

International Standard Diploma & Degree Programmes

- Advertising & Graphic Design • Digital Animation with Game Development • Illustration, Movie & Game Art
- Paris Fashion Design & Pattern Making • Digital Media Design • Visual Effects (VFX) • Interior Design • Fine Arts
- BA (Hons) Graphic Design • BA (Hons) Digital Media Design • BA (Hons) Interior Architecture and Design

Degree & Master's Programmes at affiliated universities across the **UK, Australia, New Zealand & USA**

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THE ONE ACADEMY
MASTERS TRAIN MASTERS

Intakes: January • April • August

For intake information, please contact our professional counsellors.

20/0083

One of the
World's
toe
Art & Design Colleges



30 years of
igniting global creative excellence

RANKED AS WORLD'S NO. 1 BEST ART SCHOOL

Since its establishment almost three decades ago, The One Academy has stayed true to its core values and practices the “**Masters Train Masters**” teaching philosophy, with the belief that global market-ready students can be cultivated through an education enriched by international professionals & leaders. As the college continues to gain higher merits year by year, it is clear that student achievement is our top priority.

WELCOME

ON BOARD AN AWARD-WINNING ART & DESIGN
EDUCATION JOURNEY WHERE THOUSANDS OF THE
WORLD'S BEST CREATIVEPRENEURS ARE MADE

We have nurtured many who have gone on to accomplish tremendous global achievements. At present, we have brought together hundreds of experienced creative professionals to educate and empower our students through high-quality syllabus and industry-standard amenities & environment; all roped in to elevate The One Academy into one of the World's Best!

★
WORLD'S NO.1
BEST CONCEPT ART &
ILLUSTRATION SCHOOL
(Game, Animation & Film Art)
by The Rookies International

★
CREATIVE SCHOOL
OF THE YEAR
by The Kancil Awards: "Oscars"
of Malaysian Advertising Industry

★
WORLD'S TOP 4
BEST ARCHITECTURAL
VISUALISATION SCHOOL
by The Rookies International

★
WORLD'S TOP 4
BEST 3D MOTION
GRAPHICS SCHOOL
by The Rookies International

★
WORLD'S TOP 10
BEST GAME DESIGN SCHOOL
by The Rookies International

★
WORLD'S TOP 10
SCHOOL FOR
ANIMATION PROGRAM
by Animation Career Review

★
BEST BRAND IN EDUCATION
CREATIVE COMMUNICATION ART & DESIGN
by The International
BrandLaureate Awards

★
BEST OF THE BEST
CREATIVE INSTITUTION OF HIGHER LEARNING
IN MALAYSIA & SINGAPORE
by Adrenaline Student Creative Awards

★★★★★
5 STAR
COLLEGE BASED CATEGORY
by MyQUEST 2016/2017



TATSUN HOI

The One Academy Founder & Principal
Recipient of Asia's Outstanding Youth Award (Hong Kong)
A strong advocate of creative development in Asia



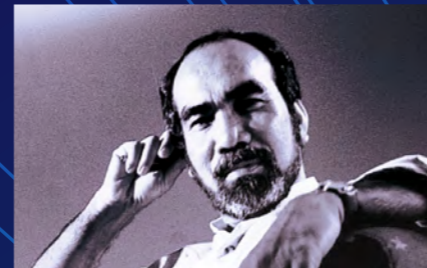
JOHN HUGHES

The One Academy / JHI Visual Effects Course Director
7-Time Oscar Winner for Best VFX & Sci-Tech



EDUARDO PEÑA

The One Academy Movie & Game Art Course Director
International Movie & Game Concept Design Professional of The Lord of the Rings & The Hobbit 1, 2 & 3



ALI MOHAMED

The One Academy Chairman
International Creative Advertising Pioneer



ANDREW GORDON

The One Academy 3D Animation Course Director
Disney Pixar Animation Director



SATORU NINO

President of ESMOD International Group / ESMOD KL The One Academy
The world's first fashion design school with nearly 180 years of history
Famed Fashion Designer in France and Japan

WORLD-CLASS MASTERS

WHO EMPOWER CREATIVE YOUTH
FOR GLOBAL ACHIEVEMENTS



THE ONE ACADEMY

NPE HIGHWAY

LDP HIGHWAY

KTM
BRT

FEDERAL HIGHWAY

ADVANTAGEOUS INFRASTRUCTURE

STRATEGICALLY LOCATED IN A THRIVING TOWNSHIP

The One Academy stands out in a real-world practical learning environment, integrated with an urban atmosphere that is perfect to stimulate the minds of young design students. Nestled in the heart of a cosmopolitan, this remarkably accessible reference

hub nurtures youth to become creative entrepreneurs. It is located in an area which is easily accessed through the Federal, KESAS, LDP and NPE highways. In addition, there is also an interchange station for KTM and BRT just next to us.

ACCESS TO MARKET-PROVEN

RESOURCE CENTRE



The One Academy Campus overlooks Sunway City

The institution uses a highly industry-oriented learning approach. With this, it helps to be located right in the vicinity of a thriving commercial environment that is Sunway Pyramid. What's a better practical source of

reference than thousands of global brands that have stood the test of time? This reference point houses a myriad of products and services straight from the industry which helps in fueling remarkable design inspirations.



URBAN EDUCATION HUB

THE BEST FACILITIES & THE BEST EDUCATORS
NURTURE THE BEST STUDENTS

Kuala Lumpur Campus



Penang Campus

Both our campuses provide high-quality education in communication, art & design, geared towards eager learners like you to be the next leading creative generation as a result of our world-class industry-driven coaching approach. We believe that an education enriched by industry experts and top facilities is the key to nurturing highly successful students.



Scan to watch
the video

AMPLIFIED BY

EXCELLENT EDUCATION AMENITIES



A warm welcome awaits as you step into the premises. Besides being greeted by our pleasant front desk personnel, you will be awed by our key attraction which merges art & digital technology. Featuring a high definition large LED panel, it is used to enhance experiences during events, launches, exhibitions and more.



IMMERSIVE ART EXPERIENCE



Located on the Ground Floor, the open area functions as an art gallery, exhibition and event space, featuring students' graduation projects, fashion shows, exhibitions by esteemed artists and more. This impressive space also plays venue to large-scale events often attended by companies looking to hire, recruiters from the industry and seasoned professionals on the lookout for fresh new talents.

ENGAGING EDUCATIONAL ENVIRONMENT



Auditorium Hall

With a whole floor dedicated to the Auditorium and Theatre Hall, spaciousness and a high seating capacity raise the comfort level. The large projector screens and superb sound systems enhance the visual & audio experience, serving as a point of collaboration for events such as conferences, symposiums, lectures and seminars, both local and international in nature.



CUTTING-EDGE DIGITAL TECHNOLOGY

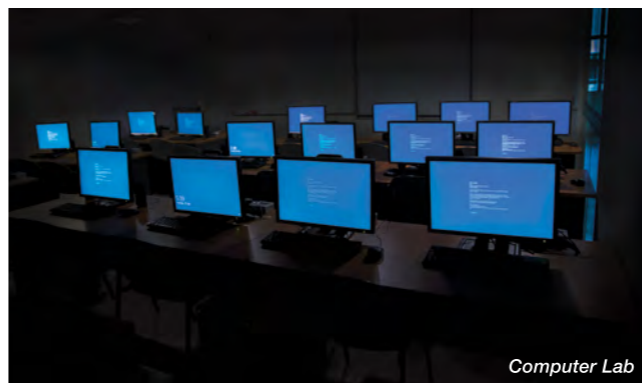
MEETS CREATIVE TALENTS



Photography Studio



Sound Recording Room



Computer Lab

Here, students will have access to digital technology and equipment mirroring Hollywood's standard, this provides them the opportunity to learn from experts based in any corner of the world in real-time. This helps to bring out the best of students' potential while achieving international standards in terms of skills and knowledge.



FABRICATE CREATIVITY & IDEAS



The Fabrication Lab is an industry-standard space equipped with tools such as 3D printers and laser cutters to help students merge their creative ideas with the latest technology, ensuring a practical hands-on experience and amazing outcome.

LIFE IMITATES ART



The Drawing Studio provides a conducive inspiring environment for artists and Foundation-level students to thrive in, ultimately bringing out their best artistry and impression. Students will be able to build the foundational art skills and knowledge it takes to bring out the finer details in art with various modes of reference provided.



UNRAVELING PARISIAN FASHION FACETS

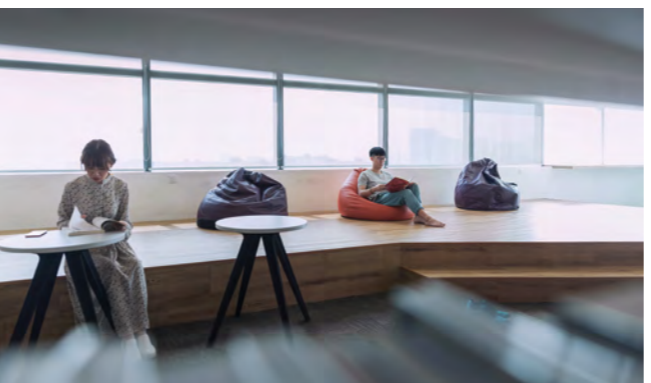


In the Fashion Design & Pattern Making studio, young designers who dream of creating beautiful designer outfits will find everything they need to bring their inspirations to life. From the Lavigne Bust and sewing machines to pattern making tools, students will have ample space to work with and create their masterpieces.



UNLIMITED INFORMATION

AT YOUR FINGERTIPS



Our picture-perfect library is a hub for online & offline references, housing a variety of books for research purposes and casual reading. A cosy ambience with many study corners allows students to read and work in peace. Meetings, discussions and brainstorming sessions can take place in the Glass House, a key feature.

STIMULATE CREATIVE BRAINSTORMING



In an idyllic setting, the spacious student lounge provides a place for them to rest between classes, do their own work, or simply catch up with friends. Additionally, it also serves as a meeting area where seniors and juniors across all faculties convene to share and exchange knowledge, network and mingle at leisure.



CO-CREATIVE SPACE:
**URBANITES
WORKPLACE**



This shared working space is dedicated to guest lecturers in the industries, welcoming them during their stay as they teach classes or conduct sharings to share their knowledge and experience with the students. Additionally, in support of our graduates and their entrepreneurial initiatives, this space is also open to The One Academy's alumni if they wish to have a personal workspace or a studio of their own.

Cafeteria

BOND OVER

FLAVOURS THAT INSPIRE



With our very own cafeteria, students have more options when it comes to meals. Serving breakfast, lunch and tea, students can drop by anytime in between classes for a quick bite at their convenience. With a wide array of delicious and healthy options, students will have no worries about keeping their energy up and appetite sated throughout the day.



SEAMLESS INTERNET CONNECTIVITY

The One Academy provides extensive computer and Internet access as a mode to facilitate students in their studies, completing of assignments, acquiring and mastering the required IT skills, sourcing for

information, inspiration and more. With the well-equipped and up-to-date software similar to those used in the industry, students are encouraged to fully utilize the facilities provided.



INTERNATIONAL STUDENT SUPPORT



Our International Student Support makes every effort to provide international students with relevant assistance to help make their stay and study in Malaysia comfortable. Students may approach for aid in any of the services

such as obtaining student pass/visa, airport arrival transportation, accommodation, medical treatment, insurance, banking and such, to ensure that they get to experience an enriching college life.

MASTERS TRAIN MASTERS

World-Class Education Excellence

International Standard Diploma & Degree Programmes

- ▲ **Digital Animation** with Game Development
- ▲ **Visual Effects**
- ▲ **Illustration**, Movie & Game Art
- ▲ **Advertising & Graphic Design**
- ▲ **Digital Media Design**
with Interactive Media & Creative Technologies
- ▲ **Interior Design**
- ▲ **Fashion Design** & Pattern Making
- ▲ **Fine Arts**
- ▲ **BA (Hons)
Graphic Design**
- ▲ **BA (Hons)
Digital Media Design**
- ▲ **BA (Hons)
Interior Architecture and Design**



School of

DIGITAL ANIMATION

with Specialisation in CG Modelling, Character Animation or Game Development

★
GRAND PRIZE

International Animation Festival

★
WINNER & EXCELLENCE AWARDS

Asiagraph

★
SILVER & NEXT GENERATION AWARDS

DigiCon6 Asia

★
WINNER
BEST STUDENT FILM CATEGORY

43rd Annual Annie Awards

★
WORLD'S TOP 10
SCHOOL FOR ANIMATION PROGRAM

Animation Career Review

★
WORLD'S TOP 10
BEST GAME DESIGN SCHOOL

The Rookies International

The multibillion-dollar industry that is Digital Animation is growing rapidly worldwide, and the need for animators has been steadily rising each year, seeing as how a full-fledged animated film may require a thousand talents to produce. The top 3 highest-grossing animated films – The Lion King, Frozen II and Frozen all raked in more than a billion dollars in box office each.

Digital animation is picking up and the masses are ever-ready for more, making this industry an excellent one to venture into. While an animation production involves ideas, creativity, artistry and technological mastery; a strong grasp of art, imagination

and effective storytelling skills are required to keep audiences engaged and entertained.

Here, the Digital Animation course aspires to create thinkers and storytellers; as opposed to just plug-and-play animators. We bring together all kinds of different ideas and people who are interested in telling great stories.

The One Academy and Sony Interactive Entertainment are working closely to build Malaysia as the hub for game development in South East Asia. We groom our Digital Animation students into highly sought-after talents.



COURSE DIRECTOR

ANDREW GORDON

Animation Director at Pixar Animation Studios

Hollywood Programme Course Director, The One Academy



Students gain eye-opening insight from intensive lectures and professional critique sessions presented by industry experts such as The Lord of the Rings animation master, and experts from top studios of game development and animation such as Ubisoft and Pixar, that have worked on Hollywood blockbusters like Transformers, Star Wars, X-Men: First Class and Toy Story.

Left
Shawn Kelly - Senior Lead Animator of Star Wars & Transformers series

Right
Kyle Balda - Director of world-famous Minions & Despicable Me



Character Design by Vincentius Matthew



Character Design by Jarold Sng



Game Art by Lee Zhan Ming

Storytelling, Acting Workshops & Approaches to Figure Drawing

Animation is about bringing characters to life. This is a very demanding and competitive discipline, but for those professional animators in the field, all the hard work is worth that magic result – a character who seems to come to life on the screen. Students will learn about posing, drawing, appeal, principles of animation and acting performance that truly add life and originality to character animation. Additionally, students will explore storytelling and acting in more depth and eventually contribute to character animation that successfully entertains.

Drawn Animation + 3D Animation

To possess a good mastery of skills, a strong foundation is a must. Here, students will strengthen their base by learning traditional drawing methods. To animate in Adobe Animate, the sequence needs to be hand drawn frame by frame, similar to flipbook art. In contrast, everything in 3D animation is done with the help of computer software. The development consists of several phases such as modelling, texturing, lighting, rigging, rendering, etc., resulting in more lifelike objects and environment.

CG Modelling

Students will transfer the art and design knowledge they have learned from 2D to 3D. Using a combination of Autodesk Maya, Adobe Photoshop and Pixologic ZBrush, students will face the challenge of giving form and structure to their 3D artwork and bringing it to life. By gradually mastering different aspects of 3D modelling – from creating rough blockouts to UV unwrapping, painting textures and creating realistic shaders, these skillsets are taught in guided lectures and mock studio environment.

Specialisations in the 3rd Year

In the third year of study, students will choose one out of the three taught cores to specialise on a more advanced level –

CG Modelling, Character Animation, or Game Development.

Final Project

Before graduation, students will work together for a collaborative project between Digital Animation and Illustration majors. The main goal of this visual development stage is to convey a visual representation of a design, idea and mood for use in students' final production which is an animated short film. The project reflects an industry production simulation that prepares them for a studio/working environment, where students experience what it is really like to create animation

on a feature level so that they can compete in the international market. Besides, preparing for their graduation exhibition will help them build their profile and gain experience for their portfolios.



Modelling by Zul Fayyadh Yusof

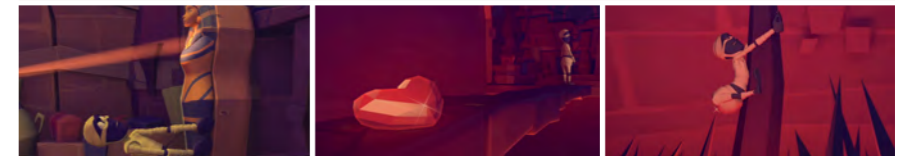


Digital Sculpting by Brian Lai

Undying Love

A mummy returns to life in search for his true love.

This animation won the Gold Award at the 19th Digicon6 Asia.



Loop

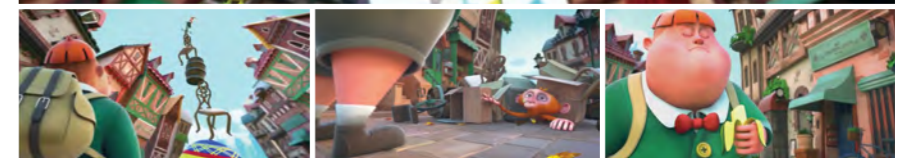
Witness a grandfather's love that stands the test of time.

This animation won the Idea of the Year and 2 Gold Awards - Best Film & Audio Craft (Animation) & Best Film (Video Content), in the Kancil Awards 2019.



La Banana

Check out what a monkey would do for some bananas.





Digital Sculpting by Jefferson Lianza

PROGRAMME OUTLINE

COURSE MODULES

- Life Figure Drawing
- Drawn Animation
- 3D Maya Essentials
- 3D Animation
- Conceptual Rendering
- Digital Video Creation
- Introduction to Digital Photography
- Compositing & Editing for Production
- Specialisation: Animation/Modelling/Visual Effects/Unreal Engine Workflow
- Animation Short Film Production
- Perspective Studies
- Functional Drawing
- 3D Modelling
- Concept Art
- Visual Storytelling

PERSONAL DEVELOPMENT

- Interpersonal Skills & Development Workshops

CONTEXTUAL COURSES

- Language & Communication Skills
- History of Art & Design
- Survey of S.E.A. Art & Culture
- Business & Marketing

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After Effects
- Digicel Flipbook
- Autodesk Maya
- Autodesk MatchMover
- ZBrush
- Autodesk 3ds Max & Crazy Bump (for game development-related content)
- The Foundry: NUKE
- Substance Painter

CAREER OPPORTUNITIES

- Animation Houses/Studios
- Digital Design Companies
- Movie Production Houses
- Film-Making Business Firms
- Post-Production Houses
- Game & Software Design Companies
- Television Broadcast Industry
- Advertising Agencies
- Multimedia Companies
- Education/Training Centres
- Research & Development Firms
- Your Own Animation Studio

CAREER OPTIONS

- 2D/3D Animator/Lead Animator/Supervisor
- Character/Environment Designer
- Tech Animation Technical Director/Lead/Supervisor
- Digital Layout Technical Director/Lead/Supervisor
- 3D Modelling Technical Director/Lead/Supervisor
- Set Dressing Technical Director/Lead/Supervisor
- Video Game Animator/Lead/Supervisor
- Texture/Shading Artist/Lead/Supervisor
- Lighting Technical Director/Lead/Supervisor
- Rigging Technical Director/Lead/Supervisor
- Visual Effects Technical Director/Lead/Supervisor
- Composer/Video Editor/Lead/Supervisor
- BG Prep/Rotoscoping Technical Director/Lead/Supervisor
- Matchmove Technical Director/Lead/Supervisor
- Visual Effects Coordinator
- Digital/Concept Artist
- Pre-Visualization Artist
- Storyboard Artist
- CG Supervisor



International Industry Associate Partner: Sony Interactive Entertainment Worldwide Studios (SIE WWS)

With Sony IE looking to build a game development hub here in Malaysia, The One Academy is their chosen prime education contributor. Through this, students will be trained directly under them, transforming local talents equipped to join the ranks of Sony.

ESTIMATED MARKET VALUE OF THE GLOBAL ANIMATION INDUSTRY (2020): US\$270 BILLION

*source: statista.com

OUR CORPORATE AFFILIATIONS & ALUMNI'S INTERNATIONAL CAREER:





School of

VISUAL EFFECTS (VFX)

The integration of live-action footage and generated imagery to create environments which look realistic, but would be dangerous, costly or simply impossible to capture on film.

Visual effects (commonly shortened to Visual FX or VFX) is the term used to describe any imagery created, altered, or enhanced for a film or other moving media that cannot be accomplished during live-action shooting. Much of the art of visual effects takes place in post-production. Visual effects can be added to live-action, with captured techniques like matte painting, explosion, computer-generated characters and environments with photorealistic aesthetics.

VFX is now used widely in many films, video games and TV series to generate effects that cannot be done during production. Given the consumer's want for entertainment that is mind-blowing, filmmakers now are using VFX to give their movies an edge. That is where education in VFX comes

in handy. The One Academy's VFX course offers students an innovative learning environment to develop their knowledge and practical skills on how to integrate computer graphics and 3D components into live action. Here, students have the opportunity to immerse themselves and learn techniques that are used in Hollywood to produce blockbuster films.

We work closely with Tau Films, an international creative content and visual effects company formed by a global team of exceptional artists and visionaries. With one of its production facilities in Kuala Lumpur, this collaboration boosts the film-making industry and helps students build their career in the VFX industry by providing career opportunities.



COURSE DIRECTOR

JOHN HUGHES

Executive Producer of Tau Films
(Former Founder of R&H)

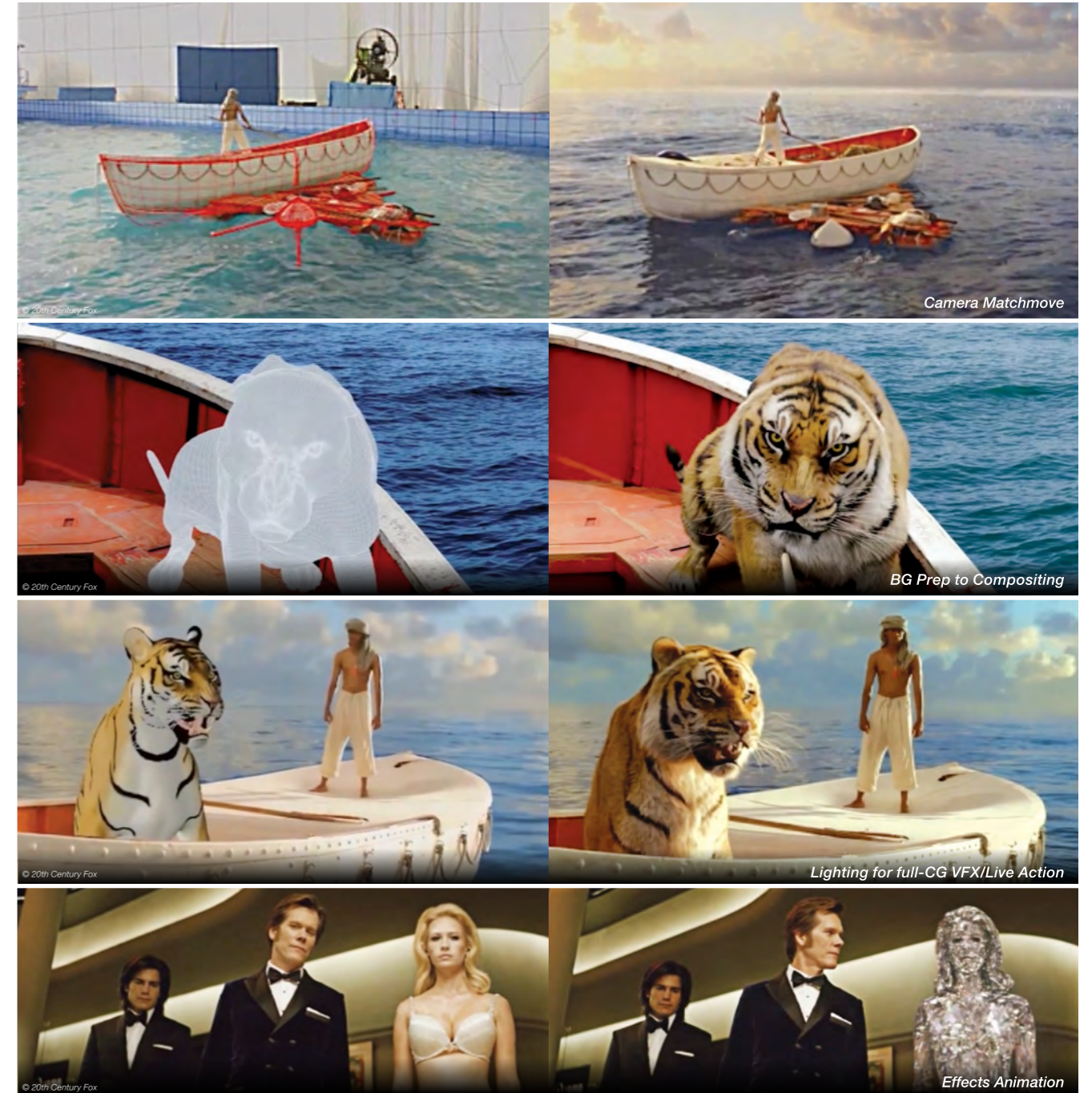
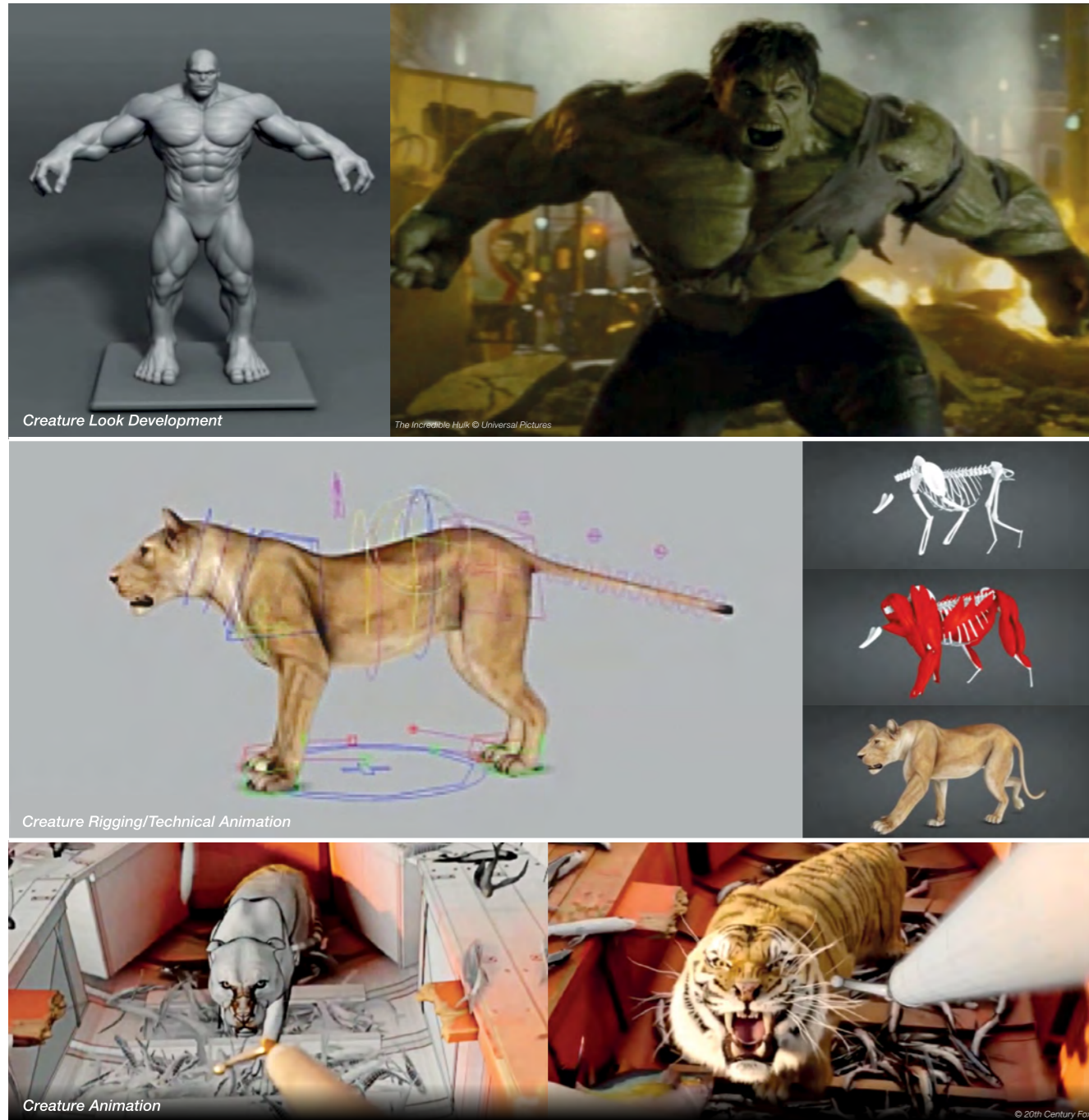
7-Time Oscar Winner for Best VFX &
Sci-Tech

Visual Effects Course Director,
The One Academy



Left
Tau Films' Creative Director & Visual Effects
Supervisor Walt Jones and Producer Mandeep
Singh, along with The One Academy's Founder &
Principal, Tatsun Hoi, officiated the launch of the
new Diploma in Visual Effects programme.

Right
Walt Jones during a Masterclass sharing.



VFX Specialisation Tracks

One of the main aims of this programme is to stimulate the development of analytical and creative approaches that encourages independent judgement. This is done through a variety of subjects that include comprehensive practical exercises simulating current VFX industry pipeline, planning, production and effects production of complete visual effects shot. Here at The One Academy, we have VFX specialisation tracks to help students learn in-depth about the variety of effects that can be produced by

utilising visual effects. Students will choose two core production disciplines out of the following tracks to specialise on a more advanced level.

Creature Look Development Track

This track focuses on workflow and pipeline for photorealistic & stylised CG creatures as well as associated assets.

Effects Animation Track

This track's workflow ranges from SideFX Houdini to the creation of effects animation and elements of simulation which incorporates the technical aspects, its programming and also the creative aspects of effects animation.

Rigging and Creature FX Track

This track focuses on the technical and artistic aspects of rigging and creature effects workflow in the animation and VFX production pipeline.

Creature Animation Track

This track emphasizes to impart the principles of animation mechanics, convey strong emotions in animated performance which uses both biped (2-feet animal) and quadruped (4-feet animal) rig.

Background Prep to Compositing Track

This track's workflow and pipeline is from plate preparation to compositing moving image within the creation of assets/elements that are implemented and manipulated in compositing.

Studio Courses

We also have numerous studio courses that are designed to provide students with a strong foundation in this pathway. Subjects such as Design Fundamentals and Visual Communication ensure students develop a keen eye for design whereas studio courses such as Production Management helps students understand the production pipeline in terms of cinematography through exploration and critical analysis of films and more. In order

to prepare students for their entry into the industry, we also train them on the corporate side of the spectrum through subjects such as Business Marketing for VFX and Animation Pipeline, Project Management for Production, Career Reality and more.



PROGRAMME OUTLINE

COURSE MODULES

- Design Fundamentals
- Drawing
- Visual Communication
- Advanced Drawing
- Production Tracking
- Career Reality
- Introduction to Digital Photography
- 3D Maya Essentials & Shader Development
- Basic Lighting and Compositing
- Business Marketing for VFX and Animation Pipeline
- Production Management: Production Pipeline
- Cinematography: Exploration and Critical Analysis of Films
- Personal Development
- Project Management for Production

CONTEXTUAL COURSES

- History of Art & Design
- Malaysian Studies
- History of Visual Effects
- Business & Marketing
- Culture & Humanities
- Survey of S.E.A Art & Culture
- Language & Communication Skills

PERSONAL DEVELOPMENT

- Interpersonal Skills & Development Workshops

SOFTWARE

- Adobe CC
- Autodesk Maya
- Autodesk MatchMover
- The Foundry: NUKE X
- The Foundry: MARI
- SideFX: Houdini
- Pixologic ZBrush
- Substance Painter

CAREER OPPORTUNITIES

- Animation Houses/Studios
- Movie Production Houses
- Filmmaking Business Firms
- Post-Production Houses
- Game & Software Design Companies
- Television Broadcast Industry
- Education/Training Centres
- Research & Development Firms
- Your Own Visual Effects Studio

CAREER OPTIONS

- Creature Modelling Technical Director
- Animation Technical Director/Animator
- Matchmove Technical Director
- BG Prep Technical Director/Compositor
- Lighting Technical Director
- Technical Animation/Simulation Technical Director
- Rigging Technical Director
- Lead of Modelling
- Lead of Animation
- Lead of Matchmove
- Lead of BG Prep
- Lead of Technical Animation/Simulation
- Visual Effects Supervisor
- Visual Effects Production Coordinator
- Visual Effects Creative Director
- Visual Effects Educator in Films Production



International Industry Associate Partner: Base FX

Base FX and The One Academy are collaborating in enhancing our course syllabus to ensure that it is on par with international industry standards. Experts from Base FX will train and coach our students who will go on to meet the worldwide demand of creative talent in the VFX sector.

THE GLOBAL TV & FILM INDUSTRY REVENUE IS EXPECTED TO GROW TO US\$324.66 BILLION IN 2020

*source: statista.com

OUR CORPORATE AFFILIATIONS & ALUMNI'S INTERNATIONAL CAREER:



School of

ILLUSTRATION

Movie & Game Art

Visual representation of an idea or storytelling requiring exceptional drawing and painting skills in various medium.

P L A N E T A R I O

★
1ST, 2ND & 3RD PLACE

The Magicbird Prize

★
GRAND WINNER

Samsung Masterpieces Future Masters

★
CHAMPION

Maldives Nationwide Design Competition

★
STUDENT OF THE YEAR

The Kancil Awards: "Oscars"
of Malaysian Advertising Industry

★
**WORLD'S TOP 10
DIGITAL ILLUSTRATION SCHOOL**

The Rookies International

★
**WORLD'S NO. 1
BEST CONCEPT ART &
ILLUSTRATION SCHOOL**

The Rookies International

This multibillion-dollar industry involves creating intriguing illustrations for commercials, publications and entertainment in the sectors of animation, video game, and film. Besides being widely used through many different markets, illustration offers designers the opportunity to transform their thoughts, feelings and emotions into inspiring visuals, bringing out the truest artist in them.

Taught in both traditional and contemporary methods, students are exposed to sharings from prominent illustrators, concept artists, as well as game & film

producers to experience real-industry knowledge.

With global companies such as Sony Interactive Entertainment Worldwide Studios (SIE WWS) expressing its intention to participate in the local gaming industry and Ubisoft located in Singapore, Malaysia is becoming the first choice when it comes to talent acquisition and infrastructure ecosystem. As Malaysia actively seeks collaboration with more global gaming companies, students will have the opportunity to learn from and work with some of the world's best.



COURSE DIRECTOR

EDUARDO PEÑA

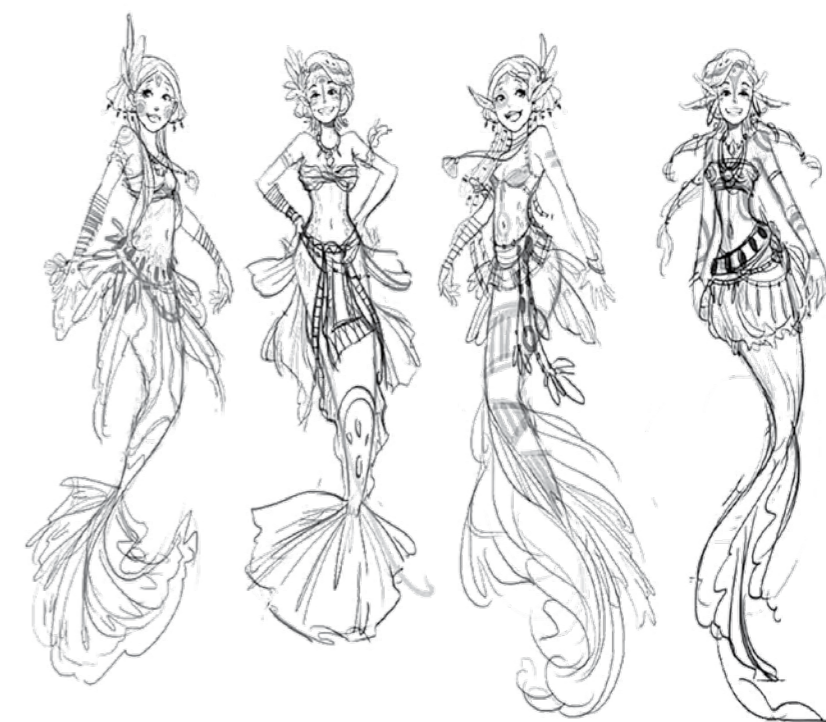
Concept Artist of The Hobbit Trilogy, Transformers: The Last Knight & Pacific Rim: Uprising

Movie & Game Art Course Director, The One Academy



Left
Doug Chiang - Vice President & Executive Creative Director of Lucasfilm, and Oscar-winning Star Wars Design Master

Right
Armand Serrano - Walt Disney Visual Development Expert



Fundamentals of Design & Drawing

Illustration centers on producing imagery and visuals that are stunning and eye catching. Here, students will grasp the foundation of drawing and producing illustrations. Subjects touching on drawing, perspective studies, visual communication and more are vital in making sure that students' skills of producing images are honed. This will also help them as they move into the technicalities of illustration.

Understanding the Technicalities

As students delve deeper, they will be exposed to more specialised subjects which serve to sharpen their skills, such as Light & Mood Studies, Production Sketching and Figure Anatomy. They will also learn different mediums of art such as pencil, gouache, watercolour and digital. This exploration of mediums further develops their drawing skills, allowing them to produce excellent artwork regardless of the medium.

Collaborative Projects & Portfolio

To prepare students for their future careers in the illustration industry, they will learn subjects that improve teamwork, leadership and critical thinking, such as Community Service and Collaborative Project. Students will have the opportunity to create pre-production design for animated short films, allowing them to collaborate with Digital Animation major students for their Final Project.

In addition, subjects that mirror industry practices such as Cinematic Storyboarding and Concept Design help students express their creativity and ideas to generate a portfolio that is up to the industry's standard. A professional-standard portfolio is sure to aid them greatly when beginning their careers in the illustration field.



Concept Art by Lim Chang Ye



Concept Art by Siti Balqis Abdul Rahman



Concept Art by Henry Yee Tian



Concept Art by Chong Fei Giap



Concept Art by Siti Balqis Abdul Rahman

PROGRAMME OUTLINE

COURSE MODULES

- Drawing
- Colour Studies
- Design Fundamentals
- Digital Matte Painting
- Production Sketching
- Visual Development
- Digital Painting
- Cinematic Storyboarding
- Design Process Principle
- Collaborative Project
- Introduction to Digital Photography
- Figure Studies
- Perspective Studies
- Visual Communication
- Watercolour Painting
- Light & Mood Studies
- Illustration
- Story Development
- Typography
- Concept Design

PERSONAL DEVELOPMENT

- Seminars & Workshops
- Team Building Activities
- Community Service
- Graduation Campaign

CONTEXTUAL COURSES

- Language & Communication Skills
- History of Art & Design
- Survey of S.E.A. Art & Culture
- Culture & Humanities
- Malaysian Studies
- Business & Marketing

ILLUSTRATION MEDIUM

- Pencil
- Gouache
- Digital
- Watercolour

SOFTWARE

- Adobe Photoshop
- Adobe After Effects
- Google SketchUp
- Blender
- Adobe Illustrator
- Adobe Premiere
- ZBrush

CAREER OPPORTUNITIES

- Game Production Studios
- 2D/3D Animation Production Studios
- VFX Production Studios
- International/Local Advertising Agencies
- Design Studios
- TV/Film Production Houses
- Corporate In-House Design Divisions
- Publication Houses
- Art Education Colleges
- Your Own Illustration Studio

CAREER OPTIONS

- Concept Artist
- Illustrator
- Storyboard Artist
- Visual Development Artist
- Digital Artist
- Texture Artist
- Background Artist
- Visual Merchandiser
- Comic Artist
- Art Director
- Desktop Publisher



International Strategic Partner: Ubisoft Singapore

The One Academy partners with the world's leading publisher of interactive entertainment games, Ubisoft Singapore. Through this collaboration, our educators are trained by them to fully grasp the game pipeline and design, which the knowledge is then passed on to our students.

REVENUE FROM MEDIA AND ENTERTAINMENT WILL REACH AN ESTIMATED US\$2.2 TRILLION BY 2021

*source: PwC

OUR CORPORATE AFFILIATIONS & ALUMNI'S INTERNATIONAL CAREER:



School of

DIGITAL MEDIA DESIGN

Ignites people's passion that shapes their future.



**BEST
INNOVATION AWARD**

InnoServe Awards

**WINNER OF
RM50K GRANT**

MSC Malaysia IP Creators Challenge

**WINNER OF
BEST TERTIARY
STUDENT PROJECT**

MSC Malaysia APICTA Awards

TOP 3 FINALIST

UN SDG Action Awards, Germany

**PEOPLE'S
CHOICE AWARD**

The Rookies International

**WORLD'S TOP 4
BEST 3D MOTION
GRAPHICS SCHOOL**

The Rookies International

In today's technology-driven world, the demand for digital professionals is growing exponentially. Digital Media Design aims to nurture talents needed for this rapidly evolving economy in keeping up with digital trends.

We designed the curriculum to help individuals reach their fullest potential through education enriched with real-industry experience. Students will be able to acquire and hone the

knowledge and skills needed to be a professional in this industry.

Our selection of collaborative networks further enhances students' exposure and confidence in their endeavours. We are committed to witness our graduates go forth into the creative industry as inventors, the changemakers of today, and the leaders of tomorrow.



COURSE DIRECTOR

CHEANG LIN YEW
Co-Founder & Interactive Media Designer of Super Nature Design
Head of Digital Media Design, The One Academy



Left
Takasu Masakazu - Technical Evangelist of teamLab (Japan)

Right
Raven Kwok - Coding & Algorithm Master from USA

**Learning That Pushes Boundaries**

Digital Media Design provides interdisciplinary practices in art and design, moving images, and interactive design. Our courses and projects value individual perspective development, critiques, visual literacy, digital media fluency, experiential learning and innovation. Students make meaningful and notable contributions in the industry with these comprehensive learnings.

Art & Design

First-year coursework introduces fundamental theories, methodologies and skills central to art and design. Students explore design thinking and processes that engage research, contexts, audiences, visual art, technology, experimentation and play in the construction of meaningful visual forms.

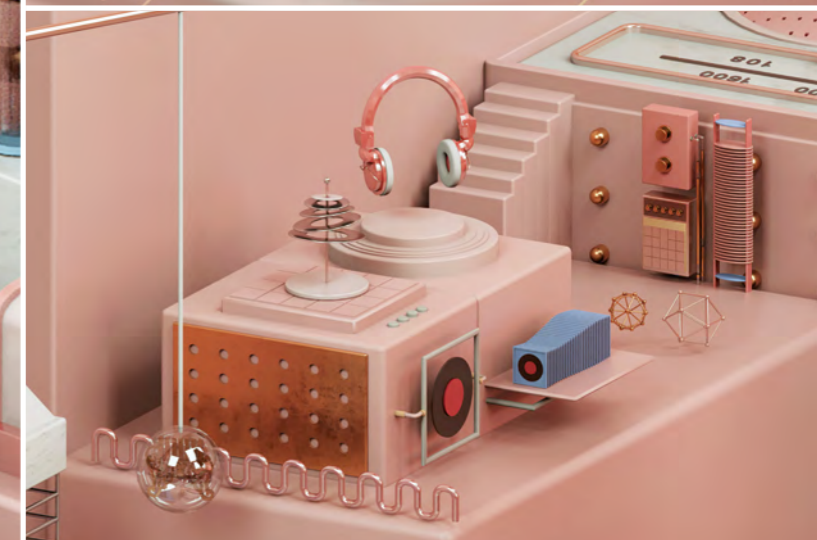
Interactive Design & Moving Images

Second-year courses focus on developing students' sensibilities to define and design connected interactive experiences between people and technology. Students will be able to apply contemporary

practices in creativity and technology resulting in the production of 2D and 3D digital motion arts as well as meaningful interactive designs.

Specialisation, Integration & Industry Practices

In the final year, students uncover individual specialisation or sets of interests inside this multidiscipline course in their chosen area of emphasis. Students integrate their learnings with industrial practices to create professional works that launch their careers in the digital-driven industry.



Motion Graphics by Leong Yu Er
Golden Melody Awards
This motion graphics won the World's Top 4
- 3D Motion Graphics Schools Category in
The Rookies International 2019





MedCare

Make your sick day better

CHALLENGES

1. Patients' long waiting time to get medical attention
2. Getting patients to take their medications timely

SOLUTION

An app that helps patients in times of illness

TARGET AUDIENCE

People that are too busy to take care of themselves

HOW IT WORKS



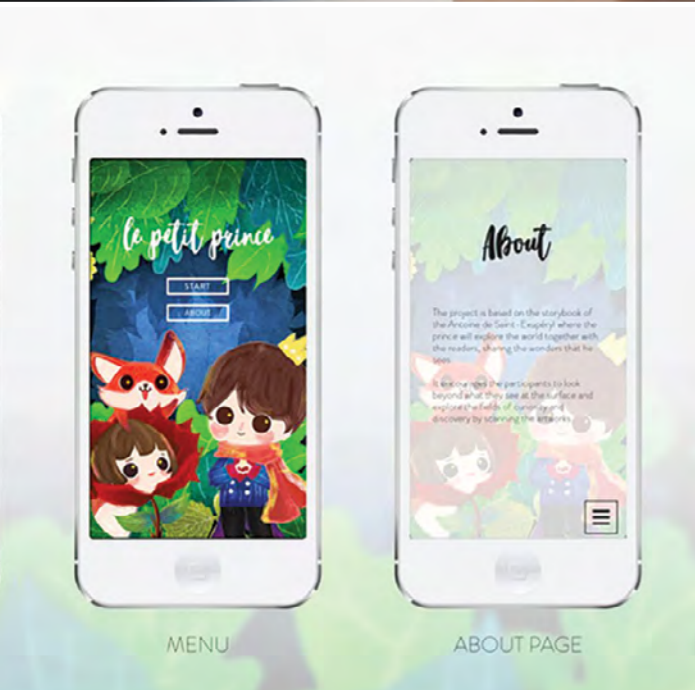
Choose Clinic



Select Time



Done



MENU

ABOUT PAGE



Innovative and professional system that improves overall medical care experience for patients, doctors and nurses



Mobile App & AR Experience by Hoo Kai Xin
Le Petit Prince

An interactive installation incorporating augmented reality (AR) into a fairy tale. With an idea to empower readers to look beyond what they would see on static surfaces, key scenes in the story are made into paper arts where, with the help of a specially designed mobile app, let readers discover hidden animation and magical sound effects that make the story come alive.

Mobile App by Wong Zheng Siang
MedCare



MedCare is an innovative and professional system that improves the overall medical care experience for patients, doctors and nurses. The smart data management not only allows doctors to view patients' medical histories but also provides them with feedback from patients after the medical treatment is completed. Besides that, the mobile app has built-in medication reminder, healthy food advice and food delivery features. This project won a Gold Award for Digital Craft (User Experience & Journey Design) and a Bronze Award for Digital Experience (Mobile & Wearables) in The Kancil Awards 2019.



PROGRAMME OUTLINE

COURSE MODULES

- Design Fundamentals
- Drawing
- Visual Communication
- Advanced Drawing
- Typography Design
- Principles & Practices for Digital Media
- Programming Methodology
- Perspective Studies
- Design Methodology
- Basic Photography
- Digital Storytelling & Animation
- Interactive Design
- Photography & Video Production
- Web & Mobile Design
- Motion Graphic Design
- 3D Design
- Digital Fabrication
- Integrated Media & Communication
- Creative Technologies
- Final Project
- Digital Portfolio
- Industry Training & Practices

PERSONAL DEVELOPMENT

- Interpersonal Skills & Development Workshops
- Team Building Activities

CONTEXTUAL COURSES

- Language & Communication Skills
- History of Art & Design
- Survey of S.E.A. Art & Culture
- Business & Marketing

SOFTWARE

- Adobe Photoshop
- Adobe XD
- Adobe Audition
- Processing
- Maxon Cinema 4D
- Autodesk 3ds Max
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere
- Arduino IDE
- Digital Fabrication Tools
- Unity 3D

CAREER OPPORTUNITIES

- Digital Agencies
- Web Design Companies
- Mobile App Developers
- Digital Media Design Studios
- Game Developers
- Advertising Agencies
- Media Agencies
- Broadcast Companies
- Post-Production Houses
- Motion Graphics & Animation Studios
- Event/Audio Visual Companies
- Retail/Props Design Companies
- Corporations (banks, insurance companies, etc.)
- Digital Product Companies
- Production Houses
- Your Own Digital Design Studio

CAREER OPTIONS

- Interactive Designer
- Web Designer
- Front-End Developer
- Game Designer
- Digital Media Designer
- UI Designer (User Interface)
- UX Designer (User Experience)
- Digital Product Designer
- Art Director
- Creative Director
- Creative Technologist
- Digital Media Producer
- Social Media Strategist
- Video Composer
- Visual Effects Designer
- Motion Graphics Designer (Mograph Designer)
- Film Director
- Production Manager
- Design Entrepreneur



TOA's Joint Efforts in iNYALA

iNYALA 2019 is Malaysia's first ever interactive light art installation exhibition. The One Academy contributed 2 installations out of the 12 featured. This platform served to provide new media art talents the right opportunities and exposure.

REVENUE IN THE DIGITAL MEDIA MARKET IS EXPECTED TO GROW TO US\$183.3 BILLION BY 2024

*source: statista.com

OUR CORPORATE AFFILIATIONS & ALUMNI'S INTERNATIONAL CAREER:



School of

ADVERTISING & GRAPHIC DESIGN

A discipline that utilizes artistic, innovative and strategic thinking to create creative work aimed to build brands, market businesses, sell products or promote social welfare.

GOLD AWARD

Creativity International Award, USA

**GRAND, 2ND & 3RD
PRIZE WINNERS**

Brandcare Packaging Design Competition

1ST, 2ND & 3RD PLACE

Swiss Travel System
Design Competition

4 GOLDS

Summit Creative Award

**4 GOLDS, 8 SILVERS
& 12 BRONZES**

The Kancil Awards: "Oscars"
of Malaysian Advertising Industry

**STUDENT & LECTURER
OF THE YEAR**

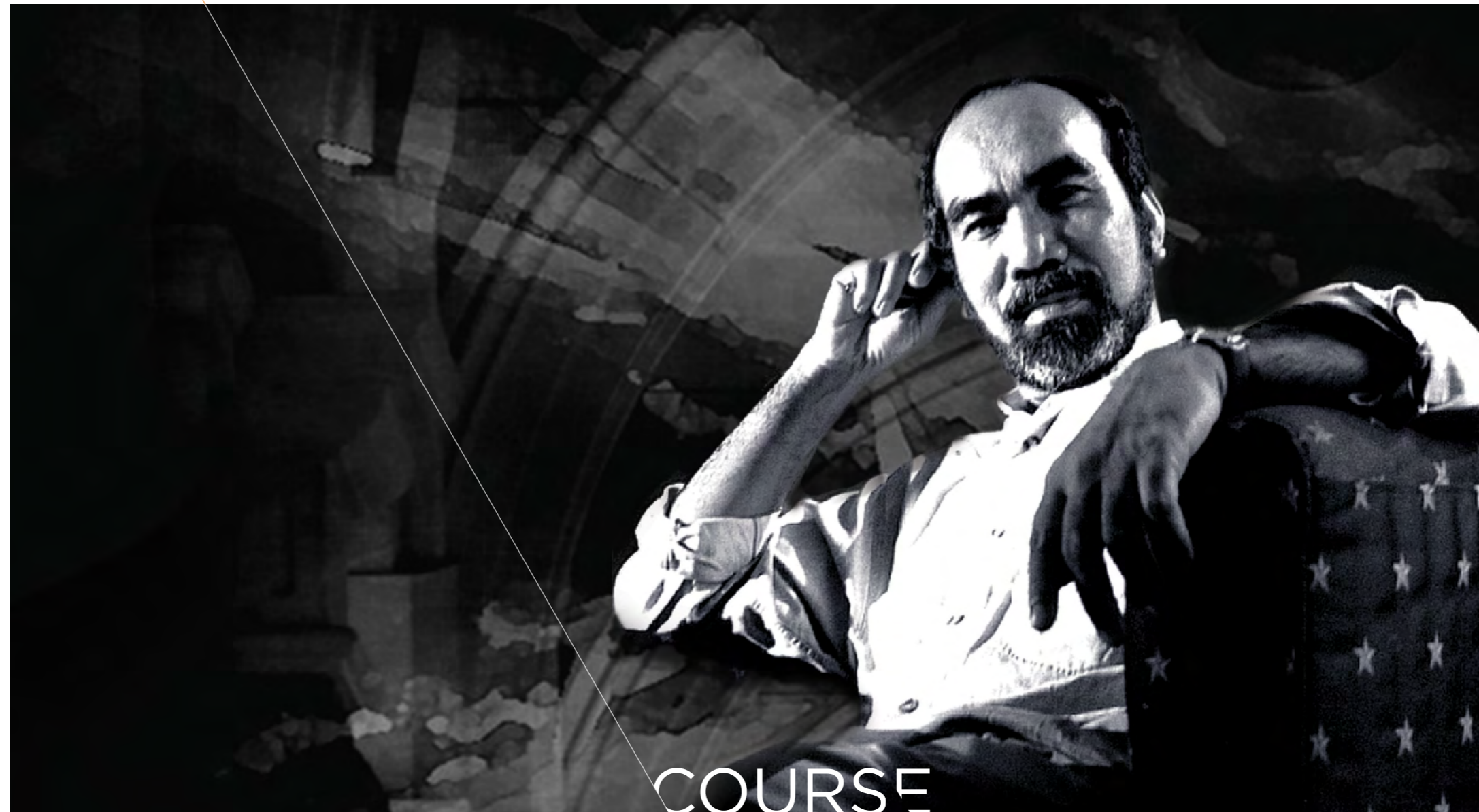
The Kancil Awards: "Oscars"
of Malaysian Advertising Industry

Advertising & Graphic Design is a necessity for any business or occasion. In today's competitive and global environment, it is one of the most sought-after sectors.

Our aim is to inspire and train movers and shakers who utilise orthodox and digital visual communication to solve creative problems. Students will be trained to master creative skills that contribute to this trillion-dollar industry. The career options are diverse and can

run across a variety of fields such as creative departments, brand building, digital brand experience, social media, marketing products & services as well as bringing about social change.

Having won many awards including the coveted Creative School of The Year title in the Kancil Awards, our students certainly do not shy away from the freedom of creative problem solving and the attractive career opportunities it brings.



COURSE DIRECTOR

ALI MOHAMED
Chairman & Creative Director,
The One Academy



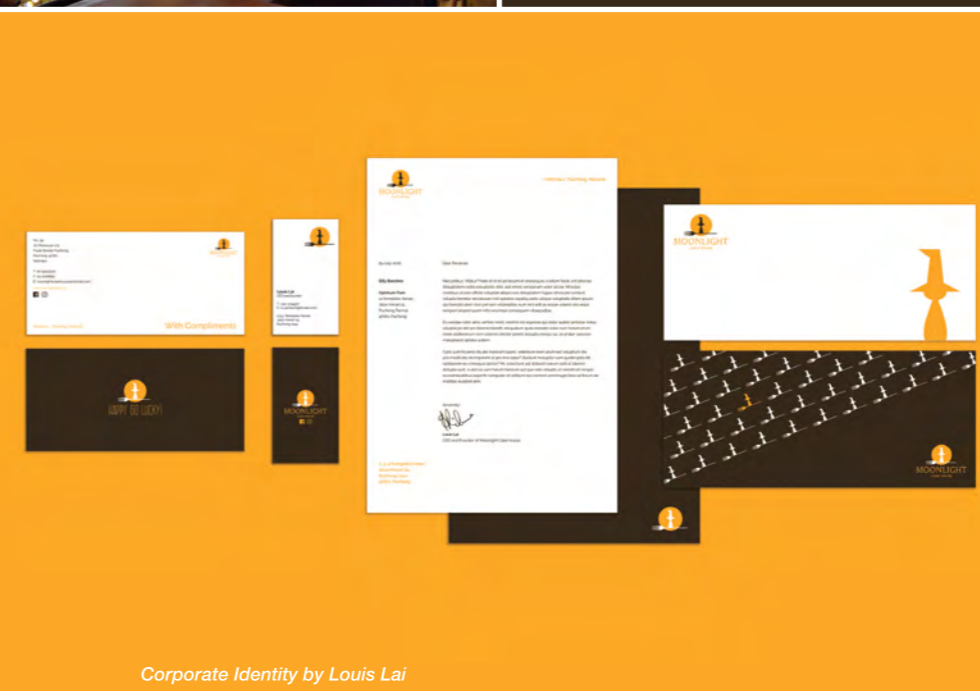
Left
Tan Chee Keong - Asia's Top 7 Most-Awarded Creative Director & Group Creative Director of Apple (China)

Right
Thomas Kim - World's Top 8 Advertising Executive Creative Director



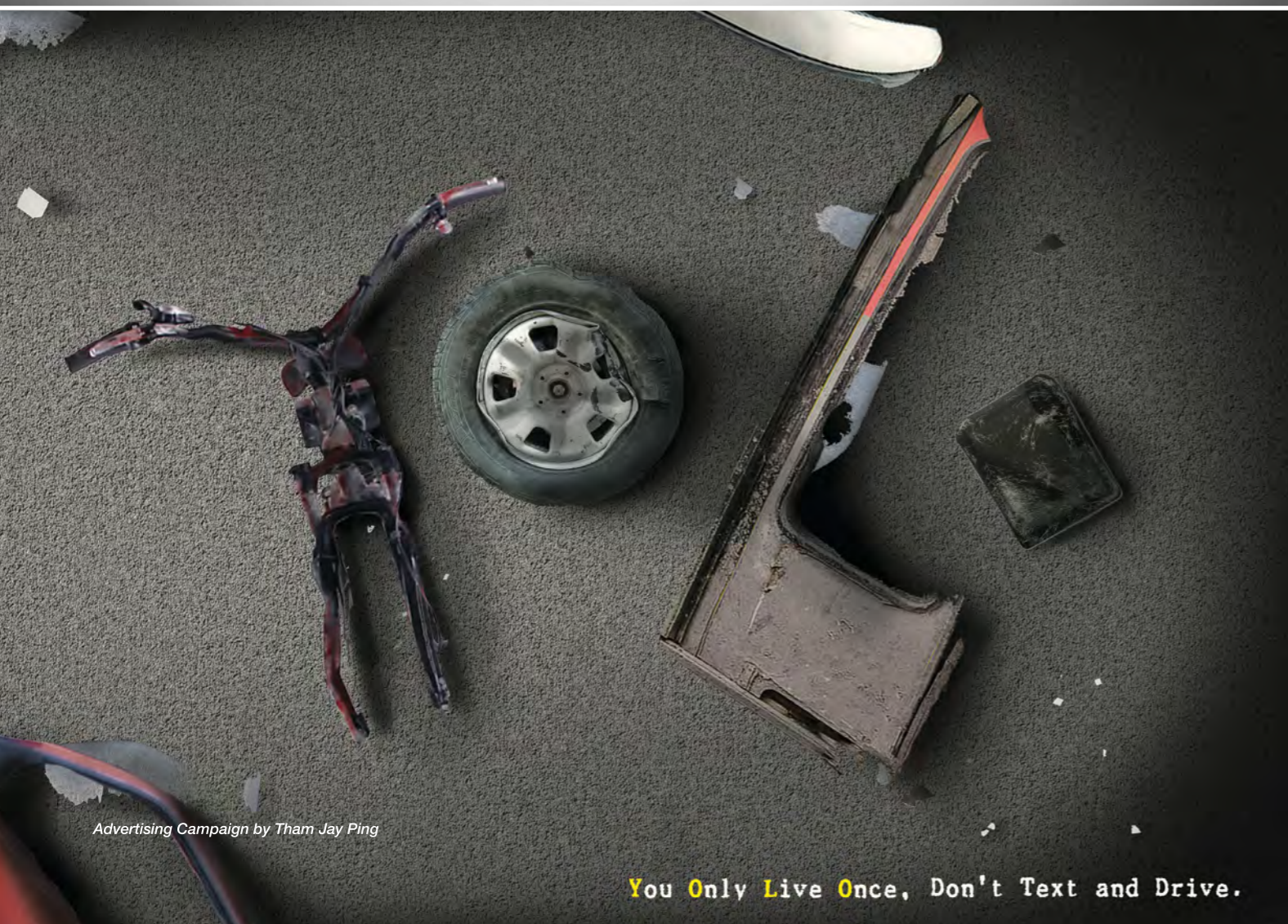
Each year, over 330,000 accidents are caused by drivers who texted while driving. Texting & Driving is like wearing an eye mask while driving, placing drivers at extremely high risk. **Don't text and drive!**

Advertising Campaign by Cheen Chun, Yee Mun, Jie Yee & Yee Jin



Corporate Identity by Louis Lai

Corporate Identity by Minh Ngo



Advertising Campaign by Tham Jay Ping

You Only Live Once, Don't Text and Drive.

Design Fundamentals

The first year begins with addressing the use of visual elements as a powerful tool of art and design. Students dive into basic skills of handling graphic tools, mock-up mechanism and more that are important in executing finished work complete with aesthetics that meet industry standards.

Advertising Principles & Strategies

Knowledge on attention-grabbing graphics and design through basic understanding of theories in advertising is not enough. Students are also taught sharp observation skills and a good sense in advertising concepts based on sound strategies.

Group Directed Study

Before graduation, students learn to take on the role of personal responsibility and professional accountability needed in the

profession. Opportunities are provided for students to undergo collaborative projects with industry experts who will help create an environment in which they are free to develop, design and produce participatory design projects with design management.

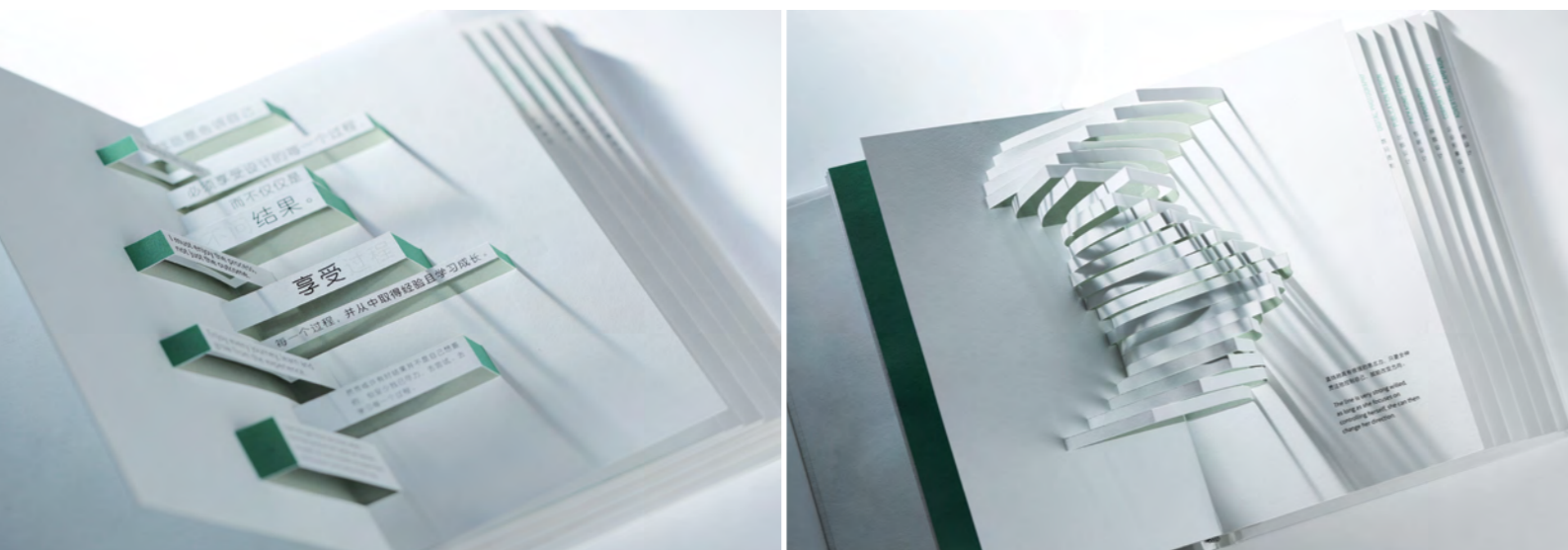
Portfolio

Before stepping into the industry, students are required to create both print and digital portfolios that meet market needs. This allows The One Academy's graduates to venture into the industry with a well-built portfolio showcasing their student works, projects, campaigns and more. Additionally, students will also be trained on their interpersonal skills, teamwork, professional ethics, entrepreneurship thinking and even interview preparation as we believe in making sure that when they go out into the working world; they are more than ready for success.



Advertising Campaign by Anastasia Audrey, Anna May & Vincent Choy
Project: Silent Teddies

Silent Teddies is a bakery run by the Community Service Centre for the Deaf (CSCD). They are a community of hearing impaired people who have taken up the challenge to earn a living by selling baked goods. The cookies itself is a product of persistence, passion, excellence and love, hence the proposed proposition: "Every cookie tells a story."



Publication Design by Ngui Xin Ru

Project: Year-End Portfolio

This portfolio emphasizes on the bases of design which are dots, shapes & lines, likening them to flavours that contribute to making a delicious dish. These bases ultimately result in designs that are truly flavourful, be it simple or complicated.



Packaging Design by Putra Prasetya Mandala



Packaging Design by Yap Jia Ern



Packaging Design by Amy Yeoh, Nikholas, Yuen Yi & Min Jian



Publication Design by Sam Choong
The Revival of Letterpress
 This bilingual magazine introduces the sunset industry that is letterpress printing, in order to create awareness and recognise the beauty of letterpress craftsmanship and its development.

PROGRAMME OUTLINE

COURSE MODULES

- Computer Graphic Production Procedures
- Design Fundamentals
- Visual Communication
- Typography Fundamentals
- Applied Typography
- Packaging Design
- Digital Photography
- Publication Design
- Corporate Identity & Brand Communication
- Advertising Principles & Strategies
- Advertising Campaign
- New Media in Advertising
- Practical Project
- Visual Fundamentals
- Digital Visual Rendering

PROFESSIONAL DEVELOPMENT

- Portfolio Presentation

CONTEXTUAL COURSES

- History of Art & Design
- Creative Thinking & Concept Development
- Survey of S.E.A. Art & Culture
- Business & Marketing

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Dreamweaver
- Adobe Premier Pro
- Adobe After Effects
- Adobe Sound Booth/Audition

CAREER OPPORTUNITIES

- Advertising Agencies
- Design Studios
- Corporate In-House Design Divisions
- Film Production Houses
- Digital Agencies
- Printing Production Houses
- Branding & Identity Consultant Agencies
- Photography Studios
- PR & Media Companies
- Publication Houses
- Multimedia Companies
- Your Own Advertising or Design Agency

CAREER OPTIONS

- Creative Director
- Design Director
- Digital Art Director
- Art Director
- Design Entrepreneur
- Graphic Designer
- Digital Marketer
- Type Designer
- Packaging Designer
- Studio/Production Manager
- Editorial Designer
- Account Director
- Copywriter
- DTP Artist
- Magazine Stylist
- Window Display Artist



Continuous Recognition as Creative School of the Year

For the past 10 years, The One Academy has won hundreds of accolades in the Kancil Awards, a prestigious event dubbed as the "Oscars" of the Malaysian advertising industry. On the same platform, we were honoured as 'Creative School of the Year' two years consecutively for 2018 & 2019.

ESTIMATED REVENUE OF THE ADVERTISING INDUSTRY IN 2020 IS US\$602.3 BILLION

*source: statista.com

OUR CORPORATE AFFILIATIONS & ALUMNI'S INTERNATIONAL CAREER:



School of

INTERIOR DESIGN

Planning, designing and organising the detail elements of an interior space while learning to identify, research and creatively solve problems that are related to functionality and quality of a built environment.

★
CHAMPION

7th Malaysia International Shoes Festival

★
1ST PLACE WINNERS

International Art & Design Competition, Italy

★
1ST RUNNER-UP

Greenovation Design Competition

★
CHAMPION & 2ND RUNNER-UP

Roca One Day Design Challenge

★
1ST & 2ND PRIZE

MIID Student Saturday

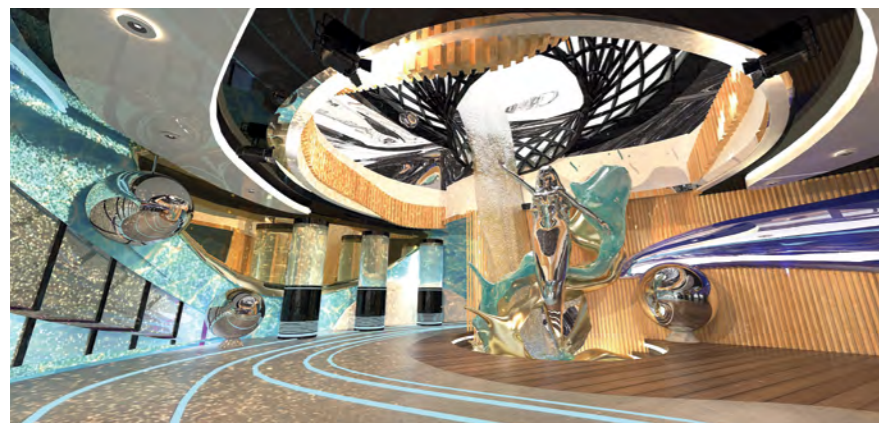
★
WORLD'S TOP 4 BEST ARCHITECTURAL VISUALISATION SCHOOL

The Rookies International

The multibillion-dollar industry of Interior Design is ever-growing as current trends make aesthetic, functional spaces hugely popular. This has created a large demand for professionals in this lucrative and fast-growing industry.

With the rise in technology, more and more creative solutions are now available for interior architecture to make the most out of living spaces.

Creativity, style and sustainability are all aspects that the masses are looking into, and producing designers who are able to meet all these and more is truly necessary. In order to fulfill the demands, we train designers who not only have the ability to conceptualise, design and create beautiful spaces, but also match the ongoing progression of the interior design industry.



Top
Exhibition Design by Teh Ka Ming
Bottom Left
Exhibition Design by Alice Dinh Phuong Thao
Bottom Right
Chris Bosse - Designer of Beijing National Aquatics Centre



Open Space by Alice Dinh Phuong Thao



Exhibition Design by Teh Ka Ming



Exhibition Design by Theophilus Loi Fui Teng

Introduction to Interior Design

Students are introduced to all types of hand-drawn sketches used in interior design as well as key design elements such as line, texture, pattern, light & shadow, contrast, brightness and colour. They will also learn architectural freehand sketches such as interior features, landscaping & streetscape, building & architectural details alongside the foundation of interior design such as colour, design principles, 3D projections and much more exciting details that help design come to life.

Comprehensive Interior Design Studies

Students will also undertake lessons in numerous software and programmes to develop, communicate and draw intermediate construction and technical information. This will ensure they understand all aspects of producing interior designs following their creativity and ideas. In order to equip them with the technical skills required to thrive in the industry, we provide subjects to grow their business

management skills as well as improve students' presentation board layout and provide a platform for students to present their ideas and design proposals with conviction, control and poise. This will also encourage students to become comfortable with their own presentation style.

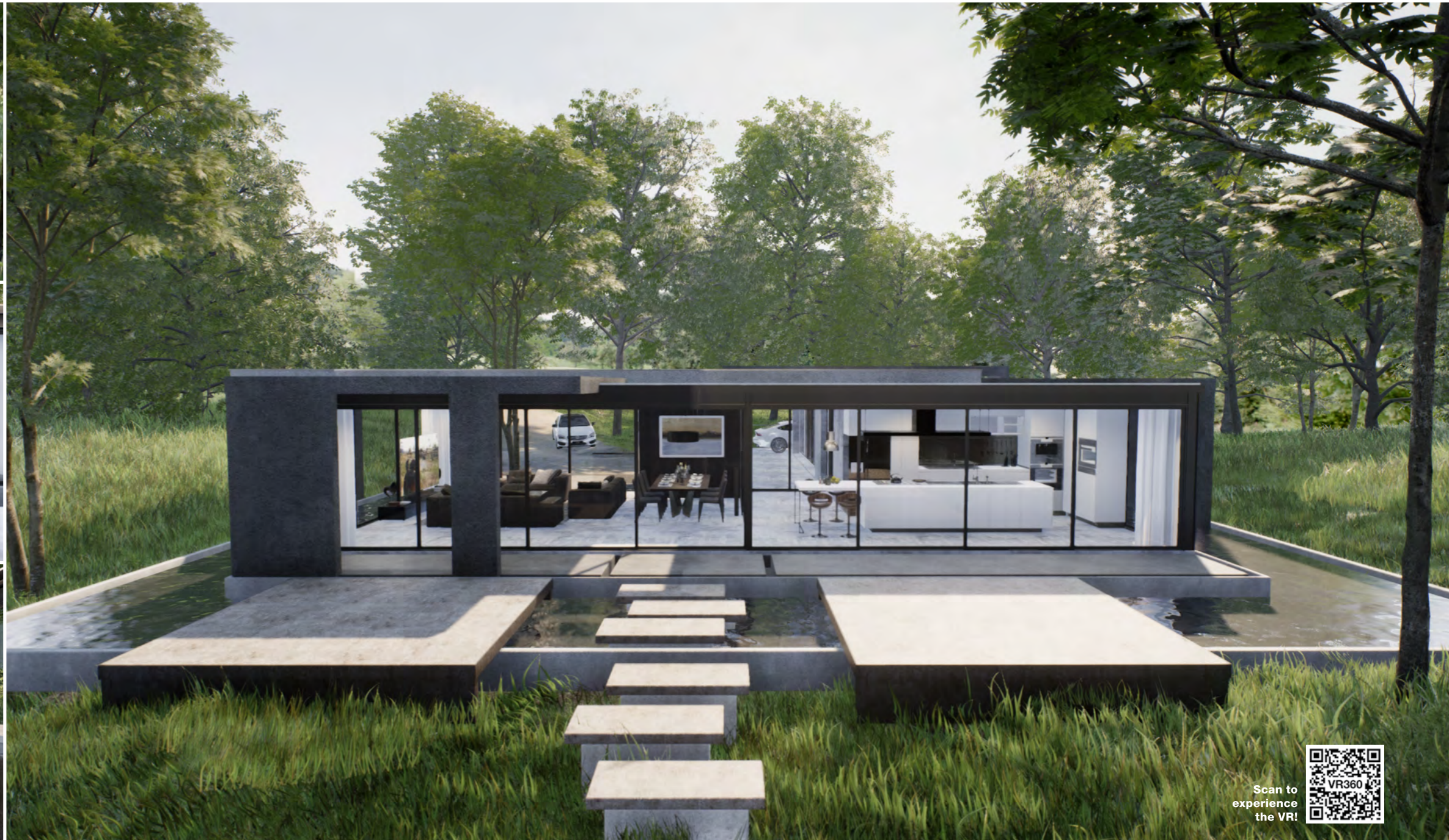
Industry-Based Learning

The interior design students are also exposed to more niche projects through specialised subjects. This will allow them to identify the design needs that different spaces possess and be able to cater accordingly. In addition, students will undergo portfolio preparation and industry-based learning which is designed to provide practical experience in the industry itself. Students will be assigned to an

on-site interior design project, and work as apprentices in companies. This immersive experience is vital in preparing them to venture into the industry upon graduating.

Final Project

Students will receive a wholesome education comprising of interior design knowledge of various living spaces such as commercial, residential, corporate, tourism and more. In their final project, students will be able to conceptualise, design and produce interior solutions for a myriad of spaces.



VR360 Interior Architecture Workshop

The introduction of virtual reality has brought immense excitement to the interior architecture and design fields. Consumers can now be immersed in realistic creation thanks to VR360 (a 360-degree audiovisual simulation of altered environment) through the Unreal Engine 4 (UE4) software.



Arnoldii Chair by Chow Yong Sern

PROGRAMME OUTLINE

COURSE MODULES

- Construction Drawing
- Creative Thinking
- Environmental Science & Services
- Furniture Design
- Industry-Based Learning
- Interior & Architectural History
- Interior Colour Studies
- Interior Design
- Interior Design Fundamental Studies
- Interior Material Finishes
- Interior Professional Practice
- Interior Visual
- Lighting Design
- Research in Interior Design

PERSONAL DEVELOPMENT

- Communication Skills

MPU COURSES

- Language & Communication Skills
- Malaysian Studies
- Bahasa Melayu Komunikasi I
- Business Marketing
- Bahasa Kebangsaan A
- Culture & Humanities
- Community Service

SOFTWARE

- Autodesk 3ds Max
- Trimble SketchUp
- V-Ray
- Adobe Illustrator
- Autodesk AutoCAD
- Lumion
- Adobe Photoshop

CAREER OPPORTUNITIES

- Interior & Architectural Studios
- Construction & Development Companies
- Furniture Manufacturers
- Hotels & Resorts
- Housing Developers
- Interior Design Consultancies
- Lighting Manufacturers
- TV Stations
- Self Employment

CAREER OPTIONS

- CAD Designer/Specialist
- Colour Consultant
- Commercial Interior Designer
- Design Manager
- Digital/Manual Illustrator
- Exhibition Designer
- Film, TV & Stage Set Designer
- Furniture Designer
- Interior Consultant/Contract Manager
- Design Educator
- Lighting Consultant/Designer
- Model Maker
- Product Designer
- Project Manager



Industry Visit by Malaysian Furniture Council (MFC)

The Malaysian Furniture Council (MFC) paid a visit to The One Academy to observe the standards practised by the institution's School of Interior Architecture and Design in educating the next generation of interior designers.

THE GLOBAL INTERIOR DESIGN MARKET VALUE IS EXPECTED TO REACH US\$212.3 BILLION BY 2024

*source: artsy.net

OUR CORPORATE AFFILIATIONS & ALUMNI'S INTERNATIONAL CAREER:



School of

PARIS FASHION DESIGN

& Pattern Making

With the growing demand in international fashion education, The One Academy embarks on a merger of pioneers by collaborating with one of the world's top design schools, ESMOD Paris with nearly 180 years of history.

★
2ND RUNNER-UP

AirAsia Runway Ready Designer Search

★
FINALIST

BAZAAR's New Gen Fashion Awards (SG)

★
WINNER

Sakura Collection Asia Students Awards

★
1ST, 2ND & 3RD PLACE WINS

Project Mickey Fashion Show

★
2ND RUNNER-UP

KL Fashion Week Awards

★
CHAMPION

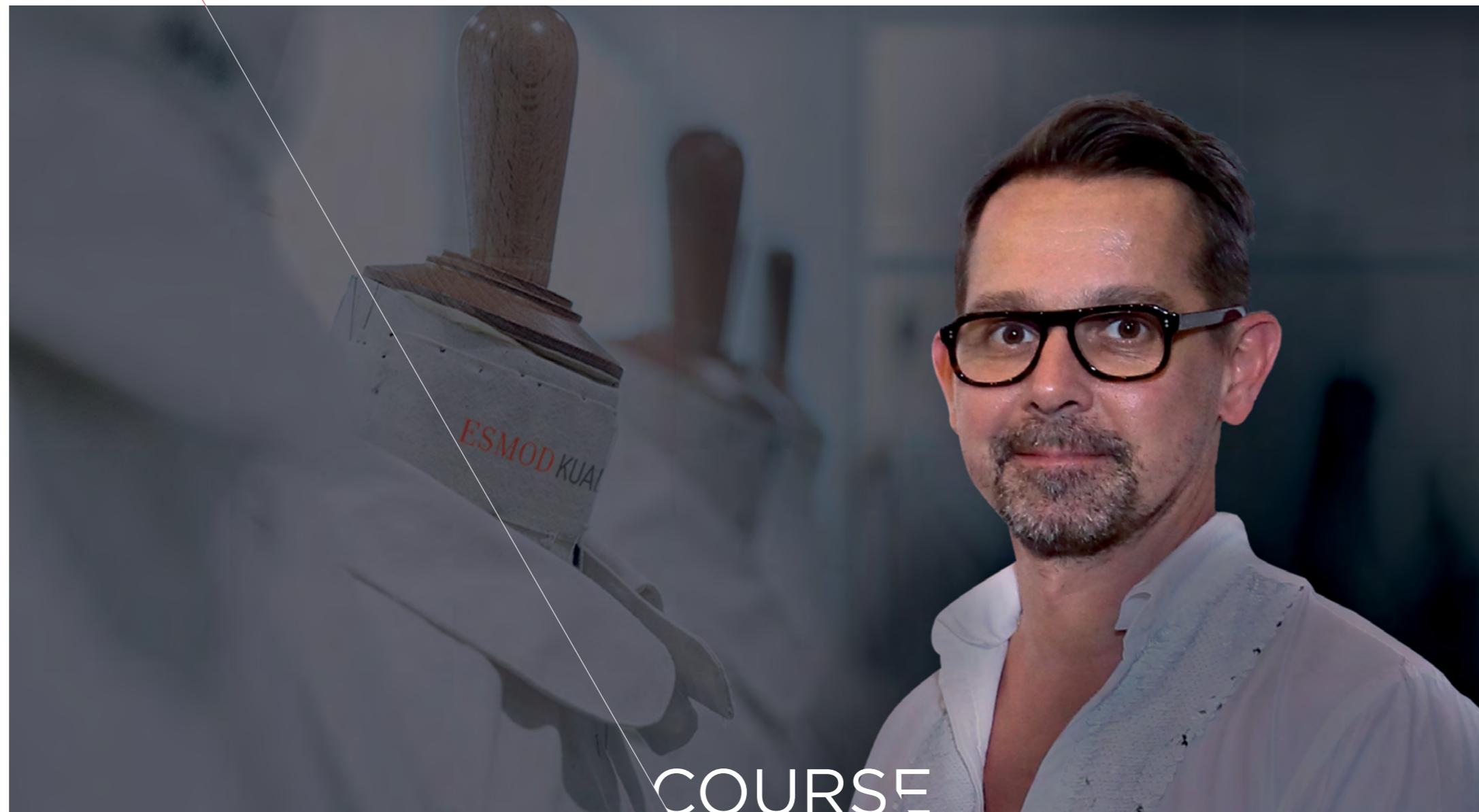
Fashion Futures Design Competition

Fashion design is a formation of elements such as colours, shapes, lines and balance that has evolved throughout history to create an art remembered for generations. More than just wearable art, fashion is a form of identification for individuals and groups of different cultures to interpret society values.

This course emphasizes on imagination, creativity and intelligence to create and recreate the fashion culture and lifestyle with applications of past references, fabrication techniques, research & discovery in history,

as well as modernity in the vastly dynamic fashion industry. Students will learn to research and recreate sophisticated ideas while acquiring the technical skills to produce them in their own unique interpretation.

This international programme by ESMOD Kuala Lumpur is in collaboration with the world's longest established fashion design school – ESMOD Paris, that uses the same education syllabus in combining fashion design with pattern making techniques to give students unparalleled expertise to excel in the industry.



COURSE DIRECTOR

PAUL MARCHAND

Fashion Design Course Director,
The One Academy /
ESMOD Kuala Lumpur



Left
Director of ESMOD International, Satoru Nino (right) and Mary Nino (left) met Principal Tatsun Hoi during their visit to The One Academy.

Right
Christine Walter-Bonini - A strong advocate for fashion technology.



Kyle Cheong Guan Yuan



Liew Hui Ying

Fashion Design

To ensure that students gain the best skills in designing and pattern making, they will obtain in-depth knowledge on fabrics, colours and trends while learning how to keep up with the industry's standards. Students will also learn the basics of marketing which will help them define the target market, promotion and enabling close work relations as well as effective communication to produce a successful collection.

Pattern Making

The training at ESMOD schools covers the two principal methods of pattern making – flat pattern making & drape or modelling directly onto the Lavigne Bust (draping mannequin). In this process, students will transform their initial drawings into draping and pattern making that will be used to form a prototype.

The Language of Fashion

The French Language Workshop is planned for 6 semesters, out of which 4 are compulsory while the other 2 are offered as options. Throughout the year, students will need to refer to materials and work with a medium that carries the French language. Moreover, as many fashion terms and industry jargons are in French, learning the language will help to increase career opportunities in European countries and on an international level.

Final Collection

The realisation of a personal collection becomes the students' main focus in their third year. They will apply the skills acquired during their first two years to produce realistic designs. Students will choose a specialised area of womenswear, menswear or both. Through this, they will be able

to discover and express their own individual styles as they learn skills relating to trends, materials and detailed research methods.

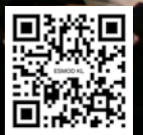
Jury Week & Fashion Show

An important element of becoming a professional is to be able to present and communicate personal ideas and concepts. Hence, students will present their collections to a panel of fashion industry professionals to be evaluated. Final year students will celebrate the end of their studies with an impressive graduation fashion show.



Cassandra Yap Jie Ying





PROGRAMME OUTLINE

COURSE MODULES

- Fashion Designing
- Pattern Drafting
- Merchandising & Marketing
- Colour Application Techniques
- Colour Identification/Colour Courses
- Technical Files
- History of Fashion
- Textile
- CAD
- Personal Collection
- Fashion Illustration

PERSONAL DEVELOPMENT

- Fashion Show
- Portfolio Presentation

CONTEXTUAL COURSES

- Language & Communication Skill
- French Language Workshop

CAREER OPPORTUNITIES

- Apprenticeship to Renowned Fashion Designer
- In-House Fashion Designer
- Magazines & Publication Houses
- Independent Fashion Design Label
- Garment Manufacturer Unit
- Fashion Houses & Boutiques
- Departmental Stores & Shopping Malls

CAREER OPTIONS

- Fashion Designer
- Fashion Stylist
- Fashion Illustrator
- Fashion Buyer
- Fashion Director
- Fashion Forecaster
- Fashion Editor
- Fashion Runway Model
- Fashion Sales Representative
- Costume Designer
- Pattern Maker/Drafter
- Retail Merchandiser
- Product Manager
- Fashion Photographer
- Personal Stylist
- Apparel Business Owner

THE GLOBAL FASHION AND APPAREL INDUSTRY IS VALUED OVER US\$1.5 TRILLION IN 2020

*source: statista.com

OUR CORPORATE AFFILIATIONS & ALUMNI'S INTERNATIONAL CAREER:



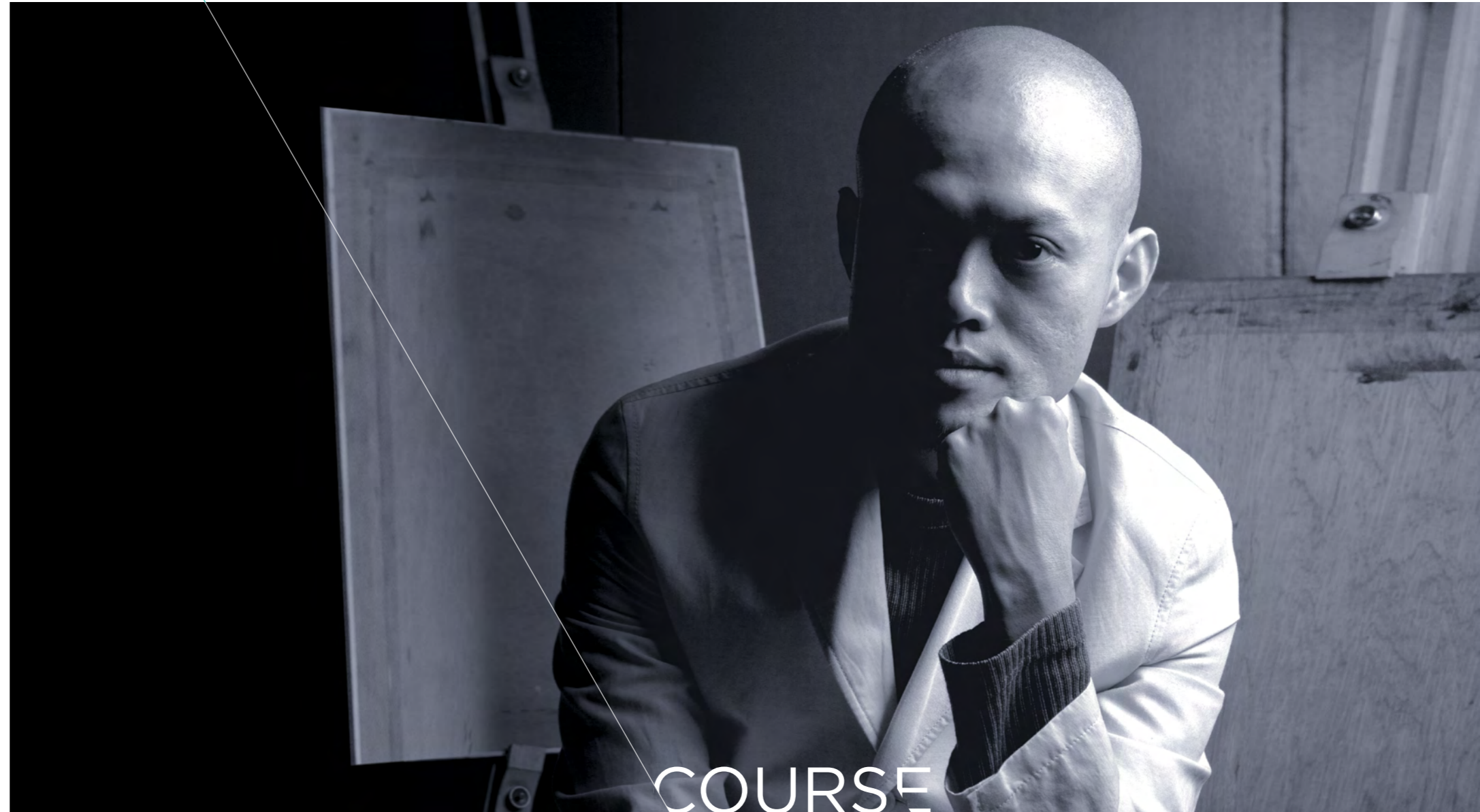


School of
FINE ARTS

The vital artistic element in promoting cultural exchange
and communication throughout history.

Fine Arts is a monumental programme that centralises on the importance of concrete fundamental fine arts studies to help students develop the ability to transfer their ideas into works of art. It is a vital artistic element in promoting cultural exchange and communication throughout history. The development of human thoughts and understanding is fostered through this programme which aims to nurture sophisticated talents rooted in the global art movement.

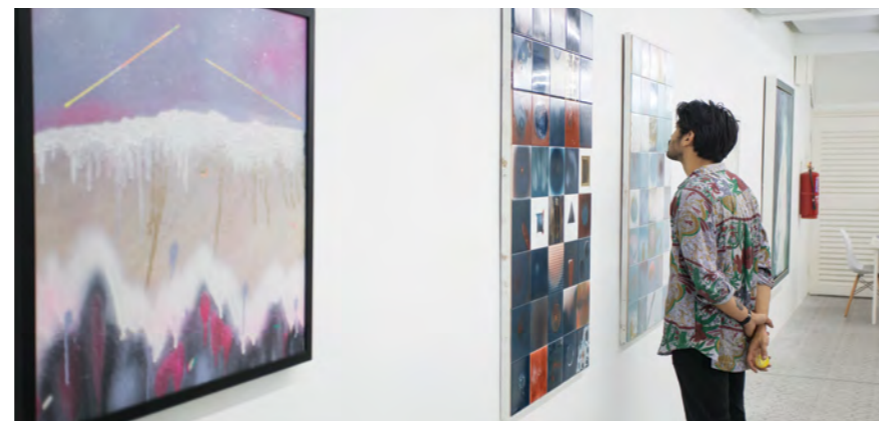
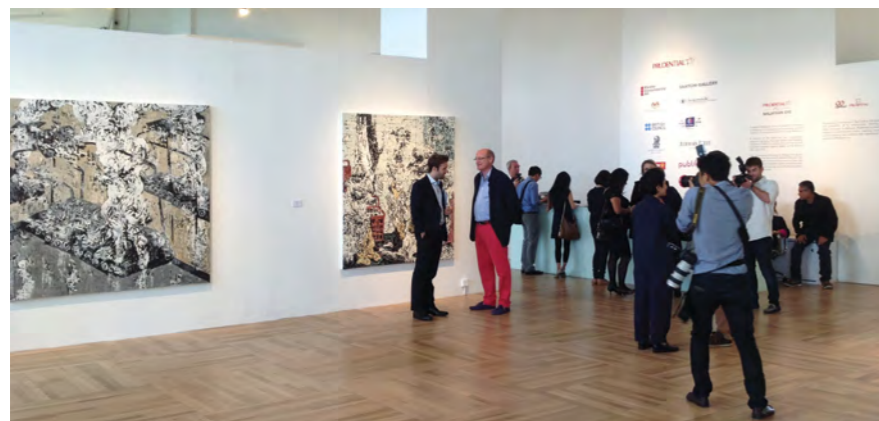
Led by professional artisans from the creative industry who have contributed and are committed to the advancement of the fine arts industry, students will possess artistry & marketing abilities to transform into profound artists and produce sought-after masterpieces. This course aims to hone the natural talents of students and guide them to be more attuned to their emotions and perspectives, ultimately producing astounding art that speaks more than words.



COURSE DIRECTOR

GAN CHIN LEE

Malaysian Fine Artist
Head of Fine Arts, The One Academy



Left
14th Japan Media Arts Festival

Right
The exhibition titled 'Refractions' exhibited graduates' intrinsic thoughts, feelings and choices through a variety of medium.



Portrait Scope of Contemporary Migration by Gan Chin Lee

Fine Arts Fundamentals

The three-year Diploma in Fine Arts course consists of integrated study in studio practice and contextual studies, with more emphasis on the former. Studio-based practices are structured to enable students to develop their work through a wide range of selected forms and mediums such as drawing, painting, 3-dimensional object, installation, print making, digital imaging, etc. Contextual studies embrace the

core contents of art and design history as well as its basic concept and terminologies, ranging from prehistoric art to contemporary works. Such insights will foster the universal qualities of art and design, as well as expand the imagination to create for a rapidly changing creative world. Students will also gain skills that will greatly aid them in establishing a career in the fine arts industry upon graduation.

Exploration & Development

In this stage, students will explore and experiment aplenty in developing their personal visual style. They will undergo a much in-depth study in visual culture and contemporary art development. This will guide them in discovering, building and establishing their own unique voice & colour in the limitless landscape of fine arts. Students

are given the opportunity to partake in community projects and collaborations with different art groups as part of their journey in becoming fine artists.

Personalised Art Creation

The practices, discoveries and knowledge gained through the years will strengthen students' vision and idea through a body of quality and significant work.

Professional practices in their portfolio presentation serves to bridge them to the art scene, the most exciting part of the course. Independent learning is key as students are expected to embody themselves as professional artists. Here, students will experience organising their own exhibition and connect to the real world.

You will graduate with a portfolio of creative achievements, transferrable

skills and abilities. Besides working or self-employment, some career ambitions will also require further study, for example teaching, art conservation, curating and arts administration.



Types of Serenity by Rex Lee Qi



Woodcut by Ijah



Odyssey by C. K. Koh

PROGRAMME OUTLINE

COURSE MODULES

- Figure Studies
- Figure Anatomy Studies
- Colour Studies
- Drawing
- Digital Painting
- Print Making
- Material & Medium Studies
- Oil Painting
- Watercolour
- Visual Language
- Life Drawing
- Computer Application
- Ceramic

PERSONAL DEVELOPMENT

- Language & Communication Skills
- Portfolio Presentation
- Art Marketing
- Exhibition

CONTEXTUAL COURSES

- History of Art & Design
- Visual Culture Studies
- Contemporary Issues
- Survey of S.E.A. Art & Culture
- Aesthetic Studies
- Art Critique
- Malaysia Art Studies

CAREER OPPORTUNITIES

- Art Museums
- Art Galleries
- Art Studios
- Art Centres
- Schools
- Design Studios

CAREER OPTIONS

- Fine Artist
- Art Curator
- Printmaker
- Art Director
- Art Instructor/Educator
- Art Critic
- Art Entrepreneur
- Illustrator
- Muralist
- Art Advisor
- Arts Management
- Studio Manager



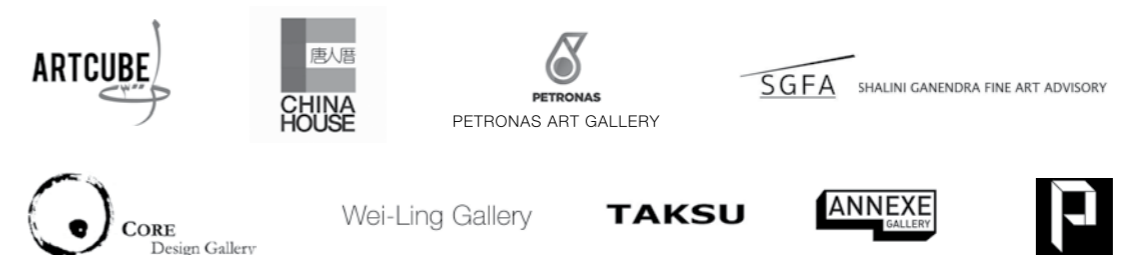
Outdoor sculpture project: Kunst im Park (Cammin Castle, Germany) by Seah Zelin
 Artwork title: Habitat
 2019 | Container Series | Outdoor Installation - Rattan 400cm(H)

“Habitat” is a permanent outdoor installation located in Kunst im Park, Germany. The creator, Zelin Seah, blended art with nature to give visitors an enjoyable experience where they can touch and make shapes with the rattan material, as well as look at the scenery through it. This artwork has no function, as the creator aims to exhibit the beauty of the flexible material itself.

THE GLOBAL ART MARKET IN 2019 REACHED US\$64.1 BILLION IN SALES

*source: artsy.net

OUR CORPORATE AFFILIATIONS & ALUMNI’S INTERNATIONAL CAREER:





STUDY ROUTE & ENTRY REQUIREMENTS

DIPLOMA PROGRAMME

ENTRY REQUIREMENTS

1. Pass Sijil Pelajaran Malaysia (SPM) with minimum 3 credits (3Cs) including a pass in Bahasa Melayu and *Sejarah
2. Pass in Unified Examination Certificate (UEC) with minimum 3 credits (3Bs)
3. Pass in IGCSE/O-Level with minimum 3 credits (3Cs)
4. Pass The One Academy's Certificate in Communication Design OR Certificate from other Institutions of Higher Learning in related field with minimum CGPA 2.00
5. Sijil Kemahiran Malaysia (SKM) Level 3 in Art and Design Field with 1 credit in SPM including a pass in Bahasa Melayu and *Sejarah
6. Other equivalent qualifications recognised by the Malaysian Government AND
7. Pass Portfolio Review or Drawing Test conducted by The One Academy for candidates who did not pass or take Art subject in SPM level or its equivalent.
8. **English Language Requirement**
Candidates who do not have a pass in English will be required to take Intensive English Programme (IEP) at The One Academy.

For International Students only

When you apply for a Visa Approval Letter, you must demonstrate that you have an acceptable level of English language proficiency. The English Language tests which are accepted for Student Pass Application are:

- IELTS (Academic) minimum Band 4.0
- TOEFL IBT (30-31)
- CAE (160) (Cambridge English: Advanced)
- CPE (180) (Cambridge English: Proficiency)
- PTE - Academic (Pearson Test of English) (30)
- MUET (Malaysian University English Test) (Band 2)

ENTRY REQUIREMENTS FOR INTERNATIONAL STUDENTS

INDONESIA

1. Ijazah Sekolah Menengah Umum (SMU) 3/Ijazah Sekolah Menengah Atas (SMA)/Ijazah Sekolah Menengah Kejuruan (SMK)/Ijazah Madrasah Aliyah (bagi lulusan mulai tahun 2015) dengan gred purata 55 – 65

VIETNAM

1. Bang Tot Nghiep Trung Hoc Pho Thong (Upper Secondary School Graduation Diploma)

CHINA

1. 高中毕业证书 (Senior Secondary School Graduation Certificate)
2. 职校/职高/技校毕业证书 (Graduation Certificate from a Vocational/Technical Secondary School (Zhixiao/Zhigao) or a Skilled Worker School (Jixiao))

MALDIVES

1. UCLES O-Level/Secondary School Certificate (SSC)

SOUTH KOREA

1. 고등학교 졸업장/고등학교 과정 수료증 (High School Diploma/High School Graduation Equivalency Examination)

Scan QR code to find out about more countries.



UK Degree in The One Academy

In collaboration with University of Hertfordshire (UH), United Kingdom
(2 years completed locally upon completion of Diploma programme at The One Academy)

BA (HONS) GRAPHIC DESIGN

BA (HONS) DIGITAL MEDIA DESIGN

BA (HONS) INTERIOR ARCHITECTURE AND DESIGN

Degree in Affiliated Universities

United Kingdom, Australia, New Zealand & United States
(1 – 2 Years)



The One Academy's Diploma Programmes

DIGITAL ANIMATION (3 Years)

FILM VISUAL EFFECTS (3 Years)

ILLUSTRATION, MOVIE & GAME ART (3 Years)

DIGITAL MEDIA DESIGN (3 Years)

ADVERTISING & GRAPHIC DESIGN (3 Years)

INTERIOR DESIGN (3 Years 3 Months)

FASHION DESIGN & PATTERN MAKING (3 Years 2 Months)

FINE ARTS (3 Years)



SPM/O-Level/UEC or Equivalent

The One Academy's Certificate Programme

Certificate in Communication Design
(1 Year 3 Months)

The Certificate programme is specially designed to help students with a minimum of 1 credit in Sijil Pelajaran Malaysia (SPM), Ordinary Level (O-Level) or other recognised equivalent qualification, to obtain the essential knowledge and skills to enrol in Year 1 of the Diploma programmes.

THE BEST OF EAST AND WEST

DEGREE IN EXCELLENCE



PHIL HEALEY - Dean
School of Creative Arts, University of Hertfordshire

University of Hertfordshire **UH**

By bringing together experiences of two well-established art and design institutions, this partnership between the University of Hertfordshire, UK, and The One Academy of Communication Design, Malaysia, will certainly enhance the training and education available for young people at the degree level. The University of Hertfordshire has a strong international reputation for good quality education, not only in art and design, but also in other fields of studies.

“We always put our students at the centre of everything we do. I am confident that with the combined experience and expertise of these two institutions, it will generate a better and deeper educational experience.”

- by Phil Healey

The One Academy's top-notch tie-up with prominent partner University of Hertfordshire (UH), UK further extends the institution's consistent emphasis on highest education quality, one that is geared to lead you further in the pursuit of your international design degree by a UK design education that can be pursued locally and abroad.

Bachelor's Degree students will be able to master subjects and courses that are mostly accompanied with research components and combinations of applied and theoretical knowledge.

The forefront among UK varsities

- One of the world's top 200 universities under 50 years old (Times Higher Education Young University Rankings 2017)
- 96.5% graduate employment rate*
- Local degree with UK standards (The One Academy is reviewed twice a year by external examiners)

Vast industry link leads to business-facing curriculum

- University of Hertfordshire's business support organisation, Exemplas Ltd., enhances connectivity and engagement with SMEs across the country
- This enables UH to embed key practical skills and work-related knowledge required by industry employers into the course syllabus
- Students will keep abreast with industry needs and are equipped with a business-focused mindset, establishing themselves as employers' choice of model employees

Versatile online learning environment - StudyNet

- UH leads in the use of networked electronic systems to support learning and teaching
- Malaysian students enjoy the same outstanding resources provided to students in UK for their studies
- StudyNet provides alternative access to relevant subject information through a web browser both on and off campus
- Students can access course descriptions, UH's large collections of e-journals, e-books, lecture notes, past year examination papers, online discussions and other course materials

* Based on HESA Destination of Leavers from Higher Education 2018 Survey

FOUNDATION

- **BA (HONS) DIGITAL MEDIA DESIGN**
- **BA (HONS) GRAPHIC DESIGN**
- **BA (HONS) INTERIOR ARCHITECTURE AND DESIGN**

This course of study provides students the building blocks for skills and knowledge development which in turn prepare them to enter the advanced design programme at level 4, 5 and 6.

Students are expected to have acquired skills for continued self-managed academic development.

*For students pursuing BA (Hons) Digital Media Design only

**For students pursuing BA (Hons) Graphic Design only

FOUNDATION IN COMMUNICATION DESIGN

Semester 1 (14 Weeks)

Design Fundamentals & Art Finishing
Figure Fundamentals Studies
Drawing Fundamentals
Computer Graphics 1 (Illustrator)
Study Skills 1

Semester 2 (14 Weeks)

3 Dimensional Design Studies
Figure Anatomy Studies
Colour Studies
History of Art
Computer Graphics 2 (Photoshop)
Study Skills 2

Semester 3 (14 Weeks)

Digital Design & Imaging*
Time-Based Media Studies**
Letterforms and Typography
Perspective Studies
History of Modern Art
Study Skills 3

FOUNDATION IN INTERIOR ARCHITECTURE DESIGN

Semester 1 (14 Weeks)

Basic Freehand Drawing
Interior Colour Studies
Interior Design Fundamentals Studies
Interior Design Principles
Interior Visuals
Interior Computer Graphic Design
Study Skills 1

Semester 2 (14 Weeks)

Architectural Drafting
Basic Design Studio 1
Building Design Principles
Advance Freehand Drawing
Study Skills 2

Semester 3 (14 Weeks)

Basic Design Studio 2
Design & Business Management
Design Research
Interior Science & System
Study Skills 3



University of Hertfordshire **UH**

BA(HONS) DIGITAL MEDIA DESIGN

Digital Media Design explores the digital domain, including multimedia platforms, mobile devices, augmented & virtual realities, and establishes a rich, hybrid area of study for the 21st century. By using practice-based approaches and theory-led methodologies through subjects such as web-based content, social media systems and interactive installations, the programme aims to provide the student with the necessary knowledge and skills to become part of the digital revolution.

**BEST
INNOVATION AWARD**

InnoServe Awards

**WINNER OF
RM50K GRANT**

MSC Malaysia IP Creators Challenge

**WINNER OF
BEST TERTIARY
STUDENT PROJECT**

MSC Malaysia APICTA Awards

TOP 3 FINALIST

UN SDG Action Awards, Germany

**PEOPLE'S
CHOICE AWARD**

The Rookies International

**WORLD'S TOP 4
BEST 3D MOTION
GRAPHICS SCHOOL**

The Rookies International



Lost in the Moment by Lim Yuen Chia, Lin Ping Hui & Khik Weng Wah (Joshua)



Who Killed Teddy? by Wilson Peh
A virtual reality game that focuses on the genre of hidden object games. It puts the player in the shoes of a detective with the aim to solve a crime scene by finding all the decisive evidence before time runs out.

PROGRAMME OUTLINE

YEAR ONE | LEVEL 4

During the first year, students concentrate on building their core skill set which includes graphic design, web design, video & sound editing, image manipulation and basic photography skills. At the same time, aided by research literature and ideation sessions, they are introduced to concepts such as visual communication, ubiquitous design and user experience.

SEMESTER 1 & 2

Design and Creative Practices 1

Introduces imaginative responses and creative inventiveness in making images, sounds, video and interactive media to effectively communicate ideas, facts and feelings. Lectures, demonstrations and structured workshops give the students initial knowledge, good working practices and skills. They will learn about methodologies in research, project management and reflection/evaluation.

Design and Creative Practices 2

Further encourages imaginative responses and creative inventiveness in making images, sounds, video and interactive media to effectively communicate ideas, facts and feelings. Lectures, demonstrations and structured workshops give the students initial knowledge, good working practices and skills. They will learn more intensively about methodologies in research, project management and reflection/evaluation.

Media in Mind: Histories, Theories, Contexts (C&CS)

Extends knowledge and understanding of the role of interactive media as a fundamental aspect of contemporary society and culture through exploration of the human subject, mapping of media histories, traditions and processes, and examination of the forces that drive technological development. Informed and systematic approaches to analytical thinking, and ability to communicate critical responses clearly will be developed.

YEAR TWO | LEVEL 5

In the second year, students delve deeper into web-based content, and learn how to create mobile applications, interactive digital comics, video game prototypes and physical interfaces. The year culminates with a multi-disciplinary exhibition, where the Digital Media Design students lead a collaborative project, which includes students from other disciplines across the School of Creative Arts such as Graphic Design and Interior Architecture and Design or an external institution.

SEMESTER 1 & 2

Teamwork Practices

Students develop the understanding of leadership and membership roles, interpersonal dynamics and shared objectives as digital media artefacts are usually borne out of effective teamwork abilities and skills.

Independent Project

This module allows students to propose a project (planning, content, contexts) and produce (managing and documenting process) a high quality outcome.

Mobile and Web Application Design

Emphasis on User Experience (UX) design and commercial practices in planning, designing and implementing products for mobile and web applications.

Storytelling and Gaming

Practical creative work and discussion engage students with contemporary ideas about the interrelationship between narrative and play in games & interactive media while promoting critical thinking.

Connections and Perspectives I :

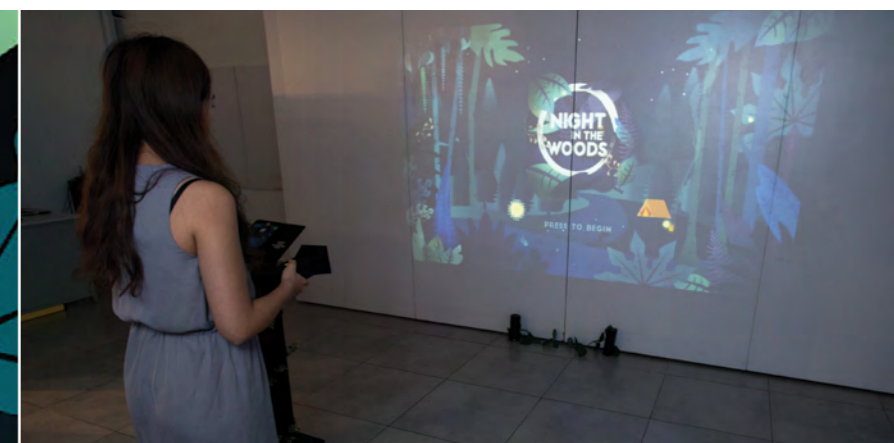
Exploring Creative Media and Digital Cultures
Further develops knowledge and critical understanding of current uses of interactive and related media forms and the context in which they operate in.

Connections and Perspectives II :

Exploring Creative Media and Digital Cultures
Students will be supported by new critical, theoretical and contextual ideas while exploring a technologically mediated society and identify their own areas of critical interest for their essay and studio practice.



Night in the Woods by Dion Chooi
This is a creative project that sets up an interactive environment which incites audiences to immerse themselves in the installation as if they are exploring the night forest.



PROGRAMME OUTLINE

YEAR THREE | LEVEL 6

In the final year, students propose, manage and realise a substantial media project, alongside the production of a report in a subject of their choosing. Students examine and produce work for the multiple types of digital media platforms now available. Their studies will also prepare them for employment through professional development planning, sector analysis, portfolio development, networking and career advice.

SEMESTER 1 & 2 Degree Project

This two-phase module will first involve developing an idea for degree project into a fully documented proposal, and second-carrying out the process of producing the project. In planning, aspects of content, branding and contexts will be investigated for the proposal. Industrial practices such as fund seeking, internal commissioning or call for participation will be instilled. In production, artefact(s) are produced, project is managed and creative processes are documented. Promotional materials for communication are also required.

Dissertation (C&CS)

This module helps students develop a distinct academic enquiry related to their interests within the field of media practices. It emphasises independent learning and student's assured 'ownership' and communication of subject knowledge, critical ideas and theoretical approaches related to a negotiated, self-defined practice, professional confidence and employability.

Professional Practices

Through collective enquiry activities and individual studies, students are provided appropriate tools and methodologies to prepare for and to find employment as well as dealing with legal, ethical and economic frameworks of professional practice and employment. In collective enquiry, students work together in investigations into topics such as media industries and their economic roles. In individual studies, they engage with employability developments such as CV preparations, job searching and networking.

INTERNSHIP

Placements are valuable means of establishing industrial contacts and gaining an insight into the commercial reality of a chosen discipline. We have a long history of students working with industry to supplement the taught university curriculum with real-life on-the-job experience. Students will carry out a mandatory 12-week period of work placement with the creative industry within the digital media realm for on-the-job training & development after completion of studies in Year 3 (Level 6).

CAREER PATH

This degree will prepare students with the emphasis on professionalism, employability and enterprise. Our students will be confident, act with integrity, set themselves on high standards and have skills that are essential to their future lives. They will be equipped to enter the digital media industries or to continue their studies at postgraduate level.

CAREER OPPORTUNITIES

- Digital Media Studios
- Advertising Agencies
- Web Design Companies
- Media Production Houses

- Digital Marketing/Branding Companies
- Mobile App Developing Companies
- Game Companies
- Corporate In-House Studios
- Universities/Education Institutions
- Your Own Studio

CAREER OPTIONS

- Interactive Designer/Developer
- Web Designer/Developer
- Digital Media Designer
- User Interface Designer (UI Designer)
- User Experience Designer (UX Designer)
- Creative Technologist
- Game Designer
- Indie Game Developer
- Interactive Design Director
- Art Director
- Digital Producer
- Digital Project Manager
- Digital Product Manager
- Digital Artist
- Creative Programmer/Coder
- Educator

University of Hertfordshire **UH**

BA(HONS) GRAPHIC DESIGN

This course aims to create designers that are skilled in graphic arts, and would be able to bring their skills beyond the boundaries of conventional graphic design. From being able to adapt to entrepreneurial and start-up cultures, to incorporating their work in the digital and technological age, our graphic designers seek to solve design problems widely through means and media that are relevant to our society today.

★
GOLD AWARD

Creativity International Award, USA

★
**GRAND, 2ND & 3RD
PRIZE WINNERS**

Brandcare Packaging Design Competition

★
1ST, 2ND & 3RD PLACE

Swiss Travel System
Design Competition

★
4 GOLDS

Summit Creative Award

★
**4 GOLDS, 8 SILVERS
& 12 BRONZES**

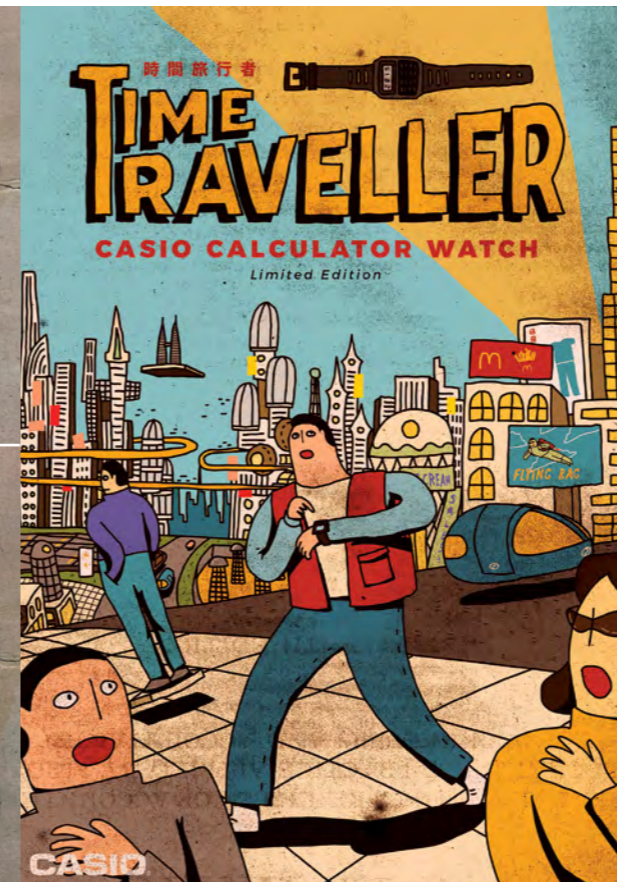
The Kancil Awards: "Oscars"
of Malaysian Advertising Industry

★
**STUDENT & LECTURER
OF THE YEAR**

The Kancil Awards: "Oscars"
of Malaysian Advertising Industry



Publication Design by Vanissa Foo



Graphic Design Advanced Practice by Michael Lim Chung Leong
TIME TRAVELLER CASIO Calculator Watch
 Retro-futurism is interpreted through a series of promotional material for the Casio calculator watch, CA-53w-1z. Transforming the calculator watch into a time machine, the character brings people back to the past to remind them of the nostalgic and iconic watch. This project won 2 Gold Awards for Static Visual Aesthetics (Art Direction) & Best Film (Branded Film), as well as Idea of the Year in The Kancil Awards 2019.



PROGRAMME OUTLINE

YEAR ONE | LEVEL 4

SEMESTER 1 Visual Communication

This module comprises of an intensive series of studio projects and supporting workshops aimed at introducing research, narrative/story-telling and content as core components of visual communication. Several skill based workshops covered will include print production procedures, photography, typography, print and digital media design.

SEMESTER 1 & 2 C & CS L4 Graphic Design

This module aims to encourage students to see critical and cultural aspects of graphic design and illustration as integral to the development of their practice and a vital component of innovative, well informed, professional work. A programme of lectures, seminars, tutorials, and field trips, will introduce the history of graphic design and illustration and some of the ways in which key movements and individuals have shaped contemporary design practice and debate.

SEMESTER 2 Graphic Design Essentials 1

This module introduces students to the core skills needed by graphic designers and tests the knowledge and creative application of them through a series of short projects. These would include packaging, branding, promotional and collateral design, as well as advertising principles and practices. Both the skills workshops and design projects are carefully composed and aligned to ensure that they complement each other.

YEAR TWO | LEVEL 5

SEMESTER 1 Graphic Design Essentials Pt 2

This module aims to both reinforce core skills, knowledge and creative application, whilst introducing students to new essential skills and technologies such as Screen-based Design, Corporate Identity, Publication Design, Brand Experience and Brand Storytelling. Skills are delivered via a series of workshops and these are tested through a series of appropriately professional-focused projects.

SEMESTER 1 & 2 C & CS L5 Graphic Design and Illustration

This module encourages students to view critical and cultural studies as a tool for innovative and well-informed practice. Lectures, seminars, tutorials, field trips and learning support materials will equip students to examine a range of theoretical positions that inform recent and contemporary practice. Students are asked to use relevant debates to reflect critically upon their own work and to locate their practice within the context of historical, social, cultural and professional currents.

SEMESTER 2 Graphic Design Professional Development

This module aims to allow students an insight into the world of graphic design via a reflective journal that explores the individual's 'state of learning' and also through a study of a number of leading design practices. A self-authored journal addresses a number of professionally related themes and encourages students to reflect on their developing thoughts, opinions, beliefs and professional aspirations as emerging designers.

Live Projects

This module provides a crucial opportunity to put into practice all the skills, understanding and knowledge acquired thus far on the programme. Key activities will be focused on one or more practical design briefs drawn from the various national and international design competitions such as Design & Art Direction (D&AD), Young Creative's Network (YCN) and International Society of Typographic Designers (ISTD), as well as at least one opportunity to work on a brief set by a professional external client.



Live Project with Air Asia Foundation



Products and E-commerce Website Design



PROGRAMME OUTLINE

YEAR THREE | LEVEL 6

SEMESTER 1

Graphic Design Advanced Practice Pt 1

This first module at Level 6 aims to provide the learning and skills required to allow students to confidently compete against students from other institutions, as well as young professionals via various leading national and international design competitions. Project briefs will cover a wide range of discipline areas within graphic design such as branding and identity design, packaging, editorial layout, book design, advertising campaigns and digital/screen design.

Graphic Design and Illustration L6 Degree Essay

Designers need to be informed practitioners who engage critically with their discipline, its history, the ideas which inform it and how it is likely to evolve in the future. This module will enable students to conduct an in depth enquiry of an aspect of design culture with an emphasis on the analysis of appropriate social, cultural, economic, technical, historical and aesthetic issues germane to students' chosen topic and their studio work.

SEMESTER 2

Graphic Design Advanced Practice Pt 2

This final module on the programme is also the largest. It contains a number of different project briefs of varying scale and complexity, and as such it demands high levels of energy, commitment, passion, time and project management skills. Students will complete a Final Major Project alongside at least two other projects, one of which will be a piece of comprehensive self-promotion. Within the range of briefs there is scope and potential for students to select projects that give a particular shape and direction to their portfolio.

INTERNSHIP

Students will carry out a mandatory 12-week period of work placement with an agency or design studio for on-the-job training and development after the completion of their studies in Year 3 (Level 6).

CAREER PATH

Encouragement is given to the development of versatility, leading to a wide range of career opportunities in the visual communications industry which includes graphic design or advertising through the fields of corporate identity, marketing and publicity, art direction and publication, as well as interactive (web) design.

CAREER OPPORTUNITIES

- Advertising Agencies
- Design Studios
- Creative Startups
- Brand & Identity Consultation Agencies
- Publication Houses
- Media & PR Companies
- Corporate In-House Design Divisions
- Print Production Houses
- Personal/Business Studios

CAREER OPTIONS

- Creative Director
- Art Director
- Design Director
- Graphic Designer
- Design Entrepreneur
- Digital Art Director
- Photographer
- Type Designer
- Packaging Designer
- Promotional Designer
- Webpage Designer
- Brand & Identity Consultant
- Magazine Stylist
- Illustrator

University of
Hertfordshire **UH**

BA(HONS) INTERIOR ARCHITECTURE AND DESIGN

In this programme, students gain, develop and demonstrate the knowledge, understanding and skills in Interior Architecture and Design. We focus on the creative improvement of existing and new buildings and spaces. Students will learn about how the objects and spaces that make up our everyday landscapes provide pleasure, give meaning to and can enhance the quality of people's lives. Students will develop an understanding of how people and activities interact with the material, environmental, sensual, emotional, functional and cultural qualities of a specific space and situation and how interior architects can design better places.

★ CHAMPION

7th Malaysia International
Shoes Festival

★ 1ST PLACE WINNERS

International Art & Design
Competition, Italy

★ 1ST RUNNER-UP

Greenovation Design Competition

★ CHAMPION & 2ND RUNNER-UP

Roca One Day Design Challenge

★ 1ST & 2ND PRIZE

MIID Student Saturday

★ WORLD'S TOP 4 BEST ARCHITECTURAL VISUALISATION SCHOOL

The Rookies International



Open Space Dining by Alice Dinh Phuong Thao



Open Kitchen by Alice Dinh Phuong Thao

PROGRAMME OUTLINE

YEAR ONE | LEVEL 4

Intensive introduction to the knowledge, skills and techniques of Interior Architecture and Design (IAD). Students learn how to observe, analyse, represent and communicate the qualities of existing spaces, and explore how designers work to adapt and improve existing buildings and spaces. The emphasis is on understanding and developing proficiency in a wide range of design, representational and communication techniques. In addition, students are introduced to the basics of materiality, construction and detailing.

SEMESTER 1

Design Studio 1: Anatomy of Space

Analyse interrelationships between inhabitation and design studies of domestic interiors and activities.

Communication 1: Representing Space

Different ways of drawing, measuring and communicating the characteristics of material space and form.

Technology 1: Introducing Materiality

Introduces physical making, prototyping and testing as central component of developing knowledge and skills about materials and their characteristics.

Critical and Cultural Studies L4: Design

Introduce the recent history of design and ways that shaped contemporary design practice and debate.

SEMESTER 2

Design Studio 2: Serious Play

Introduces the basics of the design process as a dynamic process of investigation and analysis through designing spaces for both living and working.

Communication 2: Digital Skills

Using and developing CAD skills in the visual communication and presentation of design ideas.

Sustainability: Past, Present and Future

Introduce students to the underpinning concepts of sustainability and economic, ecological and cultural system.

YEAR TWO | LEVEL 5

Overall aim of building upon the knowledge and skills developed in Level 4, so as to broaden and deepen their understanding of and competency in Interior Architecture and Design. Students are encouraged to engage with some key contemporary issues and learn to develop their design exploration and experimentation, to be more self-directed in their design processes and to produce coherent and more complex design resolutions.

SEMESTER 1

Design Studio 3: Close Up

Enabling students to develop inventive and appropriate approaches to the detailed reworking and transformation of existing built spaces at the 1:1 scale.

Communication 3: Digital Skills 2

Developing proficiency in 3D CAD modelling and Rendering/Digital Fabrication.

Technology 2: Detail

Explores design thinking in conjunction with 1:1 physical exploration.

Sustainability in Practice

Places the issue of sustainability in historical, current and future business and cultural context.

SEMESTER 2

Design Studio 4: Inside Out

Considers the range of possibilities available to interior architects from contemporary installations and events-based work to permanent realisations.

Critical and Cultural Studies L5: Design

Consider theoretical positions that inform recent and contemporary practice.

Professional Development 1:

Preparing for Industry

Includes several forms of peer appraisal in areas such as role play interviews and reading through CV's and application letters.



Graduation Exhibition



Master Forum

PROGRAMME OUTLINE

YEAR THREE | LEVEL 6

Level 6 focuses on the integration of all skills and knowledge developed in previous years, as students bring together the different aspects of design creatively and coherently in response to specific design problems in order to illustrate an engagement with some aspect of contemporary Interior Architecture and Design practices. The year starts with great emphasis on strategies of working within existing fabrics and then, students decide on a major area of specialisation for the final project, through the development of a design research proposal.

SEMESTER 1

Design Studio 5: Generator

Investigate how Interior Architecture and Design can take on a truly transformational role.

Technology 3: Contemporary Technologies

Self-initiated exploration of thematic cutting-edge technologies relating to spatial practices.

Critical and Cultural Studies L6: Degree Essay/Report (Design)

Enable students to conduct an in-depth enquiry of design culture with analysis and theory.

SEMESTER 2

Design Studio 6: Augment

Develop focus on the development of a personal major project connected with design research and technological investigations.

Professional Development 2: Professional Practice & Employability

Develop understanding of professional approaches, practices and opportunities within the discipline's contemporary practice.

INTERNSHIP

Practical training allows students to explore the real industry and understand market trend. This course consists of supervised work experience in an approved training situation. It is designed to provide practical experience in the interiors industry. Students will be assigned to an on-site interior design project, and work as apprentices under the supervision of the project manager to go through the actual activities and processes that are utilized in a professional atmosphere, inclusive of site meeting, site supervision and coordination work, authorities' approval processes and more.

CAREER OPPORTUNITIES

- Interior & Architectural Studios
- Construction & Development Companies
- Furniture Manufacturers
- Hotels & Resorts
- Housing Developers
- Interior Design Firms
- Lighting Manufacturers
- TV Stations
- Interior Design Consultancies

CAREER OPTIONS

- Registered Interior Designer
- CAD Designer/Specialist
- Project Manager
- ID Journalist
- ID Photographer
- Colour Consultant
- Design Manager
- Exhibition Designer
- Film, TV & Stage Set Designer
- Furniture Designer
- Interior Consultant/Manager
- Interior Design Educator
- Lighting Consultant/Designer
- Model Maker

STUDY ROUTE & ENTRY REQUIREMENTS

DEGREE PROGRAMME

UK Degree in The One Academy

*In collaboration with University of Hertfordshire (UH), United Kingdom
(completed locally at The One Academy)*

BA (HONS) GRAPHIC DESIGN

(3 Years + 3 Months Internship)

BA (HONS) DIGITAL MEDIA DESIGN

(3 Years + 3 Months Internship)

BA (HONS) INTERIOR ARCHITECTURE AND DESIGN

(3 Years + 6 Months Internship)



The One Academy's Foundation Programmes

(1 Year)

FOUNDATION IN COMMUNICATION DESIGN

or

FOUNDATION IN INTERIOR ARCHITECTURE DESIGN

The One Academy Diploma in related field or Diploma from other institutes of higher learning in related field

(Advanced entry into Year 2 of Degree with minimum CGPA 2.0)



SPM/O-Level/UEC or Equivalent

ENTRY REQUIREMENTS

Foundation in Communication Design

1. Pass Sijil Pelajaran Malaysia (SPM) with minimum 5 credits (5Cs) including English and a pass in Bahasa Melayu and *Sejarah
2. Pass IGCSE/O-Level with minimum 5 credits (5Cs) including English
3. Pass UEC with minimum 5 credits (5Bs) including English
4. Other equivalent qualifications recognised by the Malaysian Government AND
5. Pass Drawing Test conducted by The One Academy

Foundation in Interior Architecture Design

1. Pass Sijil Pelajaran Malaysia (SPM) with minimum 5 credits (5Cs) including a pass in Bahasa Melayu, *Sejarah, English and Mathematics
2. Pass IGCSE/O-Level with minimum 5 credits (5Cs) including a pass in English and Mathematics
3. Pass UEC with minimum 5 credits (5Bs) including a pass in English and Mathematics
4. Other equivalent qualifications recognised by the Malaysian Government AND
5. Pass Art subject in SPM level OR
6. Pass Drawing Test conducted by The One Academy for candidates without an Art subject.

BA (Hons) Graphic Design

BA (Hons) Digital Media Design

1. Pass SPM with minimum 5 credits (5Cs) including a pass in Bahasa Melayu, *Sejarah AND pass relevant Foundation Programme with minimum CGPA of 2.00 that is recognised by the Malaysian Government
2. Pass STPM/A-Level with 2 full passes (Grade C) in any subjects
3. Pass UEC with minimum 5 credits (5Bs)
4. Pass Diploma in related field with minimum CGPA 2.00
5. Other equivalent qualifications recognised by the Malaysian Government AND
6. Pass Portfolio Review or Drawing Test conducted by The One Academy for candidates without an Art subject.

BA (Hons) Interior Architecture and Design

1. Pass SPM with minimum 5 credits (5Cs) and pass in Bahasa Melayu, Mathematics, *Sejarah AND pass relevant Foundation Programme with minimum CGPA of 2.00 that is recognised by the Malaysian Government
2. Pass STPM with 2 full passes (Grade C) including Mathematics and one (1) related Science subject and a pass in English SPM
3. Pass A-Level with minimum Grade C in 2 subjects including Mathematics
4. Pass UEC with minimum Grade B in 5 subjects including Advanced Mathematics
5. Pass South Australian Matriculation (SAM) with Tertiary Entrance Rank (TER) 70 and Grade B in Mathematics
6. Pass Canadian Pre-University (CPU) with an average of 70% in 6 subjects including Mathematics

**Sejarah (History) is a compulsory subject in SPM starting 2013*

7. Pass Diploma in related field with minimum of CGPA 2.00
8. Pass Foundation/Matriculation Programme in related field with minimum of CGPA 2.00
9. Other equivalent qualifications recognised by the Malaysian Government AND
10. Pass Art subject in SPM level OR
11. Candidates without an Art subject must pass Portfolio Review or Drawing Test conducted by The One Academy

English Requirements by University of Hertfordshire

1. IELTS: Band 6.0
2. SPM (GCE O-Level English 1119): Grade C or higher
3. GCSE/IGCSE English Language: Grade C or higher
4. MUET: Band 3

FOUNDATION-LEVEL ENTRY REQUIREMENTS FOR INTERNATIONAL STUDENTS

INDONESIA

1. Ijazah Sekolah Menengah Umum (SMU) 3/Ijazah Sekolah Menengah Atas (SMA)/Ijazah Sekolah Menengah Kejuruan (SMK)/Ijazah Madrasah Aliyah (bagi lulusan mulai tahun 2015) dengan gred purata 66 – 100

VIETNAM

1. Bang Tot Nghiep Trung Hoc Pho Thong (Upper Secondary School Graduation Diploma)

CHINA

1. 高中毕业证书 (Senior Secondary School Graduation Certificate)
2. 职校/职高/技校毕业证书 (Graduation Certificate from a Vocational/Technical Secondary School (Zhixiao/Zhigao) or a Skilled Worker School (Jixiao))

MALDIVES

1. UCLES O-Level/A-Level/Higher Secondary School Certificate (HSC)

SOUTH KOREA

1. 고등학교 졸업장/고등학교 과정 수료증 (High School Diploma/High School Graduation Equivalency Examination)

For direct entry into Degree Programme (Year 1), the above entry requirements must be met & recognised by MQA, and with relevant art qualifications recognised by The One Academy.

Scan QR code to find out about more countries.





TAKE THE LEAD WITH

OUR AFFILIATED UNIVERSITIES

Universities from the United Kingdom, Australia, New Zealand and the United States of America that are impressed with the superior level of training at The One Academy have partnered with us to grant eligible students the opportunity to pursue an international degree upon the successful completion of our 3-year Diploma programme. Students have the option to further their degree study at these leading art and design institutes. These affiliated universities are selected based on the quality of their graduates' work, recognition from the professional industry and employers' feedback, reputation of the relevant art & design programmes and curriculum, conducive study and living environments offered to students, as well as the established support system and staff. Students can find out more about the programmes from our International Office that is responsible to offer advice and liaison services to those who wish to further their studies at any affiliated institution of higher learning.

University of Hertfordshire **UH**

- BA (Hons) Graphic Design
- BA (Hons) Illustration
- BA (Hons) Digital Media Design
- BA (Hons) 2D Animation and Character for Digital Media
- BA (Hons) 3D Computer Animation & Modelling
- BA (Hons) Interior Architecture and Design
- BA (Hons) Fashion Design
- BA (Hons) Fine Art

3+0 Degree

- BA (Hons) Graphic Design
- BA (Hons) Digital Media Design
- BA (Hons) Interior Architecture and Design

FURTHERING STUDIES AT OUR AFFILIATED UNIVERSITIES



ESMOD International Fashion University Group, FR

Fashion Design & Creative Courses

- Fashion Designer - Undergraduate
- Foundation course in Fashion Design & Business
- Graduate Program "Creative Director"
- Intensive course

Fashion Business Courses

- Head of Commercial and Communication Strategy in Fashion Industry
- Manager of International Development in Fashion & Luxury Industry



Birmingham City University, Birmingham Institute of Art & Design, UK

- BA (Hons) Graphic Communication
- BA (Hons) Illustration
- BA (Hons) Interior Architecture and Design
- BA (Hons) Fashion Design
- BA (Hons) Fine Art



University of the West of England, UK

- BA (Hons) Graphic Design
- BA (Hons) Illustration
- BA (Hons) Animation
- BA (Hons) Filmmaking
- BA (Hons) Interior Design
- BA (Hons) Interior Architecture
- BA (Hons) Fashion Textiles
- BA (Hons) Fine Art



Teesside University, UK

- BA (Hons) Graphic Design and Illustration
- BA (Hons) Computer Character Animation
- BA (Hons) Computer Animation
- BA (Hons) 2D Animation and Stop Motion
- BA (Hons) Interior Design
- BA (Hons) Fashion
- BA (Hons) Fine Art



Middlesex University London, UK

- BA (Hons) Graphic Design
- BA (Hons) Illustration
- BA (Hons) 3D Animation and Games
- BA (Hons) Animation
- BA (Hons) Interior Design
- BA (Hons) Interior Architecture
- BA (Hons) Fashion Design
- BA (Hons) Fine Art
- BA (Hons) Digital Media



University of Portsmouth, UK

- BA (Hons) Illustration
- BSc (Hons) Computer Animation and Visual Effects
- BSc (Hons) Creative Media Technologies
- BSc (Hons) Digital Media



College for Creative Studies, USA

- BFA Communication Design
- BFA Advertising Design
- BFA Illustration
- BFA Interior Design
- BFA Entertainment Arts
- BFA Fine Arts



Academy of Art University, USA

- BFA Graphic Design
- BFA Illustration
- BFA Web Design and New Media
- BFA Animation and Visual Effects
- BFA Interior Architecture and Design
- BFA Fashion
- BFA Fine Art



Swinburne University of Technology, AUS

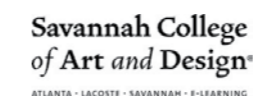
- Bachelor of Design (Communication Design)
- Bachelor of Design (Motion Design)
- Bachelor of Design (Interior Architecture) (Honours)
- Bachelor of Animation



Auckland University of Technology, NZ

- Bachelor of Design – Art and Design
- Bachelor of Creative Technologies

UNIVERSITIES RECOGNISING OUR GRADUATES WITH GOOD GRADES FOR BACHELOR'S & MASTER'S PROGRAMMES:





ADVANCED HOLLYWOOD PROGRAMME

- **HOLLYWOOD ANIMATION FEATURE FILM MASTER PROGRAMME**
- **ADVANCED HOLLYWOOD PROGRAMME**

Get intensively tutored by real masters from Hollywood and learn industry pipeline practices within Animation, Concept Art and many more!

To elevate the creativity and artistry of Digital Animation and Illustration graduates, The One Academy proudly presents the Hollywood Animation Feature Film Master Programme and Advanced Hollywood Programme, led by Pixar Animation Director Andrew Gordon & Concept Artist of Hobbit 1, 2 & 3, Eduardo Peña respectively.

Students will gain an understanding on how the international film industry and award-winning companies operate on artistic and hands-on levels. This trains them to be market-ready graduates geared up to unravel the creative boundaries in today's animation technology.

Hollywood Animation Feature
Film Master Programme



Scan the QR code to
view the interview



STORY DEVELOPMENT (Course Duration: 4 months)

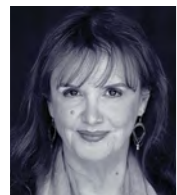


PIXAR STORY ARTIST Christian Roman (Lead)

As a story artist with over 20 years of experience, Christian specializes in all facets of animation, production including character design, storyboarding and directing. He is known for Toy Story 3 and The Simpsons Movie.

COURSE DESCRIPTION

- To help students gain skills and elaborate on the tasks and responsibilities as a storyboard artist in a feature film.
- To explore topics such as staging, composition, gags, 3-act story structure and other concepts.



PIXAR STORY CONSULTANT Bobette Buster (Guest)

A world-renowned lecturer on story, cinema language, and Hollywood economics, Bobette teaches at top international film schools and consults for Pixar Animation Studios, Walt Disney Studios, Sony Animation and 20th Century Fox Studios. She is the author of 'Do Story'.

LEARNING OBJECTIVES

- Students will better understand the process of drawing storyboards.
- Students will learn concepts such as staging, storyboarding from a script, line and value, character development, beat boards and more.



PIXAR HEAD OF STORY Kelsey Mann (Guest Story Consultant)

A story supervisor for Disney's Pixar feature Monsters University, Kelsey led a team of story artists through the process of storyboarding the film, and also contributed ancillary material during the production of the Academy Award-winning feature Toy Story 3.

LEARNING OUTCOMES

- Students can apply this knowledge to create different content using the skills learned from story development.



PIXAR STORYTELLER Craig Good (Guest)

As Pixar's storyteller for over 30 years, Craig was involved in almost everything in production until the last half of his tenure where he specialised in virtual camera operation. He was a screenplay writer, co-director and voice talent for several shorts including Violet, Calendar Confloption and Cars.

CHARACTER & PRODUCTION DESIGN (Course Duration: 4 months)



PIXAR CHARACTER DESIGNER Dan Holland (Lead)

He received his BFA in Character Animation from the California Institute of the Arts. He has worked as an animator, sketch artist and art director at Pixar for 17 years. Some of his well-known works include The Incredibles, Wall-E and Inside Out.

COURSE DESCRIPTION

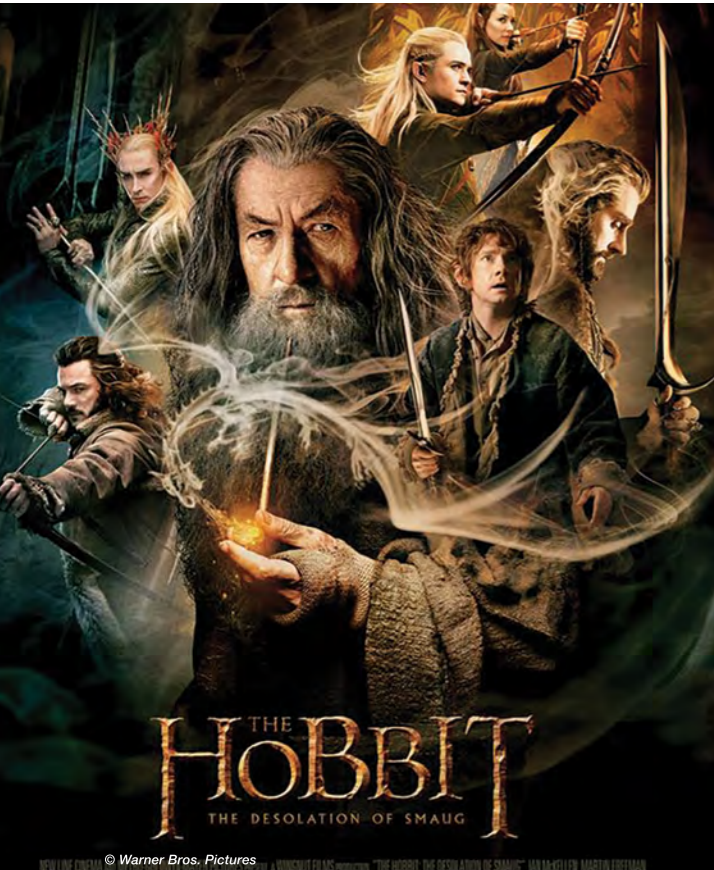
- To help students understand design and how it is related to character creation, while diving into the heart of character design.
- To go beyond and shape original characters with unique appeal, while using a variety of mediums.

LEARNING OBJECTIVES

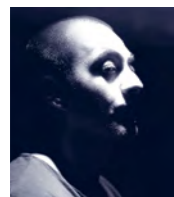
- To focus on experimentation based on research.
- To learn how to lead with decision-makings to develop designs suitable for animation, illustration and puppetry, etc.

LEARNING OUTCOMES

- Students will learn the importance of fluency in the design language.
- Students will develop a holistic approach in designing, while producing excellent results.



ADVANCED PROFESSIONAL COURSE OF PRODUCTION DESIGN & CONCEPT ART FOR FEATURE FILM & GAMES (Course Duration: 4 months)



HOBBIT 1, 2 & 3 MOVIE & GAME CONCEPT ARTIST

Eduardo Peña
(Principal Coach for Entertainment Art, Visual Development & Pre-Production)

The One Academy presents this advanced course conducted by talented concept artist Eduardo Peña. This programme is catered for all TOA Illustration undergraduates who are interested in concept design, eager to seek further improvement and expand their skills & knowledge in the film, entertainment & game industry. As a talented and experienced Concept Artist with Weta Digital and Weta Workshop, Eduardo has worked alongside Weta co-founder Richard Taylor, Oscar Award-winning film director Peter Jackson, and other renowned talents. Some of his best works include blockbusters The Hobbit Trilogy, Transcendence, Hercules and Lucy.

COURSE DESCRIPTION

- Gives an overview of the design thinking process for production painting from workflow, sketching, stylisation & rendering for films & games, in the areas of character design, production painting, concept art, key art illustration and matte painting.
- Students will learn the very first steps in developing intellectual properties, besides studying best practices and learning to work with production schedules & workflow with cohesive unified vision.

LEARNING OBJECTIVES

- Learn advanced techniques & skills in production painting for professional games & films.
- Develop design themes, thumbnails, visual vocabulary, and believability on areas such as materials, lighting, and presentation.
- Experience real professional settings for production in games & films and develop a set of portfolio that meets international standards.

LEARNING OUTCOMES

- Be able to manipulate advanced techniques in production painting for professional games & films.
- Be able to develop design themes, thumbnails, visual vocabulary, and believability in areas such as materials, lighting, and presentation for both literal and fantasy subjects.

Note: For Illustration students only



ZBrush Sculpture by Jefferson



ZBRUSH WORKSHOP



Jefferson (Instructor)

Having worked with Cartoon Network, Nickelodeon and local studios in Singapore, Jefferson's success in the animation industry is embellished with his work in TV series Growing Up Creepie, Edgar & Ellen and Kika & Bob.

COURSE DESCRIPTION

- This class will give students a comprehensive overview of everything they need to be proficient enough to begin using ZBrush as an integral part of their modelling tool set.

LEARNING OBJECTIVES

- Learn the interface, tools and standard workflow in ZBrush.
- Produce 3D modelling work with learnt skills.
- Utilize ZBrush as a tool to enhance a concept design work.

LEARNING OUTCOMES

- Be able to justify and understand the interface, workflow and tools in ZBrush.
- Be able to render a refined 3D sculpting work with texture and lighting.
- Be able to apply the skills and workflow in student's concept design work.

MAYA ESSENTIAL WORKSHOP



Chun Yen (Instructor)

On top of being a full-time lecturer specialising in Technical Direction, he also engages in external projects with reputable agencies like ASTRO in motion graphics, Animamundi in simulation and Miragework in explosion VFX & rigging, demonstrating his pool of professional experience.

COURSE DESCRIPTION

- Learning of Maya 3D tools for CG construction and environment set modelling techniques.
- Maya interfaces, surface construction & modification, UV Unwrap, texture mapping and basic rendering give students solid knowledge in 3D environment set and props modelling.

LEARNING OBJECTIVES MODELLING

- Develop familiarity with tools and techniques in 3D modelling.
- Learn the tools, basic animating, shaders and textures mapping techniques and 3D objects animating skills.

LEARNING OUTCOMES

- Able to produce basic 3D modelling, texture, animation, lighting, rendering, and compositing with Maya 3D.
- Understand the actual industry practices in animation production, pipeline and procedures.
- Be able to apply the skills and workflow in student's concept design work.



UBISOFT



PARTNERSHIP WITH ONE OF THE WORLD'S TOP GAME DEVELOPERS

The One Academy Partners with UBISOFT to Coach Professional Game Development Course



Scan the QR code to view the interview

Studies have shown that innovation and technology-based industries such as animation and gaming, or in a larger context comprising the Computer Graphics (CG) sectors are expected to rise in years to come. The video games market could become an industry worth over US\$300 billion by 2025. The biggest revenue drivers anticipated continue to be mobile gaming, as well as innovative technology like cloud gaming and VR gaming.

Hence, this top-notch collaboration between a leading art & design institution and top game developer presents a good opportunity for the youth to shape their future towards becoming an international professional.

With efforts gearing towards the expansion of the gaming world, The One Academy partners with UBISOFT, a world-leading game developer to coach the next generation of creative pioneers in the gaming industry.



CONVENIENT ACCOMMODATION

ACCLAIMED SERVICES



Nautica Lake Suites @ Sunway South Quay



Galaksi Villa @ Subang

The One Academy makes every effort to help students adapt to the learning environment through a balanced lifestyle benefitting students' emotional and physical well-being. Year after year, this is achieved with comfortable student accommodation and Student Services for support which has been rated 5 stars by MyQuest.

Standing at the pinnacle of creativity, The One Academy has successfully nurtured competent talents to build a world-class workforce, which has greatly contributed to our nation building. Committed to its role as one of the world's best art & design institutes, today The One Academy celebrates three decades of creative excellence as a first-class education provider.

Internationally recognised for its highly admired "**Masters Train Masters**" teaching philosophy, The One Academy regularly presents students the opportunities to learn from international professionals in various industry powerhouses. The One Academy ensures that young aspirants are crowned for pioneering creativity & success with world-class results!