One of the world's best Art & Design Colleges
Welcome to a world of art & design education journey!
You will be witnessing the solid foundation laid by The One Academy’s teaching philosophy and practical coaching approach, and experience a transformative education established by a panel of international creative industry experts, based on a high quality syllabus and facilitated by industry-standard amenities & environment; all roped in to elevate The One Academy into one of the World’s Best!
Congratulations to every alumni who are making waves in the World’s Creative Industry. Keep moving forward because you make Malaysia proud!

The following list consists of only a few among thousands of The One Academy’s graduates who have established their names in the international arena of creative design:

Kobe Sek • Lim Seng Kai • Kelly Woh • Alex Phung • Wong Shu Kor • P’ng Yiwei • Vince Low • Margarita Maridina Chandra • Hoeyyn Ngu • Seah Zelin • Gan Chin Lee • Wong Woon Kian • Andrew Fong • Chong Fei Giap • Tan Chee Keong • Lee Yon Hui • Tan Bee Jin • Ng Chun Seong • Sia Nyuk Fung
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Be the World’s Best Creativepreneur!

- Ng Aik Sern
- Jerome Moo
- Aston Lai
- Matthew James La Brooy
- Ng Aik Sern
- Soo Jun Ning
- Tattfoo Tan
- Tan Chin Wee
- Loh Kin Sun
- Hor Yew Pong
- Leong Hoy Yoke
- Leo Chong
- Ong Kien Hoe
- Douglas Goh
- Wong Shu Kor
- Bok Chek Kiong
- Stephen Chan and more.
“The One Academy is one of the World’s Best art & design colleges!”

“We concur that The One Academy’s creative education and industry-driven teaching methods have produced extraordinary graduates with professional standards for the international creative industry! Well Done!”

Ali Mohamed
International Creative Advertising Pioneer

Olivier de Rotalier
Managing Director of UBISOFT, World’s Top Game Developer

Doug Chiang
Master of Creative Film Production Design of Star Wars I & II and OSCAR Award Winner

Eric Leong
Most Renowned Celebrity Designer MIFD Associate Member A16

Carlos Baena
Professional Animator of Pixar Animation Studios

Shawn Kelly
Lead Animator of Star Wars I & II / Transformers I, II, III

Judy Glasman
Head of the School of Creative Arts at the University of Hertfordshire

Kyle Balda
International Animation Director (Pixar and ILM)

Eric Riewer
Gobelins France, OSCAR Winning Animation Corporation

Kins Lee
Multi-Award Winning Advertising Creative Director

Javier Secaduras
Hollywood Film Storyboarding Expert (Blue Sky Studios)

Shelley Page
Head of International Outreach DreamWorks Animation

Peter Saisselin
International Story Editor & Senior Writer

A.R. Seshaprasad
Digital Production Manager of Rhythm & Hues Studios

Ray Kosarin
Animator, Director, Producer and a Talent Recruiter (Lucasfilm)
Tatsun Hoi
• Co-founder, Principal, Managing Director of The One Academy
• Executive Director, HUA Education Assistance Corporation
• Recipient of The Outstanding Young Malaysian Award (Junior Chamber International, Malaysia)
• The Young Chinese Entrepreneur Award (Yazhou Zhoukan Business Magazine, Hong Kong)
• Honorary President, Young Entrepreneurs Association of Malaysia
• Asian Creativity Authority

“Reaching for the stars, while meeting the down-to-earth demands of the market - The One Academy has undoubtedly established itself through its formula of incorporating the best of both the academic and practical worlds. The result is the creation of graduates who have the right attitude, aptitude, consistent performance and business skills to face industry needs as we celebrate The One Academy in its long time success of nurturing high-flying graduates through creative education excellence of the leading art & design institution in Malaysia.”

Ali Mohamed
• Chairman of The One Academy
• International Creative Advertising Pioneer

“For more than two decades, The One Academy has been consistently credible in its practical coaching method of “Masters Train Masters” and industry-driven learning syllabus, and the result is our proven track record in nurturing world-class professionals who surpass on the international level. At The One Academy, we don’t believe in promises, just world-class results!”

Awarded The BrandLaureate Awards’ Best Brand in Education - Creative Communication Art & Design by The Asia Pacific Brands Foundation (APBF) for 3 consecutive years.

Principal & Managing Director Tatsun Hoi received The Outstanding Young Malaysian Award together with co-recipient Datin Michelle Yeoh.
Located in the Southeast Asia, Malaysia is a land of fascinating sights and smiles that provides you a rich diversity of culture and charm of contrast.

Malaysia is separated into West Malaysia (Peninsular) and East Malaysia. West Malaysia consists of Perlis, Kedah, Penang, Kelantan, Terengganu, Negeri Sembilan, Perak, Selangor, Kuala Lumpur (Federal Territory), Pahang, Malacca and Johor whereas Sabah & Sarawak are located in East Malaysia. Kuala Lumpur, or KL in short, is the national capital. Bandar Sunway is about 20km from KL downtown. KL is home to all foreign embassies and there are a lot of interesting places to visit in and around KL, as well as other beautiful places to visit and explore around Malaysia.

Malaysia’s population mainly consists of Malays, Chinese, Indians, Eurasians & indigenous tribes. The official language of the country is Bahasa Malaysia (Malay language) and English. There are three main types of food: Malay, Chinese and Indian, and Muslim consumes ‘Halal’ food.
The multicultural background of Malaysia and the warm hospitality of Malaysians will make your stay a unique living experience through cultural exchange, languages, and visits to fascinating sights rich with history – a well of inspiration for new creative ideas and design. Furthermore, the economic and political stability in Malaysia made it more appealing for foreign investment and leisure travel as well as pursuing education abroad.

**International Standard Education and Learning**

Malaysian Private Higher Educational Institutions offer world standard and high quality education that are internationally recognised. The courses offered here meet the criteria of international standards and stringent requirements set by Malaysian national quality assurance body such as the Malaysian Qualifications Agency (MQA). With English being the second language in Malaysia, most of the recognised courses in colleges and universities use English as a medium of teaching.

With a fairly high successful rate of application, foreign students will find a relatively simple immigration procedure when applying to study in Malaysia. Foreign students can work part time to support their living expenses as well.
City Campus

Featuring top-notch facilities at a strategic location, get around with ease, learn to observe your surroundings and apply them in your work.

Bandar Sunway is a well-developed and concentrated township that portrays the ideal city lifestyle, with the advantages of good infrastructure and a wide range of amenities and conveniences. The One Academy is situated right in the centre and surrounded by tranquil residential areas and a thriving creative and commercial district.

In a globalised marketplace, the brand is the single most valuable asset for competitive advantage, hence corporate client brand building forms one of the major responsibilities for creative professionals. To truly master the art of international branding strategies, students will need to learn from industry proven international brands.
With major shopping malls serve as your real-life brand gallery - your practical source of reference and analysis for whatever you have learned in lectures, students are free to explore what makes a design outstanding. This is also where proven design and real consumer behavior can be observed. The real-world practical learning environment is perfectly suited to stimulate the minds of young design students embarking on a journey to become creative entrepreneurs!

We are about 20 minutes leisure drive from Kuala Lumpur, and the Kuala Lumpur International Airport (KLIA) is only 30 minutes away by express rail. This self-sustaining metropolis is highly accessible by car and public transport such as public buses and taxis, as well as feeder bus from Kelana Jaya Light Rail Transit (LRT) station. For a smoother ride, the Bus Rapid Transit system with dedicated busway is scheduled to complete in 2015! Connecting the Setia Jaya KTM Komuter station to the new LRT station in Summit USJ, BRT Sunway Line will serve The One Academy with a stop next to Sunway Pyramid.
Market Demand
More than two decades ago, the creative industry was alarmed by the acute shortage of properly trained creative professionals in the market. In response, a panel of leading gurus from the creative industry came together to form the ideal training centre.

Establishment
In 1991, The One Academy of Communication Design was established with the mission to elevate the region as the world’s centre of creative reference.
Educational Recognition
The One Academy was awarded with the Multimedia Super Corridor (MSC) status, an acknowledgement to IT-related organisations for their compliancy and facilitation to Malaysia’s knowledge-based economy.

Our programmes are accredited by the national accreditation board, Malaysian Qualifications Agency (MQA), and was conferred a Special Award by the Ministry of Education Malaysia as acknowledgement of our commitment in nurturing global high achievers.

Creative Leadership
Today, we are one of Asia’s most respected institutions of new media studies and communication design. We nurture not only professionals but also respected figures and leaders in the creative industry.

Achievements
Along the years, our students and graduates have successfully bagged numerous awards for their creative solutions locally and internationally.

Global Careers
Many of our graduates are now steering high-profile careers in Kuala Lumpur, Hong Kong, Beijing, New Zealand, San Francisco, New York and other major cities around the world.

Campus
Spanning over various buildings across Bandar Sunway, the campus of The One Academy is consisted of many industry-benchmarked studios and facilities.
The One Academy Penang Campus
A Quality Education of World Class

For more than 25 years of creative education excellence of its long standing headquarter in Bandar Sunway, The One Academy commits in providing high quality education of communication design, governing ‘Masters Train Masters’ teaching approach for nurturing international creative standard. Hence, with the excellent standard of achievement served as a testament to the academy’s branding strength, it has led us to our creative expansion to the northern region along with our dedication.

At The One Academy Penang, we provide uncompromised high quality education of communication design to coach students that mirror The One Academy Sunway establishment. The One Academy bring forth its similar commitment to its northern campus, is geared up to reach out to eager learners like you to be the next leading generation of creative talents as a result from world class industry-driven coaching approach. As we unleash creative professionals to the forefront of the industry, we uphold our philosophy which simply delivers no empty promises, just world class results.

Leong Hoy Yoke

- Managing Director of The One Academy Penang
- Managing Director of HySky Ltd., Hong Kong
- Director of Production 76
- Illustrator for the Storm Riders
Our Lecturing Team of Hollywood Experts Transforms The One Academy towards WORLD’S BEST!

**PIXAR Animation Director**
Andrew Gordon
An industry expert with 15 years of experience in Pixar Animation Studios, the number 1 digital animation studio in the world, which is now part of The Walt Disney Company. He was involved in the production of A Bug’s Life, Toy Story 2 & 3, Finding Nemo, Ratatouille, Monsters University.

**PIXAR Story Artist**
Sam Hood
An Annie Award winner, the highest accomplishment in the field of animation, Sam was involved in Ice Age 3 & Rio prior to joining Pixar, and is currently working on Finding Dory & Inside Out.

**PIXAR Character Designer**
Dan Holland
Since joining Pixar in 2002, Dan has involved in The Incredibles, Wall-E, Toy Story 3, Cars 2.

**HOLLYWOOD Creative Director**
Stephen Gregory
A veteran Creative Director armed with 16 years of experience in Pixar Animation Studios of The Walt Disney Company, Stephen has contributed to A Bug’s Life, Toy Story 2, Monsters, Inc., Finding Nemo, Cars.

**HOBBIT 1, 2 & 3 Movie & Game Concept Artist**
Eduardo Peña
Entertainment Art & Film Production Design Master in Weta Digital, an Oscar Award-winning avant-garde film production & digital visual effects company.

**LORD OF THE RINGS Animation Master**
Mike L. Murphy
Lead Animator of Oscar Award-winning films - The Lord of The Rings II: The Two Towers & The Lord of The Rings III: The Return of The King.

**WALT DISNEY Senior Animator**
Lorna Santos Sun
A master with 29 years of experience in Walt Disney Studios, who has involved in Peter Pan, Alice in Wonderland, 101 Dalmatians, Winnie the Pooh, The Little Mermaid.
**Digital Animation with Game Development**

**Olivier de Rotalier**
Managing Director of Ubisoft
Assassin’s Creed & Prince of Persia

**Mandeep Singh**
Head of Productions, Tau Films
Life of Pi, Percy Jackson: Sea of Monsters, Snow White and the Huntsman, X-Men: First Class, Night at the Museum

**Shawn Kelly**
Senior Lead Animator of Industrial Light & Magic (ILM)
Star Wars: Episode III – Revenge of the Sith, Transformers 2: Revenge of the Fallen

**Mike Krummhoefener**
Character & Set Modeller of Pixar Animation Studios
Toy Story 3, Toy Story 3D

**Matthew Luhn**
Head of Story of Pixar Animation Studios
The Simpsons, Finding Nemo, Ratatouille & Up

**Anthony Christov**
Production Designer, Pixar Animation Studios
Land before Time, Rescuers Down Under, Wall-E, Finding Nemo, The Incredibles

**Ralph Eggleston**
Art Director / Production Designer, Pixar Animation Studios
Toy Story, Wall-E, Finding Nemo, Up, The Incredibles, Monsters, Inc., The Princess and the Frog, John Carter

**Carlos Baena**
Professional Animator of Pixar Animation Studios
Toy Story 3 (3D), Cars and Finding Nemo, Ratatouille and The Incredibles

**Sharon Calahan**
Director of Photography
Toy Story & 2, A Bug’s Life, Ratatouille, Finding Nemo, Bolt, John Carter, Brave

**Laura Beth Albright**
Shading & Grooming of Pixar Animation Studios
Toy Story 3, Toy Story 3D

**Phat Phuong**
Set Dressing Lead of Pixar Animation Studios
UP, Ratatouille, Presto, Monsters, Inc., Finding Nemo, The Incredibles, Cars and Toy Story 3D

**Allison Rutland**
Professional Animator of Pixar Animation Studios
Toy Story 3, Toy Story 3D

**Mahyar Abousaeedy**
Lead of Layout
Free Radicals, Nativity, Up, Cars 2, Toy Story 3, Up, Dug’s Special Mission, Ratatouille
The One Academy International Creative Industry Lecturers

Illustration, Movie & Game Art

Doug Chiang
Vice President / Executive Creative Director of Lucasfilm
Star Wars Episode II: Attack of The Clones

Armand Serrano
Art director for Sony Pictures Animation, Layout Journeyman for Walt Disney
Big Hero 6, Zootopia, Surf’s Up, Arthur Christmas & Hotel Transylvania

Kelsey Mann
Head of Story, Pixar Animation Studios
Toy Story 3D, Monsters University

Christian Scheurer
International Award-winner Digital Artists from Switzerland
Batman, Titanic, Final Fantasy, Harry Potter

Nicolas Imhoi (right)

Ricky Niera
Production Designer & Character Designer, Pixar Animation Studios
Monsters, Inc., Finding Nemo, Up & Monsters University

Javier Secaduras
Hollywood Film Storyboarding Expert
(Blue Sky Studios)
RIO

Paul Tonelli
Matte Painter / Shader Painter at Pixar Animation Studios
Toy Story 3, Toy Story 3D

Timothy East
Concept Artist at Pixar Animation Studios
Toy Story & Toy Story 3D

Karim Rashid
New York-based Industrial Designer and Interior Architect

Interior Design

Chris Bosse
Sydney-based Architect Best Known for Designing of the Beijing National Aquatics Centre

Pongthai Sagiku
Founder And Design Director Of Thailand’s Award Winning August Design Consultant

Tul Lekutai
Architect And Principal Of Deco Moda Studio In Chiang Mai, Thailand

Advertising & Graphic Design

Paul Hughes
Professional Speaker & Coach of Ten Meters of Thinking
Kyoorius Designatra Speaker, Design Machine
New York Consultant and Lava Creative Strategic Design Agency Strategic Director

Jeff Ou
Director of The Simple Brand
Gatorade, Heineken and Pepsi

Marius Kasperavicius
Advertising & Graphic Design Lecturer of The One Academy
3M “Light Box Graphics”, Walt Disney, Tetra Pak
Multimedia Design with Digital Media & Interactive Design

- **Mark Tungate**: Author and Jury & Coordinator, EPICA Awards
- **Mike Berry**: Marketing Trainer / Consultant for Leading International Education Institutions
  - E-consultancy, Chartered Institute of Marketing and Institute of Direct Marketing
- **Christopher Allen**: London-Based Creative Media Production Creative Director
- **Paul Stinchcombe**: Founder of Dragonsoft
- **Paul Tinsley**: Creative Director Agenda Asia
- **Eric Cruz**: Renowned International Creative Director
  - Samsung Galaxy Note Sparkle Project with Yun, Nike Presto, Google, Honda
- **Vyn Ten Dang**: Founder & Creative Director, ACHTUNG!
- **Hanna Sinisalu**: President & Founder, Best Marketing International
- **Gamze Gurbuzatik**: Client Services Group Director, Tribal DDB Istanbul

Fashion Design & Pattern Making

- **Paul Marchand**: International Fashion Design Programme Leader
- **Carole Pelvillain**: International Fashion Design & Pattern Making Lecturer
- **Christian Costemalle**: International Pattern Making Lecturer

Fine Arts

- **Robert Haddad**: International Pattern Making Lecturer
- **Seah’Zelin**: Fine Arts Artist / Senior Lecturer
- **Juan**: Fine Arts Artist
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 The One Academy to grant eligible students the opportunity to pursue an international degree, upon the successful completion of their 3-year Diploma programme. Students have the option to further study their degree 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 staffs. 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.
Colleges and Universities Recognized Our Graduates with Good Grades for Bachelor’s & Master’s Programmes

**Middlesex University London**
- BFA (Graphic Design)
- BFA (Advertising Design)
- BFA (Illustration)
- BFA (Interior Design)
- BFA (Fashion Design)
- BFA (Fine Art)

**Auckland University of Technology**
- Bachelor of Design (Communication Design)
- Bachelor of Design (Digital Design)

**College for Creative Studies**
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- BFA (Advertising Design)
- BFA (Illustration)
- BFA (Interior Design)
- BFA (Entertainment Arts)
- BFA (Fine Art)

**Art Center College of Design**
- Bachelor of Design (Communication Design)
- Bachelor of Design (Digital Media Design)
- Bachelor of Design (Interior Architecture)
- Bachelor of Film and Television (Animation)

**Swinburne University of Technology**
- 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

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- Bachelor of Creative Arts (Animation)
- Bachelor of Creative Arts (Game Design)
- Bachelor of Design (Visual Communications)

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- BA (Hons) Illustration
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- BA (Hons) Animation
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- Bachelor of Film and Television (Animation)

**Art Center College of Design**
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- Bachelor of Design (Digital Media Design)
- Bachelor of Design (Interior Architecture)
- Bachelor of Film and Television (Animation)

**Columbus College of Art and Design**
- Bachelor of Design (Communication Design)
- Bachelor of Design (Digital Media Design)
- Bachelor of Design (Interior Architecture)
- Bachelor of Film and Television (Animation)

**Savannah College of Art and Design**
- Bachelor of Design (Communication Design)
- Bachelor of Design (Digital Media Design)
- Bachelor of Design (Interior Architecture)
- Bachelor of Film and Television (Animation)

**RMIT University**
- Bachelor of Design (Communication Design)
- Bachelor of Design (Digital Media Design)
- Bachelor of Design (Interior Architecture)
- Bachelor of Film and Television (Animation)
Master of Production Design for Star Wars I & II, Doug Chiang shared his insight with students at the 3D Animation Laboratory.


Guidance by Paul Topolos, Pixar Digital Artist for Toy Story 3, Ratatouille, Up and Finding Nemo.
Hollywood-Standard Digital Animation Lab

This is where many computer graphics and digital illustration wizards experiment with their ideas; to transform their imagination into reality by conjuring up 2D or 3D magic using advanced hardware and software including Autodesk Maya. From Oscar Best Animated Feature Films like Pixar’s Brave, Disney’s Frozen and Big Hero 6, to classic movies such as Star Wars and Jurassic Park, also, in the productions of visual effects geared even live-action integrated films including Avatar, Transformers, The Avengers, The Hobbit or Harry Potter. Even top animation studios and feature film companies like industrial Light & Magic, Framestore, Blue Sky Studios and Weta Digital rely on Maya for modeling, rigging, animation, all the way through Visual Effects and simulations for their mega-blockbuster hit. 3D Artists across the globe on the other hand use Maya broadly for 3D animation, modeling, effects, rendering and compositing creations. The One Academy is the first authorised training centre in Malaysia, certified by Alias|Wavefront to conduct Animation programme and courses on Maya. As for our students of all majors who are introduced to the latest industry-benchmark equipments and programmes, they will experience a seamless transition into the industry upon the completion of their studies.
International Industry-Standard Facilities

Digital Studio

Interior Design Classroom

Interior Design Laboratory
Convergence of Talent and Digital Technology

This is a comprehensive lab set up by catering to students’ practical application of learning; starting from the process of brainstorming big ideas to conceptualising impressive works of digital art & illustration designs that will garner world-class satisfaction. With the sophisticated Digital Painting devices such as Cintiq, as well as sound recording equipments, students and faculty members can work independently on their creative projects and assignments. The facility complements well with the academic learning syllabus which comprises mostly computer-aided drafting and designing tools.
International Industry-Standard Facilities
Thriving Environment that Broadens Talent

Guided by the best field experts, students will experience hands-on learning of combining the elements of design, colour, drawing and personal style to produce effective works of art. Students can also explore a variety of media, properties, techniques and surfaces to develop their creative statements logically and progressively for the commercial industry.
International Industry-Standard Facilities

Photography Studio

Library

The One Gallery
A Shot of World-Class Creativity

With the convenience of a fully-equipped photography studio and lab for students to conduct their assignments; professional photographers and lecturers are able to provide guidance on the skills and knowledge of capturing images plus ways to explore shooting techniques. Students can establish own style through study on colours and mood, lighting and angles, art composition and more. Overseeing creative projects to its final completion will also enable you to gain an insights and knowledge on the process in of producing the finest results.

The Library with International Collection

This well-stocked modern library is an integral part of the students’ creative learning experience at The One Academy. Conducive for creative research, inspiration seeking and leisure reading, this is a cosy area in the campus. A treasure trove of knowledge, the library is manned by friendly staff, and its collection is constantly updated with the the latest international publications.

The One Gallery for Professional Interaction

To facilitate the meeting of minds between the industry and students, The One Gallery has weekly exhibitions of masterpieces from different leading creative professionals and also a chance to showcase students’ best artworks. This enables students to study, analyse and learn from all the best creative experts in the industry as well as aspiring talents.

State-of-the-art Theatre Hall

With a sophisticated audio visual system, the fully equipped audio visual halls enable creative experts to share their actual industry work, facilitating productive learning and practical analysis of professional challenges in the market. Industry professionals and creative legends are also invited to share their experiences with students here.
Top Creative Education Sought-after by Students from Many Countries

- Australia
- Bangladesh
- Brazil
- Brunei
- Bulgaria
- Cameroon
- China
- Egypt
- France
- Hong Kong
- India
- Indonesia
- Iran
- Italy
- Japan
- Korea
- Macau
- Maldives
- Mongolia
- Myanmar
- Pakistan
- The Philippines
- Russia
- Saudi Arabia
- Singapore
- South Africa
- Sudan
International Student Support & Services

Our International Student Office always make every effort to provide our international students with relevant support to help make them feel comfortable studying in Malaysia comfortable. Throughout the 3-year with us, the students may approach our International Student Office for support in any of the services that are made available to them such as assistance in obtaining student pass or visa, airport arrival transportation, accommodation, medical treatments, insurance, banking and such, to ensure that students get to experience an enriching college life and pursue their dreams in a conducive learning environment.
Liberate Your Mind at the Recreation Centre
Refresh Your Mind to Unleash Stronger Potential

Work, play & learn balance is important to maintain a healthy well-being. Most creative experts need the space & peace of mind to generate great ideas. While studying in an environment that is conducive, students are surrounded by various recreational activities & facilities in the vicinity, where they can explore & experience to harness a balanced body, mind & spirit.
• Digital Animation with Game Development • Interior Design • Multimedia Design with New Media & Interactive Design • Advertising & Graphic Design • Illustration, Movie & Game Art • Fashion Design & Pattern Making • Fine Arts

Disclaimer: Students' projects or works featured here are not affiliated to the brands or company names mentioned. It is solely used for educational purposes only.
A picture is worth a thousand words, 
A sculpture is worth a thousand pictures.

For centuries, artisans have strived to recreate moments in time as they had remembered or envisioned. As a writer would tell the past with his words and a painter would ignite his memory with his colours, a sculptor recreates a moment for what it is, in space itself.

The sculpture workshops conducted at The One Academy aimed at introducing this art form to talented and curious students. The very foundation of the art of sculpture, from armature, blocking, sculpting, to finishing; are shared in the classroom by enthusiastic sculptors.

Students are trained to appreciate a design, not only through its shape and line, but also through its surface and form. This allows young artists to grasp the maximum understanding of a design and to look beyond a drawing as purely an arrangement of lines, but instead, a hybrid of 3D elements and form.

DIGITAL ANIMATION
WITH GAME DEVELOPMENT

The Digital Animation field is a multi-billion dollar industry that is growing rapidly worldwide, and the need for animators has been steadily rising each year. While an animation production involves ideas, creativity, artistry and technological mastery, strong mastery of art, imagination and effective storytelling skills are required to keep audiences engaged and entertained. Technical advances on the other hand allow its computer generated hair to appear blowing naturally in the air, special-effects of credible explosions and the movements of human or creature characters in rich CG environments. A full-fledge animated feature film may thus require a studio to take up to a thousand talents to make and market.

The success of Pixar’s Toy Story 3, Despicable Me and Disney’s Frozen, among the highest-grossing films ranked by the revenues from theatrical exhibition, along with the highest positions they had attained, contributed greatly to the growing popularity of 3D animation worldwide. Toy Story 3 was nominated for Best Animated Feature during the Academy Award, along with The Incredibles, Ratatouille, WALL-E, Up, Brave and Monsters Inc, many countries have since shown a significant demand and increase of animators commissioned to producing high quality animated feature films.

Concept Art
Among the things you learn include Concept Art, which exposes you to principles and techniques that help you present your ideas convincingly, before an animation production takes place. Students will create, design characters and paintings depicting an appropriate setting and mood for scene design from a selection of stories or scripts.
Lecture by Animation Master
The One Academy once again presented a world-class opportunity through 3D Animation Masterclass to aspiring animators to learn from Shawn Kelly, an international professional animation lead from Industrial Light & Magic. Participants discovered more about the making of Transformers movie with its amazing visual effects that will showcase the intricate works of bringing digital art to life.

Collaboration with Ubisoft
The One Academy hosted the “Art in Video Games” art exhibition, featuring works on Assassin’s Creed and Ghost Recon Online. Olivier de Rotalier, Managing Director of Ubisoft Singapore was keen to seek talents from the college too!

Insights by Dreamworks Animation Expert
Shelley Page, the Head of International Outreach, DreamWorks Animation screened a series of excellent films to The One Academy students, showcasing the artistry of some of the brightest emerging talents in the international animation industry.

Masters Train Masters
1. In nurturing the future generation of creative talents, The One Academy’s world-class prestigious event unleash the opportunity to local aspiring animators to learn from the 9 amazing international industry professionals who worked for Pixar, a leading animation company.

2. 3 top-notch Pixar masters, Head of story Matthew Luhn, Animation Director Andrew Gordon, and Production & Character Designer Ricky Nierva equipped students with the essential tools to conquer the world animation market.

3. Animation master of The Lord of The Rings, Mike L. Murphy elaborated to students the essential techniques needed to establish oneself in the rapidly evolving creative industry during his numerous lectures.
Major in **Digital Animation** with Game Development

**CHARACTER ANIMATION**

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 motion, acting, and the classical principles of animation that truly add life and originality in character animation.

Staging, rhythm, solidity, beats/phrasing, personality, structure, solid and malleable parts, simplicity of form, straights and curves, texture in timing, and moving holds are the basic criteria in creating a character animation.

Additionally, students will be able to explore story-telling in more depth that eventually contribute to a successful entertaining character animation.
In Concept Art, a story is not nearly as interesting without a subject that brings out the characteristic of the story, we shift our focus to conceptualising of the characters as well as their motivation, purpose, characteristic, relation to the setting, how they blend in, and also affect the story. Students develop, design and create a short story along with its characters and settings/environment for the tone of their story and script. They are trained to brainstorm fresh new ideas and exercise their creative imagination through tasks and assignments that are designed with strong emphasis placed on the development and execution of ideas and concepts, as required in an animation production.

CG MODELING
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 artwork and bringing the 3D artwork to life. By gradually mastering different aspect of 3D modeling, from creating rough blockouts, to UV unwrapping and painting textures and creating realistic shaders. These skills are taught to students in guided lectures and mocked studio environment, teams or otherwise.

HARD SURFACE MODELING
In this assignment, students face the challenge of recreating hard surface subjects that require precise control, with solid understanding of its underlying structure.

VFX & COMPOSITING
The VFX components in DAB programme aims to equip students with a background understanding of where the imagery and data they will be dealing with in their professional lives originates from, ingraining in the learner an understanding of the importance of file formats, planning, and robust workflows. By understanding the mechanisms and technologies involved, it gives students an appreciation of the particular qualities and properties of certain media processes besides the awareness of how lenses, compression, storage and other factors can stamp their own unique qualities onto images.

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Major in **Digital Animation** with Game Development

**STUDIO SIMULATOR**
A short semester project designed on a level that suits the academic, commercial, industry and economic environment, with effective work habits set at an appropriate level to demonstrate high competency in research methodology, design activity and professional practice.

**STORYBOARD | Colour Keys**
Storyboards are sketches of actions which serve as the blueprint for the creation of dialog and animation for each 3D character and object in the shot sequence. These sketches are pinned on storyboards for review, and are revised for an average of 5 times during this process of creative development, with a consequent identification for the counts of exact frame from each scene, to ensure the high quality of story.

**ENVIRONMENT | Initial Sketches**
One of the numerous coloured sketches, drawings and paintings to explore and finalize the characteristics of all the characters and environment as required in the production.

**PRE-PRODUCTION | Phase**
Idea and concept will first be illustrated on paper, to help the entire production team visualizing their working story. Inspirational sketches and preliminary boards will take place at any time during the pre-production process, to experiment with style, colour, design etc. Story sketches can be drawn at the same time.
PROGRAMMES OUTLINE IN THIS MAJOR

STUDIO COURSES
• Life Figure Drawing
• Perspective Studies
• Drawn Animation
• Functional Drawing
• 3D Maya Essentials
• 3D Modeling
• 3D Animation
• Concept Art
• Conceptual Rendering
• Introduction to Digital Photography
• Visual Storytelling
• Digital Video Creation
• Compositing & Editing for Production
• Specialisation: Animation/Modeling/Visual Effects
• Animation Short Film Production

LIBERAL ARTS COURSES
• Survey of S.E.A. Art & Culture
• Business & Marketing

GENERAL STUDIES

PERSONAL DEVELOPMENT
• Interpersonal Skills & Development Workshops

SOFTWARE
• Adobe Photoshop
• Adobe Illustrator
• Adobe Premiere Pro
• Digicel Flipbook
• Autodesk Match Mover
• Autodesk 3D Max & Crazy Bump (for game development related content)
• The Foundry: NUKE

CAREER OPPORTUNITIES ABOUND AT
• Animation Houses/Studios
• Digital Design Companies
• Movie Production Houses
• Film-making Businesses Firms
• Post Production Houses
• Game and 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 Animator/Lead/Supervisor
• Tech Animation *TD/Lead/Supervisor
• Digital Layout *TD/Lead/Supervisor
• 3D Modelling *TD/Lead/Supervisor
• Set Dressing *TD/Lead/Supervisor
• Video Game Animator/Lead/Supervisor
• Texture/Shading Artist/Lead/Supervisor
• Environment Set Artist/Lead/Supervisor
• Lighting *TD/Lead/Supervisor
• Rigging *TD/Lead/Supervisor
• Visual Effects *TD/Lead/Supervisor
• Compositor/Video Editor/Lead/Supervisor
• BG Prep/Rotoscoping *TD/Lead/Supervisor
• Matchmove *TD/Lead/Supervisor
• Visual Effects Coordinator/Assistant Project Coordinator
• Digital/Concept Artist
• Previsualization Artist
• Character/Environment Designer
• Matte Painter
• Storyboard Artist
• Project Coordinator/Assistant Project Manager
• Teacher/Lecturer/Tutor/Researcher
• CG Supervisor

*TD = Technical Director

ANIMATION SHORTFILM PRODUCTION

The main goal during this visual development stage is to convey a visual representation of a design, idea, and / or mood for use in students final production which is an animated short. They develop visual images that illustrate the look, feel, design, colour and other elements which play important roles in the animation pipeline. This part of learning components is crucial to train students’ imaginative and creative minds to develop their concept of scenes and for their production.

During the production stage, Students work on modeling, rigging, animation as well as set-dressing. They are encouraged to explore a variety of creative avenues to produce innovative and rewarding works.

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Major in **Interior Design**

Scan the QR code to view the 3D Walkthrough Swarovski artwork.

There’s nothing more heartening than being taught by a celebrity guru, especially one who has been hailed as the ‘King’ in the industry. Interior Design students of The One Academy can cheer their hearts out as Malaysia’s King of Design Dr. Eric Leong hits the floor to teach them.

**INTERIOR DESIGN**

Interior Design involves planning, designing and organising the detail elements of interior space, while learning to identify, research and creatively solve problems that are related to the functionality and quality of a built environment. Besides conceptual, spatial design & design development combined with technical knowledge of interior construction, equipment & building, students will learn the process and have access to computer-aided drafting & design, 3D design, space planning, problem solving and the history of design & architecture. They will be ready for real-life hands-on practices through knowledge in building safety regulations, technical information about products and the quality of materials.

To further enrich our students’ learning experience, Advanced 3D Visualisation in Architecture Design course has been introduced to take students through the steps of creating 3D graphics, modelling, walkthrough and animation with 2D & 3D software applications along with understanding of the art of architecture and stunning contents of stereoscopic 3D, Autostereoscopic 3D & Lenticular 3D.
Renowned Interior Designers Shared Opinions on Living Space

At the recent international Interior Design forum IDCon featuring sophisticated interior designers such as New York-based Karim Rashid, Sydney-based Chris Bosse and more, worldwide experts shared invaluable insights on enlivening our living space, using their works as case studies.

Exhibition Design
The Embassy of Brazil presents a special concert, ‘Panorama of Brazilian Music’ featuring the dynamic piano-and-flute duo flutist João Bastos & pianist Yara Borges at The KL Performing Arts Centre (klpac), Kuala Lumpur.

Together, they will perform various popular and classical masterpieces, including genres like samba, bossa nova and choro. As an initiative to promote Brazilian culture in Malaysia, the concert is free to all members of the public.

Concept of CHROMATIC

Chromatic is the colourfulness of a particular colour relative to the brightness of another colour that appears lighter under similar viewing conditions. It includes the perception of colour by the human eyes and brains, the origin of colour in materials, colour theory in art, and the physics of electromagnetic radiation in the visible range (that is commonly referred to as light).

Inspiration

The design was inspired by the Samba Costume and the music and dance culture of Rio de Jenairo!
PROGRAMMES OUTLINE IN THIS MAJOR

STUDIO COURSES
• 3Ds Max
• Advanced 3D Visualisation in Architecture Design
• AutoCAD
• Construction Drawing
• Creative Thinking
• Environmental Science and Services
• Furniture Design
• Industry-Based Learning
• Interior and Architectural History
• Interior Colour Studies
• Interior Computer Graphic Design
• Interior Design
• Interior Design Fundamental Studies
• Interior Material Finishes
• Interior Professional Practice
• Interior Visual
• Lighting Design
• Portfolio
• Research in Interior Design

BUSINESS STUDIES
• Design and Business Management

GENERAL STUDIES

PROFESSIONAL DEVELOPMENT
• Communication Skills

SOFTWARE
• Adobe 3Ds Max
• Adobe AutoCAD
• Adobe Photoshop
• Adobe Illustrator

CAREER OPPORTUNITIES ABOUND AT
• Architectural Studios
• Construction & Development Companies
• Furniture Manufacturers
• Hotels & Resorts
• Housing Developers
• Interior Design Consultancies
• Lighting Manufacturers
• Self Employment
• TV Stations

CAREER OPTIONS
• CAD Designer
• Colour Consultant
• Commercial Interior Designer
• Designer Manager
• Digital/Manual Illustrator
• Exhibition Designer
• Film, TV & Stage Set Designer
• Furniture Designer
• Interior Consultant
• Interior Contract Manager
• Interior Design Educator
• Interior Designer
• Interior Stylist
• Lighting Consultant
• Lighting Designer
• Model Maker
• Product Designer
• Project Manager
• Residential Interior Designer

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Elmo Lee, Executive Creative Director of advertising agency Impact Challenger spoke passionately on the power of presentation during his visit to The One Academy.

Mark Tungate, renowned creative master from UK, enlightened students on strategies to enhance brand presence during ‘The Best of Global Digital Marketing’ seminar.

Former executive director of BBDO & Proximity Malaysia, Mun Tuck Wai arrived at The One Academy to share exclusive insight on creative advertising with the graduating students.

Advertising & Graphic Design goes beyond learning how to draw well. It includes creative ideas and design, problem solving, production, strategy and creative services.

Living in an information-driven society means being surrounded by words, pictures and sounds. Graphic designers create order out of chaos. They are researchers, organisers, interpreters of information and makers of visual form.

Today, designers must be aware of international lifestyles, markets and the cultural differences that affect the meaning of words and symbols. As designers, they have to organise the information provided by creative briefs, determine the effective marketing approach and package the idea visually.

There are various job opportunities in the advertising field, which include creating complete advertising campaigns as well as company identities, brochures, packaging, calendars, posters, television & radio commercials, newspaper and magazine advertisements, publication designs and more.

Experienced Creative Masters Enlighten Students with Invaluable Knowledge
Winning 48 Kancil Awards in 7 Consecutive Years

Winning 6 medals in the latest Kancil Awards, the most prestigious creative advertising award, students of The One Academy retained their leading position in the Students category. Boasting 48 awards in 7 consecutive years, The One Academy stands out as one of the World’s Best Art and Design College, offering students the best guidance in idea generation and crafting, to nurture students into all-rounder!

8 Gold Award
12 Silver Award
17 Bronze Award

*Number of awards achieved as of Year 2014

Creative Guru Jeff Orr Shares Advertising Insight to The One Academy Students

Known internationally as the creative guru in advertising, Director of The Simple Brand, Jeff Orr was invited to The One Academy to conduct a sharing session with the advertising & graphic design students and inspire them with his extensive industry experience.

With the exhilarating campaign ‘KFC, BUCKETful of Surprise’, 6 students have created an array of interesting branding activities, collectibles, games & store designs to drive sales, and won a Gold in Kancil Awards.

Fun events proposed included Chicken Rain, where drumstick-shaped coupons will be distributed from a bucket-shaped hot air balloon, as well as Bucket Challenge, where the challenger might be showered with mysterious prizes or a bucket of icy cold water!
Major in **Advertising & Graphic Design**

**CORPORATE IDENTITY | Bright Art Gallery**
After conducting delicate research, Advertising & Graphic Design student Victor Chandra successfully developed a Corporate Identity Manual for an art gallery located in a hospital, and won the Gold Award in the Creativity International Award, USA.

**CORPORATE IDENTITY | Save One’s Sight Missions**
Creating the Corporate Identity Manual for Save One’s Sight Missions (SOSM), a charity that advocates blindness prevention, Advertising & Graphic Design student Tee Sher Min has also garnered a prestigious prize in Creative International Award, USA.

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**D&AD Annual Report**
Yiu Boon Sin and Simon Yip produced the award-winning printed annual report and received the “Best of the Year” award, conferred by British professional body D&AD.

Scan the QR code to view the student artwork
PROGRAMMES OUTLINE IN THIS MAJOR

GRAPHIC DESIGN COURSES
- Computer Graphic Production Procedures
- Design Fundamentals
- Visual Communication
- Typography Fundamentals
- Applied Typography
- Packaging Design
- Digital Photography
- Publication Design
- Corporate Identity & Brand Communication

ADVERTISING COURSES
- Advertising Principles & Strategies
- Advertising Campaign
- New Media in Advertising
- Practical Project

SUPPORTING SUBJECTS TO ADVERTISING COURSES
- Visual Fundamentals
- Digital Visual Rendering

PROFESSIONAL DEVELOPMENT
- Portfolio Presentation

BUSINESS COURSES
- Business & Marketing

LIBERAL ARTS COURSES
- History of Art & Design
- Creative Thinking & Concept Development
- Survey of S.E.A. Art & Culture

GENERAL STUDIES
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Dreamweaver
- Adobe Premier
- Adobe Flash
- Adobe Sound Booth/Audition

SOFTWARE
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Dreamweaver
- Adobe Premier
- Adobe Flash
- Adobe Sound Booth/Audition

CAREER OPPORTUNITIES ABOUND AT
- Advertising Agencies
- Design Studios
- Corporate In-house Design Division
- Film Production Houses
- Greeting Card Companies
- Departmental Stores or Shopping Mall
- Printing Companies
- Branding Consultancy
- Photography Studio
- PR and Event Companies
- Magazine or Publication Houses
- Multimedia Companies
- Your own Advertising or Design Agency

CAREER OPTIONS
- Creative Director
- Art Director
- Packaging Designer
- Editorial Designer
- Account Director
- Copywriter
- Studio Manager
- Production Manager
- Window Display Artist
- Magazine Stylist
- Graphic Designer
- Type Designer
- Design Director
- Design Manager
- Visualiser
- DTP Artist
- Magazine Stylist
- Production Manager
- Window Display Artist

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ADVERTISING CAMPAIGN | Ford

To showcase Ford’s commitment for a greener environment, participants will win points in Ford Love Campaign every time they ride public transport, and stand the chance to win a Ford EcoSport. Selfies taken during train and bus rides with the hashtag #FordEcoBump will be featured in digital billboards. The project won a prize in Moving Wall’s Love Generator Challenge.

Carpooling: Bump multiple phones onto the EcoBump sticker to collect more points.
MULTIMEDIA DESIGN WITH NEW MEDIA & INTERACTIVE DESIGN

In tune with the changes brought about by the media revolution, the multimedia design programme is a comprehensive digital media curriculum which emphasises the development of computer graphics technology, including the creative process.

The possibilities in the digital multimedia arena are endless. A combination of computer graphics technology advancement, aesthetic sense and creative ability creates new opportunities in the fields of broadcast design, movie titling, motion graphics, special effects, interactive design and web design.

INTERACTIVE DESIGN | Parco

The parking metre system practised locally is quite inconvenient. The need to carry many coins, compound with the occasional bad weather and faulty parking machines, make paying for one’s parking a hassle. Insufficient parking lots have also caused drivers to park indiscriminately, posing a safety hazard to the general public.

Parco is a mobile application that improves and innovates on the parking payment system in Malaysia. With this app, drivers can pay their parking conveniently through smartphones.
CREATIVE ENTREPRENEUR | An Award-Winning Game Developer

A recipient of MSC grants to develop games, Multimedia graduate P’ng Yiwei is the founder of Kurechii Studio, which has produced numerous sophisticated games including The King’s League, Reachin’ Pichin, Tiny Guardian etc. Downloaded by over 8 million users through App Store & Google Play around the world, the games have made him one of the most remarkable young creative entrepreneurs!

NEW MEDIA | Sharing by Dragonsoft

Multimedia industry pioneers Paul Stinchcombe & Kenneth Raj Simon from Dragonsoft Research have conducted various workshops for students, focussing on the working of Arduino, an open-source electronics prototyping platform based on flexible, easy-to-use hardware and software, with which designers create interactive objects or environments.

INTERACTIVE DESIGN | Oops!! Air Asia

With Valentine’s Day getting more and more commercialised, candle light dinners, bouquets of flowers and typical gifts have become clichés. Award-winning project in Love Generator Challenge, #OopsAirAsia reinstates the element of surprises by featuring love confessions on gigantic interactive billboards. Not just that, the couple will get discount on air tickets!

Website

Scan the QR code to view the student artwork

Custom-designed Love Air Ticket (Voucher)

Mobile App

Love Generator Challenge was launched by Deputy Minister of Education, P. Kalamanathan. With #OopsAirAsia, a team of our students emerged as the winner.

Website

Scan the QR code to view the student artwork

Custom-designed Love Air Ticket (Voucher)

Mobile App

Love Generator Challenge was launched by Deputy Minister of Education, P. Kalamanathan. With #OopsAirAsia, a team of our students emerged as the winner.
The Making of an Industry Project with Broadcaster

Through the collaboration with Astro, a satellite broadcaster, a group of Multimedia Design students were offered the chance to contribute to the production of a short film, which was screened during the Lunar New Year festive season.

With the guidance by professionals, students were given various tasks during the production, such as production design, storyboarding, cinematography, editing and post-production. It's a precious opportunity to widen the exposure of our students, and prepare them better for their professional career upon graduation.

INTERACTIVE DESIGN | Flex-O-Matic

The Action Arcade was an exhibition featuring 4 spatial interactive artifacts that responded in some way to body gestures, namely Flex-O-Matic, Folklore, Get Up and Run, Live Tags. The installations were created by sophomores of BA (Hons) Interactive Media Design programme, utilising various sophisticated knowledge on multimedia design. These creative installations aimed to entice youngsters to exercise more, instead of spending all their time on phones or tablets. The projects were developed through teamwork, with different teammates in-charged of either content, graphics, technicals or logistics.
WEB DESIGN | Radar Bear
Radar Bear, a collaboration project between Multimedia students, a web programmer and a designer, students have sharpened their skills by creating a promotional campaign with web interactive design, 3D design and Augmented Reality (AR) technology.

PROGRAMMES OUTLINE IN THIS MAJOR

STUDIO COURSES
• Digital Design for Multimedia
• Digital Photography
• Typography Design
• Perspective Studies
• Computer Graphic Production Procedures
• Web Design for Communication
• Digital Storytelling & Animation
• Design Methodology
• Video Production & Practices
• Interactive Design
• Online Advertising & Technology
• Motion Graphic Design
• 3D for Multimedia Design
• Dynamic Interactivity (app development and Arduino)
• Major Project
• Multimedia Campaign
• Industry Training & Practices

LIBERAL ARTS COURSES
• Survey of S.E.A. Art & Culture
• Business & Marketing

GENERAL STUDIES

PERSONAL DEVELOPMENT

SOFTWARE
• Adobe Photoshop
• Adobe Illustrator
• Adobe Dreamweaver
• Adobe Flash
• Adobe Audition
• Adobe Premiere
• Adobe Encore
• 3Ds Max
• Maxon Cinema 4D

CAREER OPPORTUNITIES ABOUND AT
• Multimedia Studios
• Web Design Studio
• Interactive Agencies
• Advertising Agencies
• Corporate In-house Design
• Broadcasting Station (TV3, NTV7, 8TV, ASTRO)
• Video production Houses
• Motion Graphics & Animation Studios
• Digital media Companies
• Social Media companies
• Game and Software Design Companies
• Mobile Content Development companies
• Your own Multimedia Studio

CAREER OPTIONS
• Multimedia Designer
• Web Designer
• Production Coordinator/Director
• Web Developers (HTML 5, CSS3, JavaScript, PHP, AS3 etc)
• Video Editor/Composer/Visual Effects Editor
• Motion Graphic Designer
• Art Director/creative Group Head/Executive Creative Director
• Interface Designer
• Film Director
• Gamemaker
• Graphic Designer
• UI User Interface Designer
• UX User Experience Designer
• Digital Copywriter
• Mobile Interface Design
• Social Media Strategist
• New Media Designer
• Digital Strategist Planner
• New Media Designer
• Multimedia Entrepreneurs
• Accounts Manager
• Educator/Trainer

MUSIC VIDEO | The Gathering
In yet another industrial collaboration, Multimedia students of The One Academy were invited by the S100 Entertainment, the production house of the ‘The Gathering’ to create a music video for its theme song. Under the guidance of lecturers, the group of 11 students have crafted a wonderful MV based on clips and still shots from the movie by applying the techniques learnt, and won the applause of many!

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Major in Illustration, Movie & Game Art

ILLUSTRATION, MOVIE & GAME ART

Conceptual illustration is the precise artistic representation of an idea. It can intrigue and delight but above all, it is a visual explanation. It serves to capture our attention and arouse our curiosity. Learning to create successful illustrations involves a lot of hands-on experience in unifying elements of design, colour, drawing and techniques with a personal style. This major will involve students in illustrations for commercial, publication and entertainment in film, animation and games industry while exploring the principles of developing them. Teaching approach ranges from traditional to contemporary, which expose the students to the study of figure form and structure, perspective theories and principles, story development and storyboarding, design process for games and animation. Also, students will explore a variety of media, various properties, techniques and surfaces to develop creative statements logically and progressively.

Disney & Weta Experts Guided Students to Excel in Animation & Entertainment Art

Armand Serrano - Visual Development Expert of Walt Disney
Doug Chiang - Film Production Design Master for Star Wars I & II, Oscar Award winner
Eduardo Peña - Talented Concept Artist for The Hobbit 1, 2 & 3, Weta Digital
Character Design
Armand Serrano - Visual Development Expert of Walt Disney
Major in **Illustration, Movie & Game Art**

Character Design

Entertainment Art
PROGRAMMES OUTLINE IN THIS MAJOR

STUDIO COURSES
- Drawing
- Figure Studies
- Design Fundamentals
- Visual Communication
- Perspective Studies
- Watercolor Painting
- Light and Mood Studies
- Creative Workshop
- Typography Fundamentals
- Introduction to Digital photography
- Production Sketching
- Visual Development
- Concept Design
- Digital Matte Painting
- Cinematic Storyboarding
- Collaboration Project
- Digital Painting Workshop

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

LIBERAL ARTS COURSES
- Language and Communication Skills
- History of Art and Design
- Survey of S.E.A. Art and Culture

GENERAL STUDIES

PERSONAL DEVELOPMENT
- Seminar and Workshop
- Portfolio Presentation
- Graduation Exhibition

BUSINESS STUDIES
- Business and Marketing

ILLUSTRATION MEDIUM
- Pencil
- Gouache
- Watercolor
- Acrylic (on Canvas & Gesso)
- Mixed Media
- Digital

CAREER OPPORTUNITIES ABOUND AT
- International/Local Advertising Agencies
- Game Production House
- 2D/3D Animation Production House
- VFX Production Studio
- Design Studios
- Corporate In-House Design Division
- TV/Film Production House
- Publication House
- Art Education College/Centre
- Your Own Illustration Studio

CAREER OPTIONS
- Illustrator
- Digital Artist
- Comic artist
- Texture Artist
- Cartoonist
- Desktop Publisher
- Conceptual Rendering Artist
- Visual Merchandiser
- Art Teacher
- Art Director
- Film Director
- Visualiser
- Matte Painter
- Concept Artist
- Storyboard Artist
- Graphic Designer

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Fashion Design is a formation by elements of colours, shapes, lines and balance that evolves throughout history to create an art that would be remembered for generations. More than just a wearable art, fashion is a form of identification too for individuals and groups of different cultures to interpret society values belonging to different periods of time. The Diploma in Fashion Design and Pattern Making is a course with an objective that emphasizes imagination, creativity and intelligence to create and recreate the fashion culture and lifestyle with applications in past references, fabrication techniques, research and discovery in history and modernity in the vast and dynamic fashion industry. To meet industry expectations, student will learn to research...
and recreate sophisticated ideas, as well as acquiring the intricate technical skills to produce them. Students will learn the various types of fashion design such as, haute couture, ready-to-wear and mass market, enabling them to incorporate their knowledge in fashion design attributes & techniques effectively in the creative context. While expanding their interest in fashion visual arts, media and techniques, they will also learn how to apply their pattern making skills with the guidance from the fashion industry professionals.

ESMOD Paris Founder Alexis Lavigne invented the 'Lavigne Bust' draping mannequin, the tape measurement and other essential tailoring tools. He also published his first cutting manual that contained principles of pattern drafting that are still referred to today.

ESMOD KL lecturers exchanged knowledge with worldwide ESMOD experts, and elaborated on our achievements.

The stylish creations of ESMOD Paris’s students flaunt proudly on the runway.
Major in **Fashion Design & Pattern Making**

**CASUAL WEAR COLLECTION**

By studying the unique characters of various exquisite styles, students will develop in-depth knowledge on detailing, to create details for different types of apparels, such as dresses, blouses, skirts or sportswear. It’s an important component of fashion design, deciding whether the products will be spectacular, bold, unconventional or luxurious.

**CREATIVE TEXTILE**

Inspired by fascinating elements of the nature, local culture and history, textile designers combine a creative vision of enchanting textile with a deep understanding of the technical aspects of production and the properties of fiber, yarn, and dyes to create.

**CREATIVE TAILORED SUIT**

With ample knowledge coupled with strong artistry, students will be able to analyse the needs and aesthetic values of different pieces of garments, and transform their creativity into outstanding fashion statements.

Under the thoughtful guidance of international lecturers, ESMOD students are empowered with sophisticated knowledge on every step of fashion design, including sketching, draping, cutting and sewing, to prepare them for the world stage.
ESMOD Alumni's International Fashion Career

ESMOD graduates are known to be part of the renowned leading names in leading fashion industries such as:

- baby Dior
- Aimer
- VERSACE
- BOSS
- HUGO BOSS
- SWAROVSKI
- LACOSTE
- ELIE SAAB
- HERMES
- Yves Saint Laurent
- DOLCE & GABANNA
- dunhill
- KENZO
- LOEWE
- PAUL & JOE
- CHLOÉ
- GUCCI
- ESPRIT
- LANVIN
- VIKTOR & ROLF
- GIVENCHY
- COMME des GARÇONS
- Christian Dior
- Christian Lacroix
- PAUL & SHARK
- POLO RALPH LAUREN

Programmes Outline in this Major

Studio Courses
- Fashion Designing
- Pattern Drafting
- Merchandising & Marketing
- Colour Application Techniques
- Colour Identification/Colour Courses
- Research & Development
- Personal Collection

Liberal Arts Courses
- French Language
- Language & Communication Skills

General Studies

Personal Development
- Fashion Show
- Graduation Campaign
- Portfolio Presentation

Career Opportunities Abound at
- Apprenticeship to Renowned Fashion Designer
- In-House Fashion Designer
- Magazines and Publication Houses
- Independent Fashion Design Label
- Garment Manufacturer Unit
- Fashion Houses and Boutiques
- Departmental Stores or Shopping Malls

Career Options
- Fashion Designer
- Fashion Stylist
- Fashion Illustrator
- Fashion Buyer
- Fashion Director
- Fashion Forecaster
- Fashion Editor
- Costume Designer
- Pattern Maker/Dratifer
- Retail Merchandiser
- Product Manager
- Fashion Photographer
- Fashion Sales Representatives
- Personal Stylist
- Apparel Business Owner
- Fashion Runway & Model
- Fashion Coordinator
- Marketing & Merchandising Assistant
- Visual Merchandiser

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Fine Arts plays a vital role in promoting cultural exchange and communication throughout history. It facilitates the development of human thoughts and understanding, ultimately fostering critical awareness on the importance of mutual respect and peaceful coexistence. This Fine Arts programme was established with the aim of nurturing sophisticated, caring talents for the Southeast Asian art movement, who are firmly rooted in the multicultural paradigm of today.

The value of artworks lies in the meaning they convey. Hence, it’s imperative for students to understand the nature, the society and even explore the intricacy of life throughout their professional career. Armed with lively emotions and unique perspectives, our graduates will be well-positioned to reflect on our cultural standing in relation to the surrounding, and express it artistically with a personalised visual language.
The core of a successful future is based on the **CONCRETE FOUNDATION**, similar to an artist’s **FUNDAMENTAL STUDIES** that will lead you to become the most respectable creator of masterpieces.
Art acts as an open window for artists to create & for the audience to deliberate & observe the unique expressions of ideas, of imagination & intellect to connect a closer bond between the heart, the soul & the mind.

Syed Nabil, Director of NN Gallery
Students are groomed to begin art creation based on personal observations and feelings, and gradually move on to creating artworks by interpreting common phenomena around us. Through in-depth study of various artistic styles, we will cultivate the aesthetic appreciation and art sense among students, to understand the historical context of the relationship between arts and time, promote an independent personality, and to apply what they have learnt to construct a better future.

Our syllabus is devised with a three-pronged pedagogical approach, namely Exploration and Art Creation; Aesthetic and Critical Thinking; as well as Culture and Social Studies. Emphasising on traditional medium and techniques, this programme offers a diverse range of courses, and stresses on the importance of transforming personal perspective into corresponding forms and colour languages.

The team of lecturers is comprised of excellent teaching staffs equipped with pristine academic qualification and practical experience. Renowned academics and artists will also be teaching as guest lecturers from time to time, to enrich students’ journey with helpful guidance relevant to contemporary world.

Through various studio and gallery-based activities, such as outdoor sketches, visits to exhibitions or exchange ideas with other artists in workshops, students will be exposed to masters’ insights, gain experience and be more skillful in producing convincing artworks.

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

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 global market of the gaming world is currently worth US$780bil (RM2.6 trillion), and calls for 13,000 new creative talents with specialized trainings & skills to contribute to the industry in the region.

Hence, the top notch collaboration held 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. Rising to feed the industries with well-trained talents, The One Academy prides itself to be one of Asia’s top creative institutions with industry-driven learning syllabuses that meet practical market demands, stringent education standards and ‘Masters Train Masters’ coaching philosophy.

With effort gearing towards the expansion of the gaming world, The One Academy partners with UBISOFT, a world leading game developer to establish an incubation centre to coach the next generation of creative pioneers in the gaming industry.
UK Art & Design Bachelor’s Degree Programme
The One Academy & University of Hertfordshire’s Top-notch Tie-up

Apart from creative communication Diploma courses, The One Academy has also established formal affiliations with reputable design universities and institutions around the world that entitled the students an admission to higher level programmes based on performance as well as stipulated requirements.

As such, The One Academy’s top notch tie-up with a prominent partner from UK – University of Hertfordshire further extends The One Academy’s consistent emphasis on highest education quality, one that is geared to lead you further in the pursuit of your international design degree; a UK design education that is second to none be it pursued locally or abroad. Bachelor’s Degree (with Honours) students would be expected to navigate on subjects that are mostly accompanied by research components and combination of applied and theoretical knowledge on the degree courses.
BA (HONS) Interactive Media Design

This degree offers a design-led approach to creating interactive media with coverage of subjects including websites, mobile applications, games, new social media, interactive installations as well as working with new interfaces and emerging technologies where students are taught the knowledge to thrive in the dynamic, innovative and interactive media industry.

Year One (Level 4)
Development of skills and understanding of the tools and processes used to create digital images, video, animation and sound, and the making of interactive media. Students will analyse and discuss existing examples of interactive media that were made for effective communication. Studies will also include fundamentals of interactive design, user experience and the key principles and practices of interactive multimedia.

Semester 1 & 2

Principles and Practices of Interactive Media
- Emphasise on the principles & practices of designing and creating interactive media through the use of authoring software and exploration in coding to realise interactive artifacts.

Pixel, Image and Sound
- Creating images and sounds with imaginative response and creative inventiveness, developing skills of communicating ideas, facts and feeling through pixel-based, vector images and sound media.

2D Animation and Video Practices
- Development of skills and knowledge based on 2D animation and digital video processes that encourages exploration of contemporary time-based media and its delivering forms.

Media Histories and Culture
- Establishes and develop understanding of key concepts and principles for examining media culture and its objects, enabling students to locate their work within broader cultural and professional structures.

Internet Culture
- Develop critiques of web culture and web media artifacts in relation to the invention, emergence and widespread adoption of the internet as well as other networked technologies.

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Year Two (Level 5)
Specialisation in particular areas of interactive multimedia and application of technical skills in larger scale group projects while developing independence. Studies inclusive of extending knowledge of commercial interactive design techniques, planning multimedia production, experimentation on user control and content access, interface design and developing theories.

Semester 1 & 2
Authoring Interactive Narratives
• Engage with contemporary thinking about the inter-relationship of narrative & interactive media, promote debate and critical thinking for creative practice.

Content Management for Network and Mobile Media
• Address ideas about content management of media assets and dynamic creation of materials. Enable creation of dynamic content application & imagine emerging opportunity.

Teamwork Practices
• Develop team-working abilities, skills and practices to work effectively in mixed-discipline groups. Build understanding in leadership and membership role, interpersonal dynamics and shared objectives.

Traditions and Locations
• Establish theoretical examination of the recent and contemporary practices, to reflect them critically onto students’ work and locate own practices within the context of historical, social, cultural and professional currents.

Media Culture
• Critical and cultural dimension of media cultures and its economic, historical, political and societal contexts.

Year Three (Level 6)
Students will be prepared for the career in the digital media sector, and undertake a major practical project. There is an enquiry module involving exploration of technical, cultural or theoretical issues relating to interactive design practice, including studies on multimedia project management, exploration of creative projects and employment preparation.

Semester 1 & 2
Emergent Media and Markets
• Understanding the emergence and adoption of new media technologies, speculate about the ‘next big thing’, extrapolating from current trends to anticipate new devices, new markets and consumption patterns.

Critical and Cultural Studies: L6 Enquiry/Report Essay (Screen)
• Engage with research, enquiry or critical process with related topic selected for the final project, involving exploration of ideas, examination of artifacts or problem solving recommendations.

Competitions, Festivals, Exhibitions
• Work in a professional context for recognised media event and develop quality practice in communication, explanation of design ideas, decision-making and problem solving.

Professional Contexts and Career Visions
• Addresses employability agenda; develop understanding and skills required to find employment.

Project Planning and Management
• Defining and refining subject through planning and management techniques; to investigate the planning, content and contexts of project, and align its process with professional industrial practices.

Project Realisation
• Realise and evaluate project ideas as defined for project planning and management module.

General Studies
• Subjects are compulsory for all students throughout the 3-year course.

Internship
Students will carry out a mandatory 12-week period of work placement with an agency or studio within the digital media industry for on-the-job training & development after completion of studies in Year 3 (Level 6).

Career Path
Students will be equipped to enter the digital media industries as an interactive media designer, multimedia production producer or manager, or to continue their studies at postgraduate level. Industries involved in digital-based media using modern design methodologies, the acquisition and manipulation of digital content and graphics, and the creation of interactive content all requires the skills that the students will develop in this programme.

Career Opportunities in
• Interactive Agencies/Studios
• Advertising Agencies
• Web Companies
• Application Development Companies
• Mobile Content Development Companies
• Game Companies
• Multimedia Design Studios
• Corporate In-house Studios
• Universities/Educational Institutions
• Your Own Studio

Career Options:
• Digital/Interactive Designer
• Web Designer
• Multimedia Designer
• User Interface Designer/UI Designer
• Digital/Interactive Art Director
• User Experience Designer (UI Designer)
• Information Architect
• Game Designer
• Digital/Interactive Creative Director
• Digital/Interactive Producer
• Digital/Interactive Project Manager
• Educator

Please note that subjects offered are subject to change based on instructions from UK
Year One (Level 4)
Idea focused, emphasising design thinking, generation of ideas and problem solving with workshops providing hands-on media and software experiences.

Semester 1
Visual Skills 1 L4
- Developing basic levels of technical skill in mark-making methods and techniques; introduction of experimental, accidental and design analytical approaches.

Thinking About Ideas L4
- Understanding how ideas relate to visual communication; developing working methods that lead to the generation of creative ideas.

Critical and Cultural Studies L4: Design
- Familiarisation of design practices and contexts of the design produced, circulated and consumed; understanding theories and conducting a critical/historical analysis to design practice.

Semester 2
Directions L4
- Develop awareness of graphic design potential, apply and extend research abilities, problem solving skills and related skills.

Visual Skills 2 L4
- Developing basic levels of technical skill in a range of moving image and interactive techniques and analytical approaches to design, storytelling and interactivity.

Critical and Cultural Studies Elective
Internet Cultures
- Invention, emergence and widespread adoption of the internet within wider cultural processes of change such as virtualisation, interpersonal communication in daily life and social change.

BA (HONS) Graphic Design
The rationale for the programme is to educate designers who are creative; not constrained by the conventional boundaries of communication through graphic design. Apart from imbuing students with a healthy curiosity about the world they live in and who can play a role in its communications, design and culture, the course also aims to provide students with a ‘tool box’ of visual languages, thinking skills and contextual knowledge to help solve complex design problems and effective communication of ideas.
Year Two (Level 5)
Focus on projects related to the creative and cultural industries, emphasising professional constraints and expectations that includes live projects, pitching and work-related experiences to develop design production knowledge.

Semester 1
Visuals Skills 1 L5
- Develop advanced level of technical skills and professional approaches to the development of design solutions as well as effectively managing increasingly complicated workloads and responsibilities.

Professional Development & Employability
- Understand their developing practice in relation to the dynamics of the industry, business knowledge, awareness of contemporary industry practice; develop a range of professional skills appropriate to the industry and self-promotion with necessary marketing skills.

Visual Communication L5 (Graphic Design)
- Further develop understanding of the design process, expand knowledge of visual languages and further develop their critical analysis skills.

Semester 2
Visual Skills 2 L5
- Develop advanced level of technical skills; embed good practice, experimental and accidental approaches to the development of design, story-telling and interactivity.

The Live Pitch (Graphic Design)
- Develop good practice through the study of the market, competition, the user and the client; understanding the professional context graphic design and working in a competitive pitch situation.

Critical and Cultural Studies Elective
- Media Culture (C & CS)
  - Develop knowledge, understanding and critical skills in relation to art, design and visual and material culture.

Year Three (Level 6)
Emphasis on expanding the professional portfolio with national competition, developing ideas and solutions and professional standards of working and support from staff whose experience best matches student interests. It is intended to provide an experience from which you can emerge as a creative designer, able to work up to professional standards.

Semester 1
Competitions Brief L6
- Extending knowledge, practice and skills in graphic design; negotiate, plan and assemble a body of work suitable to present.

Critical and Cultural Studies L6:
- Degree Essay/Report (Design)
  - Negotiation, research and present an honours degree level essay/technical report with consolidation of knowledge and understanding.

Semester 2
Final Major Project L6
- Extending knowledge, practice and skills in graphic design; demonstrate a systematic understanding of key aspects of graphic design, professional contexts, markets and audiences.

Self Promotion (Graphic Design)
- Understanding advanced practice in relation to chosen fields with visual communications industry; further develop abilities to self-evaluation, adopt reflective approach to work and learning.

Negotiated Project (Graphic Design)
- Developing work that reflects a personal area of design; engage in authoring of a design brief through negotiation process; further develop design skills with research, idea generation, design development and more.

General Studies
- Subjects are compulsory for all students throughout the 3-year course.

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 In
- Design Studio
- Publication House
- Brand & Identity Consultation Agency
- Advertising Agency
- Media
- Corporate In-house Design
- Print Production House
- Personal/Business Studio

Career Options
- Creative Director
- Art Director
- Design Director
- Graphic Designer
- Type Designer
- Packaging Designer
- Promotional Designer
- Book Designer
- Webpage Designer
- Brand & Identity Maker
- Corporate Identity Designer
- Environmental Signage Designer
- Magazine Stylist
- Illustrator

Please note that subjects offered are subject to change based on instructions from UK
BA (HONS) Interior Architecture and Design

In this programme, students gain, develop and demonstrate the knowledge, understanding and skills of BA (HONS) 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, emotional, functional or cultural qualities, at any given space or situation. With this, students will acquire the knowledge and skills interior architects apply to design better places.

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, besides exploring how designers improve such spaces. The emphasis is on understanding and developing proficiency in a wide range of design, representational as well as communication techniques. In addition, students are introduced to the basics of materiality, construction and detailing.

Semester 1
Design Studio 1: Anatomy of Space
• Analyse inter-relationships between inhabitation and design.

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.

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.

Sustainability: Past, Present and Future
• Introduce main concepts on the issue of sustainability, relationships to contemporary art, design and media practices.

Communication 2: Digital Skills
• Using and developing CAD skills and mediums.

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Year Two (Level 5)
Overall aim of building upon the knowledge and skills developed in Level 4, to broaden as well as deepen their competency in Interior Architecture and Design. Students are encouraged to engage with some key contemporary issues, apart from learning ways to develop their design exploration and experimentation. This enables them to be more self-directed in their design processes, in order to produce coherent and complex design resolutions.

Semester 1
Design Studio 3: Close-Up
- Enabling students to develop detailed reworking and transformation of existing built spaces at the 1:1 scale.

Technology 2: Detail
- Explores design thinking in conjunction with 1:1 physical exploration.

Sustainability in Practice
- Explores the current debate on sustainability as a positive mechanism for change.

Communication 3: Digital Skills 2
- Developing proficiency in 3D CAD Modelling and Rendering/Digital Fabrication.

Semester 2
Design Studio 4: Inside Out
- Considers the possibilities available to interior architects.

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.

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 practice. The year starts with great emphasis in strategies of working within “existing fabrics” and then students decide on a major area of specialization 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.

Semester 2
Design Studio 6: Augment
- Develop focus on projects closely connected with design research and technological investigations.

Professional Development 2: Professional Practice & Employability
- Develop understanding of approaches, practices and opportunities within the discipline’s contemporary practice.

General Studies
- Subjects are compulsory for all students throughout the 3-year course.

Career Path
Apart from learning how to create and redefine sustainable living space, students are also equipped with different useful capabilities required to enter the industry whether as an interior designer, lighting consultant or exhibition designer.

Career Opportunities In
- Architectural Studios
- Construction and Development Companies
- Furniture Manufacturers
- Hotels and Resorts
- Housing Developers
- Interior Design Firms
- Lighting Manufacturers
- Self-Employment
- TV Stations

Career Options
- CAD Designer
- Colour Consultant
- Commercial Interior Designer
- Design Manager
- Exhibition Designer
- Film, TV & Stage Set Designer
- Furniture Designer
- Interior Consultant
- Interior Contract Manager
- Interior Design Educator
- Lighting Consultant
- Lighting Designer
- Interior Stylist
- Model Maker

Please note that subjects offered are subject to change based on instructions from UK.
Above is a typical artwork of a regular student before entering The One Academy. With the right coaching, you will be able to create world-class works of new media, art and communication design.

Students’ Transformation
Tong Khai Koon
Major in Illustration with Comics

“For me, the most important thing is your attitude in handling responsibility. Always stay focused, be punctual, and have self-initiative. Having mentors who can share and exchange ideas with you is certainly a plus. They helped me a lot throughout my student life.”

Chin Hui Min
Major in Multimedia Design

“Apart from learning the basics of drawing and the use of latest software, the foundation programme trains our observation skills as well. The projects involved allowed us to execute our ideas in ways that is packed with impact and fun.”

Wong Kok Tak
Major in Digital Animation with Game Development

“I always feel excited when I create good artworks, especially when friends and lecturers give me positive comments. As long as you are willing to give your very best, everything is achievable.”
Rezaliando
Major in Multimedia Design

“To be a good multimedia designer, you need a conducive place to explore new knowledge and to get great guidance. For me, I’ve certainly improved tremendously since the day I joined The One Academy.”

Claire Lee Saw Fong
Major in Interior Design

“It was a fun journey learning from people of the same interest as well as from the lecturers - many of whom are renowned professionals from the industry. The ideas, the approaches, the discipline and the knowledge are among the best of its class.”

Ryan Liang Chun Yeong
Major in Advertising & Graphic Design

A great concept for a design is a must, but the way of executing the concept is just as important. What we learn here helps me to become a good designer.”
**Chang Lip Wei**  
Major in Illustration with Comics

“A good course is one that will provide not only the essentials but also advanced skill-training to embark on the creative career. The course that I’ve chosen matches perfectly with my expectation.”

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**Tengku Diana Karanina bt. Tengku Mohamad Nordin**  
Major in Multimedia Design

“With patience as well as passion comes a great breakthrough in your work and performance. The inspiring lecturers and tutors have even guided me through challenging times and become my great mentors.”

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**Chiong Zee Loong**  
Major in Interior Design

“The well-known industry lecturers here have taught us well. I also enjoyed the time spent with friends who are motivated by common goals in life. My design sense has certainly improved over the years.”
Reem Al-Balushi  
Major in Advertising & Graphic Design

“I joined The One Academy based on its reputation and I am glad I did so. The extensive trainings and deadlines here had turned me into a better person than I ever were. I also appreciate the lecturers’ sharing on their working experience and their international market exposure.”

Dista Syahputra  
Major in Digital Animation with Game Development

“An important approach to reaching our objectives is the comradeship among course mates. Everyone supports each other through a process of exhilarating idea exchange and open sharing, thus benefiting all individuals in the end.”

Lai Meng Guan  
Major in Digital Animation with Game Development

“A good place for budding artists to learn and explore the creative field. The One Academy pushes students further to ensure improvements. Self-discipline is a must for every student, as well as the willingness to explore and keep up with the latest industry trends.”
SHANGHAI

AKQA

Creative Director
Won Abundant International Awards

“Be focus on your aims, know what you really want to do and be daring in risk-taking!”

Advertising and Graphic Design graduate Kelly Woh is the Creative Director of AKQA Shanghai. Besides winning more than 50 awards in the past decade, including Clio, Cannes Lions, Australia Writer & Art Director Club Awards, ROI Digital Award & Adfest, she was also appointed as one of the judges in New York Festival, D&AD, Future Lions, Adfest, ADC and FITC Toronto! Brands she has worked with included Audi, Nissan, Nike, Adidas, Oreo and more.

Vancouver

Hydraulx

Young Malaysian Contributes Talent to Avatar & 2012

Ng Chun Seong is a Senior Modeller in visual effects studio Hydraulx Vancouver. He was previously the Modeller in Hydraulx California, for films like 2012, Avatar, The Incredible Hulk, The Day the Earth Stood Still, Fast & Furious, X-Men Origins: Wolverine & more, and was a Senior Modeller for SKYLINE; a Brothers Strause / Hydraulx Entertainment full production. He was also included in an Oscar recognition for best achievement in visual effects for The Curious Case of Benjamin Button.
**USA**

*Lee Yon Hui*

**Position**
Story Artist

**Corporation**
Pixar Animation Studios, USA

**Graduate of**
Digital Animation with Game Development

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**“The support and guidance offer by lecturers have helped me tremendously in building a strong foundation to strive for excellence in our professional career.”**

Lee Yon Hui is yet another successful graduate who has ventured into the worldwide animations industry! As a fresh talent, he managed to make it to Pixar Animation Studios in San Francisco, USA, the number 1 top-notch award-winning animation studio in the world. He serves as an Artist in the all-important Story Department, and has contributed to various on-going great projects in the studio.

Pixar Animation Studios, the worldclass studio that has produced various fantastic animated films.

**BEIJING**

*Alex Phung*

**Position**
Chief Creative

**Corporation**
BlueDigital International, Beijing

**Graduate of**
Illustration

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**“It wasn’t just the skills, discipline and teamwork spirit is important too.”**

Illustration graduate Alex Phung Chun Chen is the Chief Creative of BlueDigital, the digital agency of Blue Focus Group, the market leader for brand management in China. He has won New York Festival, Asian Interactive Award, MC2 Gold Awards, and Kancil Award. He is also the appointed to the panel of judges for Oneshow China Youth Award, China 4A Award and Longxi Award. He has provided digital marketing and public relations services to many multinational corporations such as Jaguar & Chrysler.

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**SHANGHAI**

*Lim Seng Kai*

**Position**
Motion Graphics and Animation Director

**Corporation**
DMG Shanghai

**Graduate of**
Multimedia Design

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**“Do not be afraid of heavy workload, because the more we learn, the more competent we become!”**

Multimedia Design graduate Lim Seng Kai is the Motion Graphics and Animation Director of DMG, a leading Chinese communication agency in its Shanghai. Seng Kai was involved in the latest branding works with top brands such as Audi, Volkswagen, Mercedes Benz, Jaguar, Mazda, Honda, Ubisoft, Animax, Disney Channel Asia, Malaysia Airlines in various digital media.

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- Headquartered in Beijing, BFCG has a global presence in Hong Kong, Singapore, North America and Europe.
- The Group employs 3,000 talents worldwide.
Graduates with International Career Success

**NEW YORK**

**Tattfoo Tan**

- **Position**: Design Consultant
- **Corporation**: Tattfoo Design (New York)
- **Graduate of**: Advertising & Graphic Design

“**If you don’t stand for something, you will fall for everything.**”

Multimedia Design graduate P’ng Yiwei has received grants from Multimedia Development Corporation (MDEC) twice to develop games. As the Founder of Kurechii Studio, he has published games such as Reachin’Pichin, Diggonaut, The King’s League & Tiny Guardians. Available in Apple AppStore and Google PlayStore, the games had seen over 8 million downloads worldwide. Recently, a game he developed was even bought over by an international company!

“**You have to be independent, self-reliant, proactive and disciplined.**”

In the United States, Kinsun is the penciller for DC Comics’ Batman. In Hong Kong, he is the illustrator of Ma Wing Shing’s Storm Riders comics. Locally, he has been hailed by the media as one of Asia’s “biggest breakthroughs” in the global comics scene. At The One Academy, Kinsun is an illustration course advisor and fine art senior lecturer, nurturing the next wave of young creative professionals for the world.

“**Know what you are getting into, then enjoy the ride.**”

Advertising & Graphic Design graduate, Tattfoo, who came from a small town in Kedah, Malaysia, is now an established design consultant based in New York. He has worked with prominent companies such as Mercedes-Benz, Madison Square Garden, Canon, renowned auction house Sotheby’s, and international advertising agencies including Dentsu America, Merkley + Partners and DDB New York. Now, he also runs an art & design gallery in the city’s famed Staten Island.
Lee Hoon Sun

Position
International Artist
Corporation
Art Box Studio (Sydney)
Graduate of
Illustration

“Have passion, persevere and always look on the bright side of things.”
Hoon Sun ventured overseas and worked as an artist for an independent art studio and gallery based in Sydney, Australia. Throughout the years, he has been invited to produce a number of inspiring paintings of notable public figures such as international golfer Tiger Woods, as well as commemoration of the World Youth Day 2008 held in Sydney, the largest youth event in the world.

Ng Ann Nee

Position
Creative Director
Corporation
Nurun Incorporated
Graduate of
Multimedia Design

“Every artist and designer has their own uniqueness and expertise, so learn to unleash our fullest potential and work hard to sharpen them.”
A self-employed art director based in Indonesia, Dina loves the idea of having the space to collaborate with talents from around the world and handling a diversity of tasks as a versatile designer, some of which includes publishing her own children books.

Ann Nee, previously an art director at i-merge China (a Belgium interactive marketing agency based in Shanghai) now finds herself settling down in an established agency Nurun Incorporated, a fully-owned subsidiary of Quebecor Media.

“Keep practicing and learning. When the opportunity is around the corner, you’ll be ready.”

Ann Nee, previously an art director at i-merge China (a Belgium interactive marketing agency based in Shanghai) now finds herself settling down in an established agency Nurun Incorporated, a fully-owned subsidiary of Quebecor Media.
Graduates with International Career Success

SINGAPORE

Jerome Moo Wen Han
Position
CG Director, Managing Director
Corporation
Highend FX
Graduate of
Illustration

“When love and skills work together, expect a masterpiece!”

Working as a digital artist at Digital Artist Group ILM at Lucasfilm Animation Singapore (LAS), Jerome is one of a few privileged digital artists invited for a 6-month training with the ILM Art Department based at San Francisco, California, a fully-integrated Digital Animation studio that produces digital media and games content for worldwide audiences.

KUALA LUMPUR

Harrell Erik Wong
Position
CG Director, Managing Director
Corporation
Highend FX
Graduate of
Illustration

“We should all be positive thinkers in what we do.”

Erik immerses well his deep passion for commercial illustration and design by creating an impressive illustration artwork of “Vision 2020” that was later presented to the former Prime Minister of Malaysia Tun Dr. Mahathir Mohamad. As one of the creative frontrunners in the country, he spearheads the fast-paced evolution of digital technologies by establishing a computer graphics studio that is capability-gear to develop high quality digital animation & CG works as well as architecture design for prominent names in the industry.

UNITED KINGDOM

Hoeyyn Ngu
Position
International Artist
Corporation
Hoeyyn Arts (London)
Graduate of
Illustration

“Passion for art is one of the most important things. Art has to be a part of your life.”

Hoeyyn Ngu owns a private studio in London where she has organized her solo international exhibition that attracted art lovers and famous artists from all over the world. Her artworks “Madonna” and “Tiger Cubs” were also showcased and auctioned at the Impermanence Art Exhibition.

Proceeds of Hoeyyn’s artworks pledged to the Rewilding Project of Save China’s Tigers charity.
SHANGHAI

**Billy Wen Hao**

**Position**
Founder

**Corporation**
Supernature

**Graduate of**
Multimedia Design

“Be very good with your skills, and rise up to the challenge to improve yourself. The industry is ever changing and yet you have to be able to hit the ground running.”

Previously an art director at multimedia design films in New Zealand and Shanghai, Multimedia Design graduate Billy Wen Hao is an active creative practitioner especially in the local community. His involvements include Saatchi & Saatchi - “ONE ident” and Get It Louder - “X project”.

USA

**Tan Bee Jin**

**Position**
Compositor/ Motion Graphic Artist

**Corporation**
Spypost A Fotokem Company

**Graduate of**
Illustration

“The skills that I learned have definitely turned out to be important in my career advancement as The One Academy is well known for instilling a lot of practical techniques & valuable skills that are useful in future.”

Tan Bee Jin found her creative venture in the film industry as a compositor and motion graphic artist for a number of award-winning production houses and visual effects studio in the United States. One of her significant contributions included compositing for blockbuster movies such as Fantastic Four: Silver Surfers, John Woo’s Red Cliff and James Cameron’s Avatar as a motion graphic artist and compositor.

SINGAPORE

**Sia Nyuk Fung**

**Position**
Assistant Art Technical Director

**Corporation**
Ubisoft Singapore

**Graduate of**
Digital Animation with Game Development

“Widen your focus beyond self; learn to share more among fellows and family.”

Sia Nyuk Fung graduated in Digital Animation and embarked on an exciting career as a 3D artist for a Singapore TV series, Game Environment Artist at a computer game company, Environment Artist at UK Codemasters for GRID project and a Level Artist in UBISOFT for Assassin’s Creed & Prince of Persia. Her advanced experience has now led her to be UBISOFT Singapore’s Assistant Art Technical Director.

Photo courtesy of Ubisoft Singapore Pte. Ltd.

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The One Academy Awarded the BrandLaureate 3 Years Consecutively! 
Best Brand in Education - Creative Communication Art & Design

The One Academy was conferred a Special Award by the Ministry of Education, Malaysia in recognition of the excellent track record in nurturing world class successful creative professionals.

Awarded a Special Award by the Ministry of Education

The One Academy Principal and Managing Director Tatsun Hoi was presented Asia Pacific’s most coveted awards for distinguished brands, The BrandLaureate’s Best Brand in Education - Creative Communication Art & Design by former Prime Minister of Malaysia Tun Dr Mahathir Mohamad. Recognised for its laudable effort in providing the best creative education, the Asia Pacific Brands Foundation (APBF) has awarded The One Academy this honour for three years consecutively.

Best of The Best in Singapore and Malaysia

The One Academy was awarded as the Best of the Best Creative Institution of Higher Learning in Singapore and Malaysia by a distinguished panel of the world’s top creative directors and industry professionals at the Adrenaline Student Creative Awards.

The Outstanding Young Malaysian Award

Tatsun Hoi, Principal, Co-founder and Managing Director of The One Academy (right) received The Outstanding Young Malaysian Award together with co-recipient Datuk Michelle Yeoh.
Lucasfilm Animation Singapore Seeks World-Class Animation Talents at The One Academy

A delegation from Lucasfilm visits The One Academy - twice in six months - to hunt for world-class animation talents, stirring up a storm of excitement among animation fans.

DreamWorks Animation Inspires Students & Scouts for Talents

Recently, The One Academy welcomed the visit by DreamWorks Animation delegation, led by Head of International Outreach Shelley Page to scout for talents. A screening of excellent short animations, titled “Eye Candy” was also held for the students, showcasing over 20 award-winning professional short films as well as exceptional graduates’ films from leading animation schools around the world.

Gaining Exposure on Accessories with Top-Notch French Designer

French fashion accessory designer Clothilde Dupont spoke to ESMOD Kuala Lumpur students in a workshop on the creative process of accessory design and strategies to start a fashion label. She taught students to seek inspiration in the history of art & fashion, and encouraged students to conduct as much of research as possible. Besides, she also demonstrated the ways to plan for designs using mood board.
Pixar Experts Enlightened Students with Splendid Artistry!

Held for the first time in the Asia Pacific, aspiring animators from The One Academy received precious guidance on animation and entertainment art from 3 top-notch masters, namely current Head of story in Pixar Animation Studio, Matthew Luhn, Production Designer and Character Designer Ricky Nerva, as well as Animation Director Andrew Gordon in their learning sessions with Pixar Experts. Sharing the best from their experience, these 3 brilliant Pixar experts had certainly equipped students with the essential tools to conquer the world animation market.
In line with Ubisoft's expansion in Asia, the world's leading publisher of interactive entertainment games made a visit to The One Academy to seek potential graduating students, and invite them to join its studio in Singapore. Proudly hosted by The One Academy, the ‘Art in Video Games’ - Ubisoft Singapore Art Exhibit opened to the public in Malaysia soon after its Singapore debut. Showcasing 40 pieces of marvellous concept artworks created for 2 renowned games, the prestigious AAA game Assassin’s Creed IV Black Flag and the Ghost Recon Online, the event was graced by Managing Director of Ubisoft Singapore, Olivier de Rotalier, as well as The One Academy alumni JC Wong and Kobe Sek who are now with Ubisoft.

IDCon, an international forum on Interior Design was held with the aim of creating a platform for worldwide experts to exchange ideas. Featured in the forum were New York-based Karim Rashid, Chris Bosses from Sydney, as well as renowned Thai Interior Designers Pongthep Sagulku from Bangkok and Chiangmai-based Tul Lekutai, who shared invaluable insights on transforming our living space!
Aspiring artists were taught the savvy Hollywood artistry in the Lecture & Workshop by Walt Disney & Weta Experts in Film Production & Concept Art. Walt Disney Visual Development Artist Armand Serrano elaborated in-depth on design philosophies, art direction and styles, while Eduardo Peña imparting knowledge from his experience as a talented Concept Artist with Weta Digital, where worked alongside Oscar-winning film director Peter Jackson to contribute awe-inspiring concept art masterpieces for blockbusters such as The Hobbit trilogy.
Learning the Best at Global Digital Marketing Seminar

Together with EPICA Awards Jury Coordinator Mark Tungate (UK), Creative Director of Achtung! Mervyn Tendam (The Netherlands), Digital Marketing Consultant Gamze Gurbuzatik (Turkey) and President of Best Marketing International Hando Sinisalu (Estonia) in “The Best of Global Digital Marketing” seminar, The One Academy students gained insightful knowledge through the case studies of famous international brands. There were video clips of commercials and brand campaigns for students to pick up the tools of the trade.

Swiss Design in Hollywood World Tour Exhibition & Seminar

The One Academy and The Swiss Embassy collaborated to launch the Swiss Design in Hollywood and provided a golden opportunity to Malaysians from every corner of the industry to discover and learn the works by renowned Swiss designers, elevating creativity to greater heights.
Shawn Kelly - Industrial Light & Magic (ILM) Lead Animator
Invited by The One Academy to Deliver Animation Insights
at 3D Animation Lecture Series

Through 3D Animation Lecture Series, The One Academy once again presented a world-class opportunity to aspiring animators around to learn from the international animation expert Shawn Kelly, and discover more about the making of Transformers movie with its amazing visual effects that revealed the intricate works of bringing digital art to life.
Professional animator Carlos Baena of Pixar Animation Studios visited The One Academy for the first time at the advanced seminar to empower participants on the pre-production of film and entertainment through creative animation and digital arts. Carlos Baena is an award winner of 2007 Annie Award for Best Character Animation, and is the professional animator for The Incredibles, Ratatouille, Wall-E, Toy Story 3 and Cars.

World Class International Professional Storyboard Artist Empowers THE ONE ACADEMY Students with Animation Works

International storyboard artist and animator Javier Secaduras arrived at The One Academy to share his 15 years of professional insight on the essence of storyboarding in the entertainment art industry.
In order to fulfill the demand of the expanding digital animation industry, The One Academy hosted the International 3D Animation Seminars, bringing the students and local animators to the rise of animation industry by inviting over world renowned animation experts, Kyle Balda and Phat Phuong to share the current trends in global animation industry.

Internationally renowned illustrator and Managing Director of The One Academy Penang Leong Hoy Yoke was invited to work for Storm Warriors movie, once again proving his credibility and outstanding talent in the international arena.
Nine amazing international animation specialists from world’s leading animation studio Pixar were invited to speak at The One Academy’s world class prestigious lectures. In nurturing the future generations of creative talents, The One Academy has presented another opportunity for local aspiring animators to learn from the masters.

Characterisation Experts Conduct Story-telling & Narrative Seminar & Workshop

Two creative professionals from leading French animation establishment – Gobelins, i.e. Peter Saisselin, Story Editor & Senior Writer for Hollywood films, popular TV series and animation films, as well as Myrna Gawyn, a professional choreographer and expert in film, theater, TV and animation performance, conducted inspiring sessions on characterisation and character performance to aspiring digital animation students.
The One Academy led by its Principal, Tatsun Hoi, was named as the Creative Web Consultant for the Beijing Olympic Games. He was also the only Asian expert outside China invited to the Official Strategy Symposia held in Beijing. Meanwhile, two graduates of The One Academy were also headhunted to be stationed in Beijing and offer consultation on the design of Beijing Olympics’ official website.

During the soft launch of Malaysia International Shoe Festival, The One Academy students contributed the 3D front visual of Giant Shoe Box, featuring a stylish shoe that looked like pointing out from the box, which amazed visitors including secretary general of Ministry of Tourism and Culture Datuk Dr. Ong Hong Peng and famous shoe designer Datuk Jimmy Choo Tony Ting.

To celebrate the historic 30th anniversary of diplomatic relations between Malaysia and China, the Embassy of Malaysia to China has invited The One Academy to design a commemorative publication entitled A Reflection: 30 Years of Malaysia-China Friendship for the governments of China and Malaysia.

In conjunction of Shark Savers Malaysia’s “I’m FINished with FINS” campaign, The One Academy alumni William Sii drew shark conservation messages for 40 hours. The long hours did not stop the talented artist from flaunting his artistic flair in drawing free-hand on a Lotus Evora sports car worth RM 500,000.
Advertising Veteran Revealed Ways to Stay Relevant in the Industry

In Advolution, a forum by advertising veteran Eric Cruz, students were told that creative professionals have to reinvent themselves regularly in the state of perpetual creative flux to stay relevant. Prior to his tenure as the Executive Creative Director at Leo Burnett Malaysia where he managed accounts of Petronas, Samsung, Maxis, Dutch Lady & McDonalds, he was with W+K Tokyo, an integrated agency in Japan.

Breathtaking Concept Art Masterpieces @ FICTIONARY

Proudly presented by One Art Club, ‘FICTIONARY - an exhibition of fiction and visionary art’ aimed to promote the art of imagination and provide an avenue for appreciation of art. The exhibition featured 40 masterpieces by an assorted range of professional and emerging Malaysian concept artists, most of them The One Academy graduates.
Observing Efficient Transportation in Swiss Art Competition!

Advertising & Graphic Design students have won numerous prizes at the Swiss Design competition organised by the Embassy of Switzerland in Malaysia, featuring young Malaysians’ interpretation of Switzerland’s efficient and well-connected public transport system. The prizes were presented by Ambassador Dr. Rolf Lenz to Champion Gan Zhin Yui and Chin Yee Voon, as well as the other winners.

Advocating Wildlife Conservation through Wau Design!

Wau is one of Malaysia’s most famous form of art. Putting what they learnt to good use, 4 The One Academy students made the college proud by seizing prestigious awards in Creative Wau Designing Competition. Grand Prize winners Khai Ming and Guan Hua’s design was based on the fish eye perspective composition, which they decorated with astonishing paper cutting.

Winning International Award at the Pinnacle of Animation!

‘Exit’ by Rebel Banana team comprised of animators Phua Cardin, Andrea Goh Siau Wei, Yap Wee Lim, Victor Tan Guan Sing, Chua Pei Gin & Chua Pei San represented Malaysia in the One Country One Film International Film Festival, France, and won the Young Audience Award!

International Recognition, Collaboration & Awards

Dulux “Unlocking Potential Colours” Award Seized!

6 of The One Academy Interior Design students have won in the “Unlocking Potential Colours” competition organised by Dulux & Malaysian Institute of Interior Designs (MIID). By playing with colour combinations to unveil the colour’s uniqueness to brighten up a space, Lim Ming Zheng have seized the First prize, while others have won various other prizes.
Deputy Minister of Education Launches the Love Generator Challenge!

Launched by Deputy Minister of Education, P. Kalamannathan, the interactive design competition Love Generator Challenge was aimed to create content for gigantic digital screens. Organised by media solution company Moving Walls, it attracted participation from 11 colleges. Of the 12 teams of finalists, 6 of them were The One Academy students, with the Team Anyteam being selected as the Grand Prize winner.

Creative Filmmakers Won Top Prize for Celebrating Life

Sharing a meaningful and inspiring message, The One Academy students Kaizen Koh Liang Sheng, Steven Chush Xit Zheng, Redmond Ho Keng Huang, Jeff Chang Xin Zhe, Dec Low Ooi Teik and Liau Han Jie have seized the first prize of Berjaya Youth Short Film Competition by making a heartbreaking motivational short film ‘What Was Once’.

Awarded Twice at the Annual Asia Pacific Design Challenge

A group of young animators again emerged winners with animation Code Red bagging Animax Extraordinary Award and a top three in the category of 3D Animation in the 4-day Autodesk PANORAMA Design Challenge Bootcamp. The competition, co-organised by Multimedia Development Corporation (MDeC) and Autodesk Inc., saw over 9000 submissions from ten countries in Asia – Australia, China, Hong Kong, India, South Korea, Malaysia, New Zealand, Philippines, Singapore and Taiwan. Participants were mentored by creative industry professionals who imparted valuable skills and provide coaching to the aspiring animators.

Interviewing Siti Nurhaliza with Her World

By collaborating with Her World magazine in the interview with Siti Nurhaliza, one of the most popular singers in Malaysia, a group of Multimedia students had a taste of the way professionals work by involving in the pre-production, production and post-production of the project.
Game Design Won RM50,000 Grant by MSC Malaysia

‘Reachin Pichin’ is the latest game creation of a group of Multimedia Designers that won an exclusive grant of RM50,000 in MSC Malaysia Intellectual Property Creators Challenge 2009 (IPCC) under the category of Computer Casual Game to develop the game, geared with industry support by MDeC.

Students Shining Brightly in Creativity International, USA

Advertising & Graphic Design students Victor Chandra garnered Gold Award in the acclaimed Creativity International Award, USA, while Tee Sher Min also won an Honourable Mention with her superb design.

Students’ Animation Honoured as The Best in Malaysia

7 Animation students scored big in the nation’s Festival Filem Malaysia by bringing home The Best Animation Award, with team leader Seah Chin Yuan receiving the trophy from Joseph Salang, then Deputy Minister for Information, Communication & Culture. It’s truly incredible as of the 5 finalists in the category, 4 teams were from The One Academy.

Clinching the Crowbar Award with Superior Editorial Design

With a bilingual graduate exhibition handbook based on the principles of simple, refreshing, tidy and balanced, the batch of MM1005 of The One Academy clinched a Bronze medal at the Editorial Publication category of Crowbar Awards, Singapore’s most prestigious creative competition recently.

Prestigious Prize Seized at International T-Shirt Design Competition

Incorporating the words “ESMOD” and “SEOUL” with famous Korean landmark “the stone grandfather” in the design, ESMOD Kuala Lumpur fashion design student Eng Xiao Fen won a prestigious prize at the ESMOD Seoul International T-shirt Design Competition, held in conjunction of ESMOD Seoul’s 25th anniversary.
Two young aspiring designers Ong Su Ping and Eunice Ang Chia Sze took part in the annual Junior Designer Awards (JDA) and won Gold and Bronze respectively, nabbing two out of top 3 prizes awarded in the national design competition organised by iN Publisher, which publishes local interior design magazine iN. Their winning designs were commercialised into market products.

By presenting an exquisite photograph titled ‘The History Writers of the Future’, Illustration student Leong Sheng Yung has successfully seized the honour of Grand Prize winner in the recent Vision Petron 2014 National Student Art & Photography Competition. Digital Animation students Soon King Yaw, Yee Ting Fui, Yew Chin Wai & Sam Wai Kit seized Best Music Video award with their MV ‘Insane’, beating other finalists in 8TV’s reality show The Ultimate Song.

In Parkreation Design Challenge, The One Academy students cheered on as 3 out of the top 5 prizes were bagged by The One Academy students, with team Design Ninja 2 declared as champion, while Design Ninja teams 1 and 3 stood out as 2nd and 3rd runner-ups respectively! Their park designs for O2 City, Puchong were required to include the 5 themes of metal, wood, water, light and earth, with fixtures made of recyclable materials.

6 teams of The One Academy students have attained worldwide prominence by winning places in the Asiagraph Awards, Japan. ‘The House’ by Flipped Table, ‘Sword of Drastan’ by Wayward Goblins, ‘Zzz’ by Team LOLE and ‘Circus Smirkus’ by Project Pau won Winning Works, while ‘Exit’ by Rebel Banana & ‘Death in D Minor’ by Dead Pixel won Runner Up titles.

Aspiring Interior Designers
Won Industry Recognition

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Honouring ‘The History Writers of the Future’

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Winning Top Prizes in Parkreation Design Challenge

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Seizing Best Music Video in 8TV Competition

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**Study Route**

**Degree Programme**

**SPM / O-Level / UEC or equivalent**

→ **Foundation (1 Year)**

- Foundation in Communication Design
- Foundation in Interior Architecture and Design

Completion of the Foundation Programme will provide successful students entry into the first year of the related Design Degree Programme at The One Academy. The programmes are offered in partnership with the University of Hertfordshire, United Kingdom.

→ **UK Degree in The One Academy (3 Years)**

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

**OR**

- 3 Months of Internship
- 6 Months of Internship

**Direct Entry into Year 2 Degree**

Successful completion of The One Academy’s relevant Diploma Programme or a relevant diploma in the field from other accredited institutions of higher learning. Student must demonstrate good academic writing skills, drawing ability and evidence of design skills.

**FOUNDATION PROGRAMMES**

**Foundation in Communication Design**

1. Pass in Sijil Pelajaran Malaysia (SPM) with minimum 5 credits including English and a pass in Bahasa Melayu and *Sejarah*
2. Pass in Ordinary Level (O-Level) with minimum 5 credits including English
3. Pass Unified Examination Certificate (UEC) with minimum 5Bs including English
4. Other Equivalent Qualifications recognised by Ministry of Education Malaysia

**Foundation in Interior Architecture And Design**

1. Pass in Sijil Pelajaran Malaysia (SPM) with minimum 5 credits including a pass in English, Bahasa Melayu, Mathematics and *Sejarah*
2. Pass in Ordinary Level (O-Level) with minimum 5 credits including a pass in English and Mathematics
3. Pass Unified Examination Certificate (UEC) with minimum 5Bs including a pass in English and Mathematics
4. Other Equivalent Qualifications recognised by Ministry of Education Malaysia

**BACHELOR PROGRAMMES**

**Bachelor of Arts (Hons) Graphic Design**

1. Pass The One Academy’s Foundation in Communication Design (FCD) with minimum CGPA 2.00
2. Pass The One Academy’s Diploma in Advertising and Graphic Design (AD) or Diploma in Multimedia Design (MM) with minimum CGPA 2.00
3. Other Equivalent Qualifications recognised by Ministry of Education Malaysia

**Bachelor of Arts (Hons) Interior Architecture and Design**

1. Pass The One Academy’s Foundation in Interior Architecture Design (FIAD) with minimum CGPA 2.00
2. Pass The One Academy’s Diploma in Interior Design (ID) with minimum CGPA 2.00
3. Other Equivalent Qualifications recognised by Ministry of Education Malaysia

**ENGLISH REQUIREMENTS (Applicable to Bachelor programmes only)**

1. IELTS: Band 6.0 or
2. GCSE/IGCSE Level: Grade C or better or
3. SPM 1119 (GCE-O): Grade C or better

Note: *Sejarah (History) as a compulsory subject to pass in SPM starting 2013.

All information is subject to change. The above entry requirements serve as a guideline. Readers are responsible to verify the information by contacting our professional counselors.
The One Academy’s Diploma Programmes

- Diploma in Digital Animation
- Diploma in Interior Design
- Diploma in Multimedia Design
- Diploma in Illustration
- Diploma in Fine Arts
- Diploma in Advertising and Graphic Design
- Diploma in Fashion Design and Pattern Making

Diploma Programme

SPM / O-Level / UEC or equivalent

Diploma (3 Years)

DIPLOMA PROGRAMMES

1. Pass in Sijil Pelajaran Malaysia (SPM) with minimum 3 credits including a pass in English, Bahasa Melayu and *Sejarah
2. Pass in Ordinary Level (O-Level) with minimum 3 credits including a pass in English
3. Pass Unified Examination Certificate (UEC) with minimum 3Bs including a pass in English
4. Pass The One Academy’s Certificate in Communication Design (CCD) with minimum CGPA 2.00
5. Other Equivalent Qualifications as approved by Ministry of Education Malaysia

ENGLISH REQUIREMENT FOR INTERNATIONAL STUDENT

1. IELTS: Band 5.0 or
2. TOEFL 500 or
3. CAE (Cambridge Advance English) or
4. CPE (Cambridge Proficiency English) or
5. PTE (Pearson Test of English)

Note: *Sejarah (History) as a compulsory subject to pass in SPM starting 2013.

Certificate Programme

Certificate in Communication Design (CCD)

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 qualifications, to obtain the essential knowledge and skills to enrol in the Year 1 of the Diploma programmes. Open to all secondary school leavers, please contact our professional counsellors for more information on our courses.

Short Course

Creative Arts Fundamentals (CAF)

The programme is designed to provide students with strong foundation in the fundamentals of arts with the opportunity to explore the abilities of research, analytical skills and critical thinking, in preparing them for the art & design field. Open to all secondary school leavers, please contact our professional counsellors for more information on our courses.

Degree in Affiliated Universities (1-2 Years)

United Kingdom, Australia, New Zealand & United States

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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 her roles as one of the world’s best art & design institutes, today The One Academy celebrates its 25th year of creative excellence as a first class education provider.

Internationally recognised for the highly admired Masters Train Masters teaching philosophy, The One Academy regularly presents students the opportunities to learn from international top guns from various industry powerhouses. The One Academy ensures that young creative aspirants are crowned for pioneering creativity & success with world class results!
International Diploma & Degree Programmes

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

Master's & Degree 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.