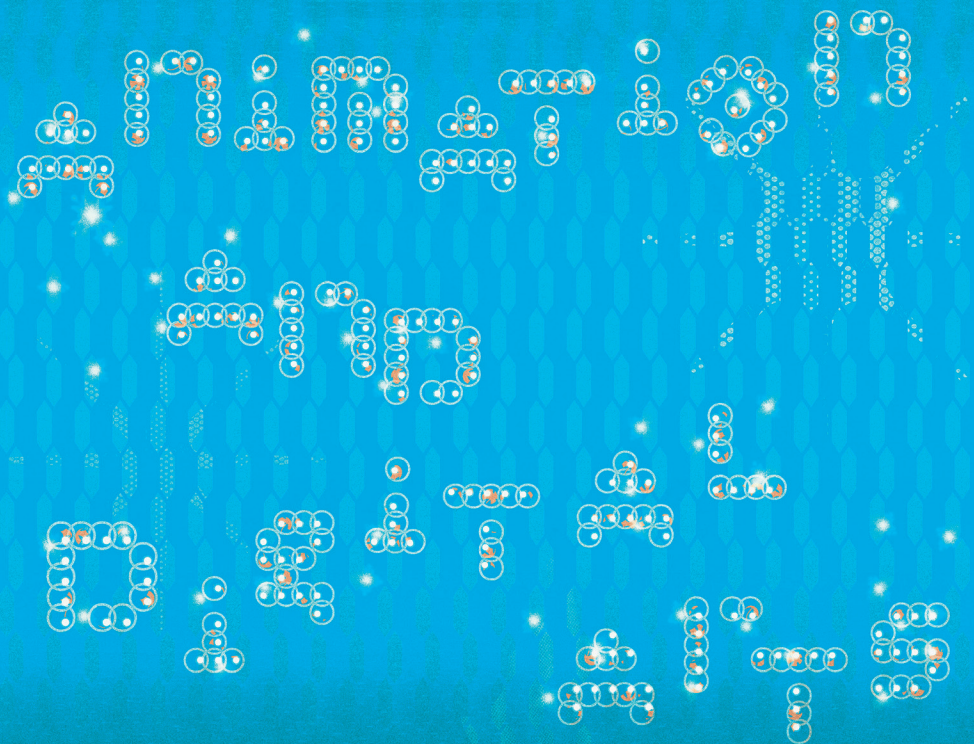


BA (HONOURS) IN



PROGRAMME CONCENTRATIONS:

ARTS AND TECHNOLOGY
DIGITAL ANIMATION

PROGRAMME COURSES:

GAME DESIGN
PRODUCTION DESIGN
COMPUTER GRAPHICS
VISUAL EFFECTS WORKSHOP
AN INTRODUCTION TO ARTS AND TECHNOLOGY
VR/AR WORKSHOP
CONCEPTS OF EXPANDED REALITY



DEPARTMENT OF DIGITAL ARTS AND CREATIVE INDUSTRIES

“Creativity and Critical Thinking that Makes a Difference”

Digital Arts and Creative Industries (DACI) at Lingnan University is an interdisciplinary and innovative hub that encompasses a wide range of researching and teaching strengths, including film and television, animation, museums and curating, art history, digital arts and immersive media. We offer broad theoretical study and practical training for students seeking careers in Hong Kong and the Greater Bay Area's burgeoning creative and cultural industries.

Hong Kong is renowned for its diverse population and for blending Eastern and Western traditions in arts, culture, and creative sectors. We give Hong Kong's students quality education, research supervision, and career guidance to inspire them to go beyond their cultural roots and appreciate the diverse branches of the arts and creative industries. In addition to caring about student satisfaction, we take pride in the success of our alumni in Hong Kong and overseas, including those in the cultural and creative industries, education, and business.

DACI welcomes new students from any background in the quest for knowledge, fun, opportunity, and pleasant surprises!

數碼藝術及創意產業系

「創造力與批判性思維成就不一樣」

嶺南大學數碼藝術及創意產業系 (DACI) 是一個具有創新性的跨學科創意學習樞紐，涵蓋多樣的研究領域，包括電影和電視、動畫、博物館學與策展、藝術史以及數碼藝術和虛擬實境媒體等等。我們為學生提供全面的理論學習和技能培訓，以趕上香港和大灣區創意及文化產業的發展機遇。

香港以其多元化及在藝術、文化和創意領域的中西合璧而聞名。我們會為研究生和本科生提供優質的教育、研究指導及就業指導，以激勵他們超越文化本源，去理解及欣賞藝術和創意產業的發展。本系重視學生的學習滿足感，亦為本系畢業生能夠在香港及海外的多個專業行業和領域，包括文化創意產業、教育及商界等，均有良好的發展而感到自豪。

我們歡迎來自不同背景的學生加入數碼藝術及創意產業系，一同追尋知識和學習機會帶來的樂趣與驚喜！





動畫及數碼藝術(榮譽)文學士

全面跨學科創意藝術

課程

Animation and Digital Arts (ADA) at Lingnan University offers a comprehensive, multidisciplinary approach to creative arts education that fosters innovative thinking and creativity.

Striking a balance between technology and creativity, the Programme allows students to learn a wide range of essential knowledge from art history, film art, design to 2D and 3D animation as well as concepts and application of virtual reality. Students will receive comprehensive historical and technical training of animation and digital arts through hands-on learning and rigorous mentorship.

This major comprises three categories:

1. Lingnan's liberal arts core curriculum
2. Subjects on the history of fine arts and moving images; and
3. Skill courses on animation and digital media.

ADA students are expected to develop their expertise in digital media with a solid liberal arts foundation. We prepare students for a competitive employment market and equip them for a professional pathway of their choice, through a collection of electives in animation, digital art installation and other fields of creative media.

動畫及數碼藝術(榮譽)文學士

動畫及數碼藝術課程是四年全日制學士學位課程，為創意藝術教育提供全面、多元學科的教學法，以培養創思維和創造力。

本課程為畢業生進入競爭激烈就業市場和工作做好準備，在課堂上指導學生創作尖端的數碼藝術作品，並在科技和創造力之間取得平衡。課程讓學生學習藝術史、電影藝術、2D及3D動畫設計和虛擬實境的概念和應用的基本知識。學生將通過實踐學習和嚴格的指導，獲得動畫和數碼藝術的全面歷史和技術培訓。

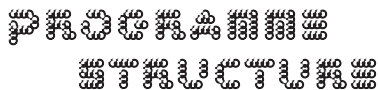
主修課程分為三類：

嶺大核心課程

藝術及動態影像史

動畫及數碼藝術技能課程等。

修畢動畫及數碼藝術課程後，學生能夠融合專業技術與原創概念，以藝術視野創造革新的作品；掌握實用知識及了解軟件的優勢，發展個人獨特技巧；運用批判性思考及創新思維解決問題；接受新思想及適應日新月異的科技和環境。



Category	No. of Courses	No. of Credits
ADA Major Curriculum		
動畫及數碼藝術文學士主要課程		
Required Courses 必修科目	7	24
Concentration Courses 專業必修科目	4	12
Programme Electives 課程選修科目	4	12
Sub-total 合共	16	48
University-required Courses		
大學必修科目		
Common Core 共同核心科目	5	15
Cluster Courses 範疇科目	4	12
Chinese Language/Putonghua 中國語文/ 普通話	2	6
English Language 英國語文	4	12
Free Electives 自由選修科目	9	27
Sub-total 合共	24	72
Total 總共	40	120

Required Courses

必修課程

Computer Graphics 電腦圖像
Arts of Europe 歐洲藝術
2D Animation 2D 動畫
Film Art and Storytelling 電影藝術與敘事
Digital Modeling and Rendering
數碼建模及渲染
Concepts of Expanded Relaity
擴展實境概論
Capstone Project 綜合專題

Elective Courses

選修課程



Concentration Courses

專業必修課程

Digital Animation Concentration:

History of Animation
動畫歷史
3D Animation Workshop
3D動畫工作坊
Storytelling and Storyboarding
敘事與分鏡
3D Character Animation Workshop
3D 角色動畫工作坊

Arts and Technology Concentration:

An Introduction to Arts and Technology
藝術與科技導論
Interactive Art
互動藝術
Visual Programming
程式化視覺設計
Virtual Reality (VR) /Augmented
Reality(AR) Workshop
虛擬實景工作坊



CONCENTRATIONS HIGHLIGHTS

Digital Animation

3D Animation Workshop :

The Core Techniques & Aesthetics of 3D Computer animation, guiding students through the full production process, from concept to final render, to create believable and expressive motion

Storytelling & Storyboarding :

Techniques of creative storytelling and storyboarding to craft visual narratives through shot design & pacing for diverse multimedia productions

3D Character Animation :

Advanced 3D computer animation techniques and professional workflows, enabling students to refine timing, develop a personal animation style, and produce a polished project.

Arts & Technology

Visual Programming :

Introduces students to AI generative art and computational creativity, combining the history and practice of digital arts with hands-on programming to create interactive visual artworks.

Interactive Art :

Explores the history, concepts, and techniques of interactivity in art and design, focusing on participatory and performative approaches within interactive computer animation

AR/VR Workshop:

Hands-on introduction to virtual and augmented reality, combining lectures and lab exercises where students learn core VR/AR principles and design their own basic VR application

Production Design :

Translates written words into visual narratives. Introduces basic elements of production design and trains how to use appropriate techniques of design.

Game Design :

The process and practice of computer game design, combining theory and history with hands-on development as students create, test, and refine their own games using popular design tools.

Computer Graphics :

Production for art and design, combining aesthetic principles with technical skills in raster and vector imaging, retouching, printing and animation using industry standard tools.

VFX Workshop :

Explores the complete workflow of digital visual effects production introducing core principles and techniques through hands-on workshops using leading industry 3D software.

Concepts of Extended Reality:

Key theoretical and ethical issues surrounding virtual and augmented reality, examining their technologies, modes of engagement, and broader cultural implications.

Capstone Project :

Guides students through the planning and production of a Final Year Project - animation, game, digital arts project, or media installation - close consultation with a faculty supervisor.





First Year Admission:

via Jupas System (UGC-funded places)

via Online Admission System (Direct Admission and Self-financed places)

General Entrance Requirements 入學要求

JUPAS Admissions 大學聯合招生

Applicants must have obtained the following minimum requirements in the Hong Kong Diploma of Secondary Education (HKDSE) examination:

申請者必須於香港中學文憑考試達到以下的最低入學資格：

English Language 英國語文科	Level 3
Chinese Language 中國語文科	Level 3
Mathematics Compulsory Part 數學科	Level 2
Citizenship and Social Development 通識教育科	Attained
Two Elective Subjects 二科選修科	Level 2



Please visit registry
webpage for more details
詳情請參閱教務處網頁

Senior Year Admission (Self-financed places only)

General Entrance Requirements 入學要求

Applicants must fulfil one of the following entrance requirement:

申請者必須滿足其中一項以下入學資格：

An applicant who has successfully graduated from a recognised full-time Associate Degree (AD)/Higher Diploma (HD) programme with duration of at least two years offered by a post-secondary institution;

Grade E or above in both Advanced Supplementary (AS) Level Use of English (UE) and Chinese Language and Culture (CLC), PLUS Grade E or above in two Advanced Level (AL) subjects OR Grade E or above in one AL subject and in two AS Level subjects other than UE and CLC in the Hong Kong Advanced Level Examination (HKALE);

Other acceptable non-local qualifications, or qualifications not listed above will be considered on a case-by-case basis.

English Language Requirements 英文入學要求

In addition to the General Admission Requirements, applicants are also required to fulfil one of the English language requirements.



Please visit registry
webpage for more details
詳情請參閱教務處網頁

Admission Portfolio

Applicants are required to submit an art portfolio in their online application for BA (Hons) in Animation and Digital Arts programme (First Year and Senior Year entry). The art portfolio must be in digital format (e.g. PDF file) and show student's past attempts in art, design, animation and other related creations. If you would like to submit your video, please provide us with a link. The file size must not exceed 20MB.

Shortlisted applicants will be invited to attend an interview. The interview will be in individual or group format and during the interview, applicants will be required to present their submitted art portfolio for 3 minutes.

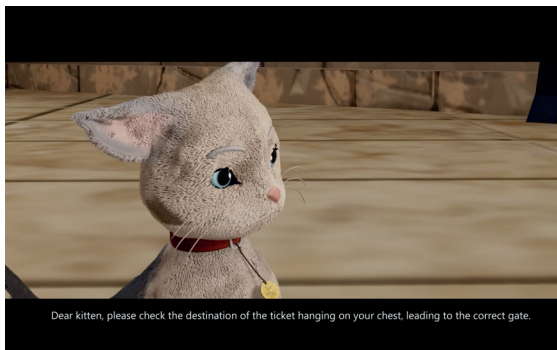




DOSPOLOVA Dana, *Untitled*,
2024, Digital Modeling



Yeung Ching Yi, *Untitled*, 2023, 3D Animation.



Chen Xiaman, Ng Ganing, Lin Haotian,
Milo, 2023, Capstone Project.



LIANG Suona, *Whisper of GU*, 2025,
Interactive Media Art, Capstone Project



Zang Hengli, *Break*, 2023, 2D
Animation



Scan to Watch
the Full Videos
and More
Works

Study Abroad

ADA programme has developed exchanges with about 50 institutions across different countries, including:

Belgium, Canada, Chile, China, Czech Republic, Denmark, France, Germany, Indonesia, Japan, Kazakhstan, Lithuania, Mexico, Morocco, Netherlands, Portugal, Russia, South Korea, Spain, Sweden, Taiwan, Turkey, the United Kingdom, and the United States of America.

海外交流

動畫及數碼藝術課程已與各地約50多間大專院校進行交流，包括：

比利時、加拿大、智利、中國、捷克、丹麥、法國、德國、印尼、日本、哈薩克、立陶宛、墨西哥、摩洛哥、荷蘭、葡萄牙、俄羅斯、南韓、西班牙、瑞典、台灣、土耳其、英國、美國。



CONTACT US

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LINGNAN UNIVERSITY, TUEN MUN,
HONGKONG



INS



WEBSITE