project applications. The curriculum transitions from foundational design fundamentals to real-world simulations and culminates in advanced projects and a professional showreel.

Term 1

The first term covers essential design fundamentals, including composition, color theory, typography, and digital imaging. You will gain hands-on experience with tools like Photoshop, Illustrator, After Effects, and Cinema 4D. Lessons focus on the historical evolution of motion graphics and the technology that drives today's animations.

Term 1 Modules
- Digital Imaging with Photoshop
- Design Fundamentals with Illustrator
- 3D Fundamentals with Cinema 4D
- Animation Fundamentals with After Effects
- Motion Design Development
- Visual Communication
- 2D Motion Design

Term 2

In the second term, you will apply your knowledge through real-world simulations. You'll develop 2D and 3D projects based on client briefs, mastering techniques like frame-by-frame animation, storyboarding, and using both digital and traditional animation methods. Key lessons include perfecting transitions, motion in graphics, and the art of visual storytelling.

Term 2 Modules
- Art Direction
- 3D Animation for Motion Graphics
- Compositing
- Branding Animation

Term 3

The final term is all about applying skills in advanced projects, such as product commercials and title sequence animation. By the end of the program, you will have a polished showreel that can help secure employment.

Term 3 Modules
- Mograph Project 1
- Mograph Project 2
- Mograph Project 3
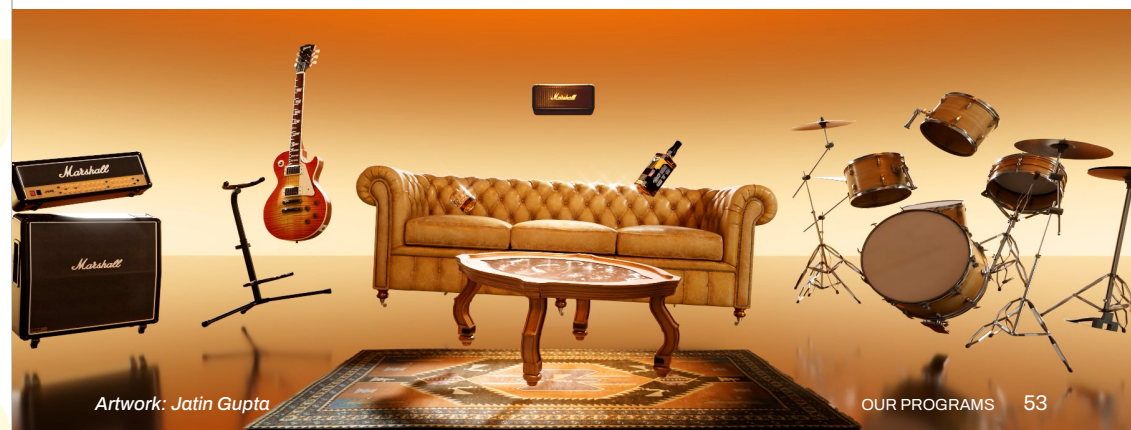
Artwork: Jatin Gupta

CAREER PATHS

FOR CONCEPT MOTION & GRAPHIC DESIGN GRADUATES

Motion Graphics Designer

Creates animated graphics for commercials, films, branding, and digital media, blending design and animation to tell compelling stories.

Art Director

Oversees the visual aspects of a project, guiding the design team in creating motion graphics and animation for advertising and media campaigns.

Animation Designer

Focuses on bringing static designs to life with motion, working on advertisements, digital content, or branded videos.

Digital Media Specialist

Develops engaging motion content for digital platforms, combining design, animation, and marketing strategies to promote brands.

Branding Designer

Creates animated elements and motion identities for brands, ensuring cohesive visual representation across digital and advertising media.

Artwork: Rennie Chiu

Industry Led

At 3dsense Media School, students are mentored by industry professionals who bring years of expertise and invaluable insights into the classroom. With backgrounds working on high-profile projects for top entertainment brands, our mentors are committed to providing guidance that shapes the next generation of motion designers.

Kong Yek Peng
Program Director

Yek Peng, formerly a senior artist at the renowned studio Carbon, now leads the Motion Graphics program at 3dsense Media School. With a wealth of industry experience, Yek Peng brings a deep understanding of motion design, animation, and visual storytelling to the program. His expertise spans across branding, advertising, and digital media, with an eye for the evolving trends that shape the industry.

Manfred Seet
Program Director

With over 8 years of experience in the motion graphics industry, Manfred Seet is a seasoned expert who has worked with top studios like Offset and Carbon. His proficiency in both 2D and 3D design, animation, video production, and visual effects has led to collaborations with global brands such as McDonald's, Apple, and Facebook, as well as local icons like Singtel and Night Owl Cinematics.

Artwork: Koh Min Yi

Artwork: Ng Kang Yu

FIGURINE & PRODUCT DESIGN

Graduate with a Diploma in Industrial Design from 3dsense Media School, a program eligible for SkillsFuture Singapore (SSG) subsidies.

This 12-month intensive program is designed for aspiring figurine designers and product innovators who dream of creating toys and unique prototypes. Whether you aim to launch your own line of collectible products, craft complex figurine designs, or break into the figurine industry, this course provides the solid foundation and tools needed for success.

Through a hands-on approach, students explore the figurine design process, including conceptualization, material selection, and figurine manufacturing. The program also emphasizes sustainability, teaching you to work with recycled materials and sustainable materials while ensuring safety for users of all ages, children and adults alike.

By the end of the program, you will graduate with a polished portfolio, the skills acquired to tackle real-world projects, and the ability to bring innovative ideas to the final product.

Curriculum Overview

The Product & Figurine Design program spans three terms over one academic year, comprising 13 comprehensive modules. Classes are a mix of full-day and half-day sessions that balance technical software training with essential design principles and hands-on project work. The curriculum starts with foundational design concepts and evolves into real-world simulations, culminating in advanced design projects and a professional showreel.

Term 1

Students begin by exploring the design process and learning key techniques for developing products and figurines. You will be introduced to industry-standard software like Fusion 360 for CAD and 3D printing tools that enable rapid prototyping.

Term 1 Modules
- Anatomy Studies 1
- 3D Printing 1
- Casting and Moulding 1
- Fusion 360 1
- Engineering 1
- Concept Design
- Painting and Airbrush 1

Term 2

Students specialize in either figurine design or product design. Figurine designers focus on creating functional and imaginative figurines through resin molding and casting, while product designers apply advanced CAD techniques to build prototypes like mechanical devices or functional tools. Emphasis is placed on choosing the right materials and ensuring safety during the design phase.

Term 2 Modules
- Core Modules
  - Foundation Drawing 2
  - Intro to Zbrush
  - 3D Printing 2
  - Casting and Molding 2
  - Form and Functions
- Product Design Specialization
  - Fusion 360 2
  - Engineering 2
- Figurine Production Specialization
  - Figurine Design
  - Anatomy Studies 2

Term 3

This final term focuses on polishing your prototypes. Students refine their skills in material testing, problem-solving, and creating market-ready products. Each project is presented in industry-standard formats, preparing students for real-world expectations and helping to engage their target audience effectively.

Term 3 Modules
- Lighting and Rendering
- Final Project
- Painting and Airbrush 2

Artwork: Nadya Budiawan

Artwork: Harry Caston

CAREER PATHS

FOR FIGURINE & PRODUCT DESIGN GRADUATES

Product Designer

Designs and develops functional and visually appealing products, blending creativity and problem-solving with practical production needs. A strong emphasis is placed on industrial design and user-centered solutions.

Fusion Designer

Combines design process, sculpting, and computer-aided design (CAD) to produce multi-disciplinary works that bridge art, technology, and functionality.

Industrial Designer

Specializes in creating toys and action figures with a focus on playability, material selection, and ensuring safety. From concept to packaging, you'll gain an in-depth understanding of what it takes to succeed in the toy industry.

Toy Designer

Crafts detailed 3D models for toy manufacturing and prototyping, with a focus on precision, engineering, and usability. You'll gain the hands-on experience needed to develop professional-grade outputs.

3D Modeler (For Print)

Explores how products, toys, and tools are designed for everyday use, incorporating essential elements like sustainability, ergonomics, and manufacturing feasibility.

Industry Led

Our team of industry professionals ensures that the curriculum stays aligned with the latest trends in product and figurine design. With expertise in materials, manufacturing, and prototyping, they prepare students with the skills and knowledge needed to excel in today's competitive market.

Julian Khor
Art Director

Julian is a seasoned professional with over 20 years of experience in game art, industrial design, and toy manufacturing. His expertise spans concept development, complex toy designs, and 3D modeling for both games and collectible figures. Prior to joining 3dsense, Julian worked as a Senior Game Artist at Ubisoft, leading teams on projects requiring both visual creativity and technical precision.

Teo Chia Kai
Program Director

Chia Kai is a versatile artist whose work bridges the gap between design theory and technical application. With a Master's in Architecture from NUS, he has explored disciplines such as computer-aided design, 2D animation, and material selection for sustainable products. His experience includes developing interactive exhibits for firms like CPG Consultants and Vouse, where his problem-solving skills were vital to creative success.

Gelissa Loh
Mentor

With expertise spanning toy design, product prototyping, and modern craftsmanship, Gelissa is a Multi-Disciplinary Designer passionate about blending engineering techniques with creative expression. Her background includes 3D manufacturing, packaging design, leathercraft, and carpentry, giving her a well-rounded perspective on the design process.

ART & DESIGN FOUNDATION

Artwork: Lim Xue Min

Graduate with a Diploma in Visual Art (Synchronous E-learning) from 3dsense Media School, a program eligible for SkillsFuture Singapore (SSG) subsidies.

This 4-month online program provides essential foundational training for digital artists. Students will master core art fundamentals, including traditional drawing techniques, key design principles, and aesthetic studies. The course is designed to refine artistic flair and develop a keen eye for art direction in creative projects. While students will be introduced to basic 3D concepts, the primary focus is to equip them with a solid artistic foundation, preparing them to seamlessly transition into our 1-year full-time programs.

Curriculum Overview

The Art & Design Foundation program provides a comprehensive introduction to the key skills needed for digital art. Over the course of the program, students will engage with fundamental techniques in 3D design, illustration, and traditional drawing, laying the groundwork for their creative careers. The curriculum is structured around two main pillars: technical skill development and artistic exploration.

Modules Include

3D | Foundation | Foundation 2
Illustration 1 | Illustration 2 | Final Project

Who Is This Program For?

➤ Aspiring digital artists looking to build a strong artistic foundation before diving into specialized training.

➤ Beginners with little to no prior experience in art and design, seeking structured guidance in mastering the fundamentals.

➤ Creative professionals from other fields who want to transition into digital arts with a solid grasp of traditional and digital techniques.

➤ Students preparing for 3dsense's 1-year diploma programs, ensuring a smooth transition into advanced studies in animation, game art, motion design, and more.

Artwork: Luke Tan

ADVANCED DIPLOMA

Take Your Skills to the Next Level

Guided by top production artists, students in the Advanced Diploma Program will refine their expertise and push their creative boundaries. Designed as a progression from our 1-year diploma courses, this exclusive program provides an opportunity for selected graduates to deepen their specialization and elevate their portfolios to industry standards.

Throughout the program, students will:

➤ Enhance their technical and artistic skills through advanced training tailored to their chosen field.

➤ Expand their creative range by exploring new techniques, workflows, and industry-standard tools.

➤ Receive personalized mentorship from seasoned industry professionals, ensuring targeted growth and career readiness.

➤ Develop a polished portfolio that meets the expectations of top studios worldwide.

Eligibility & Selection

The Advanced Diploma Program is by invitation only. Seats are offered exclusively to selected graduates from our diploma programs based on their performance, potential, and commitment to furthering their craft.

This program is designed for those who are ready to go beyond the fundamentals and make their mark in the creative industry.
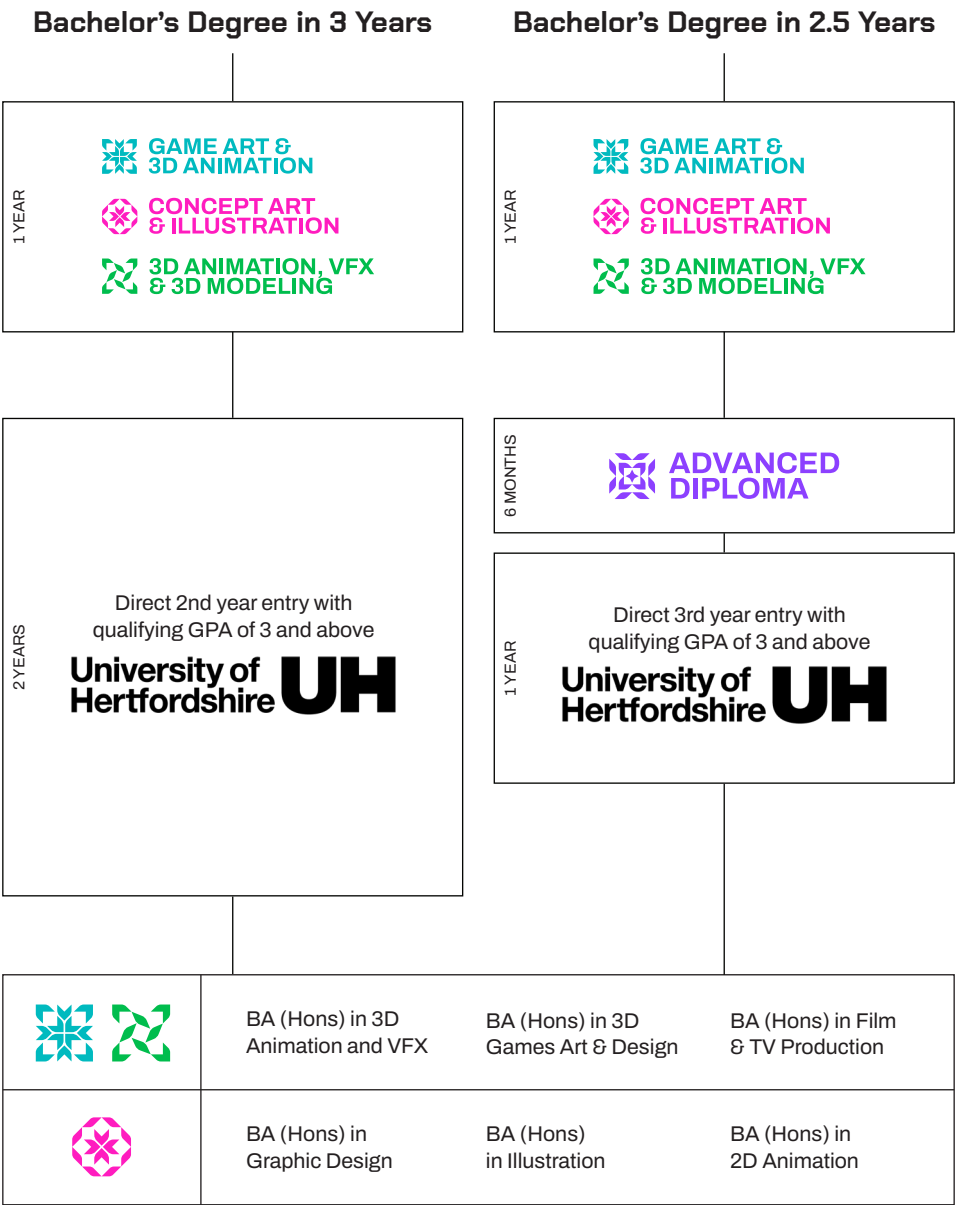
FURTHER ACADEMIC PATHWAYS

Bachelor's Degree in 3 Years

At 3dsense Media School, we provide a structured academic pathway for students who aspire to further their education beyond our diploma programs. Our collaboration with the University of Hertfordshire (UH) allows graduates to fast-track their journey toward a Bachelor's Degree in as little as 3 years.

Bachelor's Degree in 2.5 Years

For students looking to deepen their expertise, our Advanced Diploma programs offer an accelerated path to advanced studies.

With this seamless pathway, students can earn their Bachelor's Degree in just 2.5 years while gaining the essential skills and industry exposure needed for a successful creative career.

Bachelor's Degree in 3 Years

1 YEAR
- GAME ART & 3D ANIMATION
- CONCEPT ART & ILLUSTRATION
- 3D ANIMATION, VFX & 3D MODELING

2 YEARS
Direct 2nd year entry with qualifying GPA of 3 and above

University of Hertfordshire **UH**

Bachelor's Degree in 2.5 Years

1 YEAR
- GAME ART & 3D ANIMATION
- CONCEPT ART & ILLUSTRATION
- 3D ANIMATION, VFX & 3D MODELING

6 MONTHS
- ADVANCED DIPLOMA

1 YEAR
Direct 3rd year entry with qualifying GPA of 3 and above

University of Hertfordshire **UH**

	BA (Hons) in 3D Animation and VFX	BA (Hons) in 3D Games Art & Design	BA (Hons) in Film & TV Production
	BA (Hons) in Graphic Design	BA (Hons) in Illustration	BA (Hons) in 2D Animation

ADMISSIONS

Course Fees & Subsidies

How To Apply

COURSE FEES & SUBSIDIES

Singaporeans & PR Only

All fees shown below include:

➤ Course materials
➤ Assigned desktop PCs
➤ Industry software licenses
➤ 9% Singapore Goods & Services Tax
➤ Pluralsight online library subscription

To qualify for the subsidy:

➤ Males must complete National Service (NS)
➤ Ages 16-20 must provide proof of at least 3 months of work experience, such as internships, freelance or other employment

COURSE	BEFORE SKILLSFUTURE SUBSIDY	AFTER SKILLSFUTURE SUBSIDY*
3D ANIMATION, VFX & 3D MODELING	SGD 32,700	SGD 9,810
GAME ART & 3D ANIMATION	SGD 32,700	SGD 9,810
CONCEPT ART & ILLUSTRATION	SGD 33,790	SGD 10,137
MOTION & GRAPHIC DESIGN	SGD 27,250	SGD 8,175
FIGURINE & PRODUCT DESIGN	SGD 26,977.50	SGD 8,093.25
ART & DESIGN FOUNDATION	SGD 10,791	SGD 3,237.30

Fees are subject to change depending on subsidy adjustments and policy updates.

International Students

All fees shown below include:

➤ Course materials
➤ Assigned desktop PCs
➤ Industry software licenses
➤ 9% Singapore Goods & Services Tax
➤ Pluralsight online library subscription

➤ Student pass application package
➤ Medical checkup for student pass/visa
➤ Medical insurance coverage

COURSE	TOTAL FEES
3D ANIMATION, VFX & 3D MODELING	SGD 44,258.20
GAME ART & 3D ANIMATION	SGD 44,258.20
CONCEPT ART & ILLUSTRATION	SGD 44,258.20
MOTION & GRAPHIC DESIGN	SGD 44,258.20
FIGURINE & PRODUCT DESIGN	SGD 44,258.20
ART & DESIGN FOUNDATION	SGD 11,009

HOW TO APPLY

Connect with Our Admissions Team

We recommend speaking with an Admissions Advisor before you apply to gain tailored advice on preparing your portfolio and application. Our advisors are here to guide you through the process and answer any questions you may have. You may choose to meet our counsellors in person or online via Microsoft Teams or Zoom, whichever works best for you.

To arrange your appointment, simply reach out to us at (+65) 62249455 or email our Admissions team at inquiry@3dsense.

Submit Your Application

Your application package should include:

1/ Visual Arts Portfolio

Submit a portfolio consisting of 5 art pieces for the 1-Year Full-Time Program. For the Art & Design Foundation Program, only 1 art piece is required.

➤ Softcopy submissions are accepted, but each file must not exceed 1MB in size.

➤ Preferred types of artworks include portraits and drawings (e.g., life drawings, still-life, character designs).

➤ Other acceptable formats include photographs, sketches, graphic designs, paintings, flash animations, web pages, films, or other creative works.

2/ Educational Certificates and Transcripts

➤ Provide copies of your educational certificates and transcripts, equivalent to or above the Singapore-Cambridge GCE 'O' Level examinations.

➤ Documents must be translated into English. Original copies may be requested for verification.

3/ Passport-Sized Photo

➤ Provide a softcopy of a passport-sized photograph (size: 35mm x 43mm) with a white background.

4/ Identification Documents

➤ Local applicants: Submit a copy of your NRIC.

➤ International applicants: Submit a copy of your passport.

5/ Application Fee

➤ The application fee is SGD 327 and is non-refundable.

➤ Payment is required to complete and submit your application.

Interview Process

You will need to attend a mandatory interview as part of the application process. This short interview helps us get to know you better.

We will arrange a Zoom interview for both local and international applicants. After your interview, you can expect to hear back within two weeks.

If accepted, you will receive an Acceptance Package containing all the necessary documents to proceed.

Pre-Course Counseling

We'll guide you through your contract and other essential administrative details, ensuring you have all the information needed to move forward smoothly.

Secure Your Spot & Orientation

To confirm your place at 3dsense, you'll need to make the payment for your program fees. International students have the option to pay in installments, while local students are required to pay the full program fee upfront.

Once your payment is received, you'll be all set to attend Orientation Day. This marks the start of your exciting journey, where you'll learn more about the school, meet your fellow students, and prepare for the road ahead.

Scan and apply today!

Creative excellence fuels progress, and digital artists are shaping the future.

As a leading arts institution in Asia, 3dsense Media School stands at the forefront of nurturing the next generation of digital creatives who will define culture, innovation, and the visual language of tomorrow. Our one-year diplomas transform raw talent into **industry-ready professionals** in just one year through rigorous, studio-style training led by award-winning mentors. More than just technical mastery, we instill purpose, resilience, and a global mindset, empowering our graduates to make their mark on the world, starting right here in Singapore.

3DSENSE MEDIA SCHOOL

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