

## Queensland College of Art

### Undergraduate programs: Additional resource costs

In addition to standard charges, visual arts studies may involve additional costs for resources. The following schedule provides general estimates to assist you to plan for your visual arts studies. Students have the choice of sourcing these additional resources internally or externally to the University.

<b>Additional resource costs (these indicative costs do not include equipment)</b>			
<b>Visual Arts studies</b>	<b>Year 1 (\$)</b>	<b>Year 2 (\$)</b>	<b>Year 3 (\$)</b>
Animation	1500	1500	1500
Contemporary Australian Indigenous Art	800	1000	1000
Design	2000	3000	3000
Digital Media <sup>1</sup>	1000-3000	1000-3000	1000-3000
Film and Screen Media	2000	2500	3000
Fine Art <sup>2</sup>	1000	1500	1500
Games Design <sup>3</sup>	1500	1500	1500
Photography <sup>4</sup>	1500	1500	2000

<sup>1</sup> The estimates for Digital Media studies can vary depending upon your chosen major.

<sup>2</sup> The estimates for second and third year Fine Art studies can vary depending upon your chosen major.

<sup>3</sup> Students are strongly encouraged to purchase their own laptop computer.

<sup>4</sup> Students will need a digital SLR camera (approximately \$2000).