

# Study

## *Master of Virtual Production*

### Future-proof your career in screen, VR and VFX industries

This course is one of the first and only postgraduate degrees in Virtual Production in Australia\*. This degree covers virtual production, motion capture, virtual reality and visual effects.

#### World-class facilities

Flinders is home to a multipurpose production stage, The Void. This collaborative space is designed for motion capture, digitising performance, screen production, and experimentation.

#### Connect with industry leaders

You will learn from award-winning academics and practitioners who have extensive industry experience and knowledge.

#### Dynamic partnerships

Flinders collaborates with leading industry partners and organisations to help you enhance your skills, expand your network, and gain hands-on experience.

### Why study at Flinders?



**Australia's #1 Creative School**

The Rookies Awards 2024



**5 stars in Creative Arts for full-time employment and student support**

The Good Universities Guide 2024 (undergraduate)



# Master of Virtual Production

## Fast Facts

Duration	1-2 years
Location	Bedford Park
Intake	March/July
2026 fees	\$39,900 AUD
IELTS	6.0 speaking 6.0 writing

## What you will learn

The Master of Virtual Production provides you with the skills and opportunity to develop a creative portfolio in virtual production and motion capture. You'll study virtual production, virtual reality, and visual effects, and learn the fundamental skills needed to thrive in this growing industry.

## Potential occupations

- virtual production coordinator
- previs artist
- technical director
- engine lighting technical director
- VFX production assistant
- pipeline technical director
- VFX artist
- motion capture technical director



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*“My learning experience at Flinders University has been enriching. The most exciting areas for me have been virtual production and motion capture technology, which combine cutting-edge tech with creative expression. I also enjoy digital art, animation, and 3D modeling, which have helped me improve my technical skills while fostering creativity.”*

**Lurong Zhang, Master of Virtual Production**

