



# 2D Illustration

2 years & 8 months



**WARNBOROUGH™**  
**COLLEGE UK** 1973  
LEARNING CENTRE



About Claz'room College

# AWARDS & RECOGNITION



## GLOBAL RANKING – THE ROOKIES AWARDS

Recognised as one of the Top Global Creative Schools in 2023 & 2024 in the following categories:

- 3D Animation
- Concept Art
- Game Design & Development





About Claz'room College

# AWARDS & RECOGNITION



## 5-STAR RECOGNITION IN DIGITAL CREATIVE TVET

Awarded a prestigious 5-star rating by the Ministry of Human Resources Malaysia under the Digital Creative TVET Programme benchmarking.





About Claz'room College

# AWARDS & RECOGNITION



...FROM THE INDUSTRY, BY THE INDUSTRY



MINISTRY OF HIGHER EDUCATION

## MALAYSIA EDUCATION & TVET AWARDS 2025 – OUTSTANDING COLLEGE AWARD

Recognised as an Outstanding College by the Malaysia Education & TVET Awards 2025, celebrating Claz'room College's excellence in creative education and commitment to nurturing future-ready talent.





About Claz'room College

# AWARDS & RECOGNITION



## ASEAN TVET CONFERENCE (ATVET)

Honored to be invited by HRD Corp to the ASEAN TVET Conference 2025, and grateful for the visit from Deputy Prime Minister Dato' Seri Dr. Ahmad Zahid and Minister of Human Resources YB Steven Sim, recognizing creative content in the TVET education pathway.





About Claz'room College

# AWARDS & RECOGNITION



## HOME OF NATIONAL CHAMPIONS

Claz'room won the honour of representing Malaysia at WorldSkills ASEAN 2025 in Manila, after being selected as the national representative through WorldSkills Malaysia. Our students achieved outstanding success – winning Gold, Bronze, and the Best of Nation award. Next, Claz'room will proudly represent Malaysia at WorldSkills ASIA 2025 in Taipei.





About Claz'room College

# AWARDS & RECOGNITION

worldskills  
ASEAN  
Manila2025



## CLAZROOM TRIUMPHS AT WORLDSKILLS ASEAN

Clazroom students proudly brought home Gold and Bronze medals at WorldSkills ASEAN Manila 2025, and we were further honored with the prestigious Best in Nation Award. These achievements contributed to Malaysia's overall triumph as Johan Keseluruhan at WorldSkills ASEAN 2025 – with 13 Gold, 4 Silver, 3 Bronze, and 2 Medallions of Excellence. Our success was also highlighted in an interview with RTM, alongside Deputy Minister of Human Resources, YB Dato' Sri Haji Abdul Rahman bin Haji Mohamad.





How do we achieved that?

# THE FOCUSES

- »»»»»»»» Industry-Relevant Skills & Knowledge
- »»»»»»»» Opportunities to Excel
- »»»»»»»» Like-Minded, Inclusive Community



# INDUSTRY-RELEVANT SKILLS & KNOWLEDGE

Claz'room maintains strong relationships with industry partners through active collaboration, including internships, workshops, sharing sessions, and regular engagement to align education with industry needs, ensuring students are industry-ready.

Students connect with professionals, learn from their experience, and build valuable career networks during their study.





# OPPORTUNITIES TO EXCEL

Students Received International Recognitions.

Students Crowned as *Top in The Nation*.

Malaysia's 3D Game Art National Team for WorldSkills ASEAN Philippines 2025.

**Meet Malaysia's  
3D Game Art Champions.**  
World-class talent. Award-winning skills. All in one place.



**The Star**  
people's paper  
SUNDAY 13 APRIL 2025 • PP19652/12/2020 (055234) RM3.00



**Flying the flag in 3D game art**



Victory vibes: Goh (left) and Lam posing after winning the national stage of the competition. – WorldSkills Malaysia  
GAMING offers plenty of thrills, thanks to the creativity that goes into crafting captivating animated experiences for users. Playing a key role in making that happen are professionals such as three-dimensional (3D) digital game artists.







Like-Minded, Inclusive Community

## STUDENT LIFE

We shape more than skills, we nurture personality, mindset, and networks through industry sharing, studio visits, events, and engaging activities, preparing students to thrive as confident, connected professionals.







Like-Minded, Inclusive Community

## STUDENT LIFE

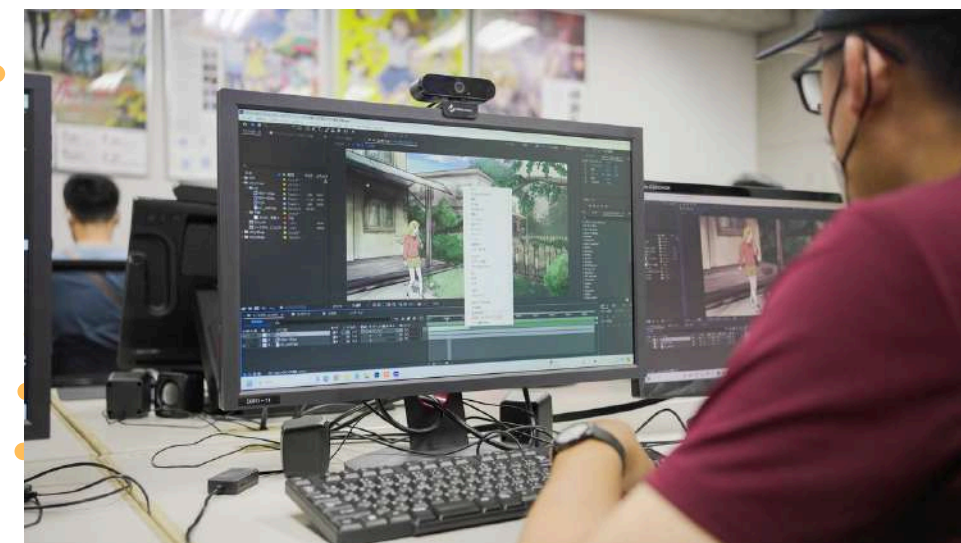
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Exclusively at Claz'room College

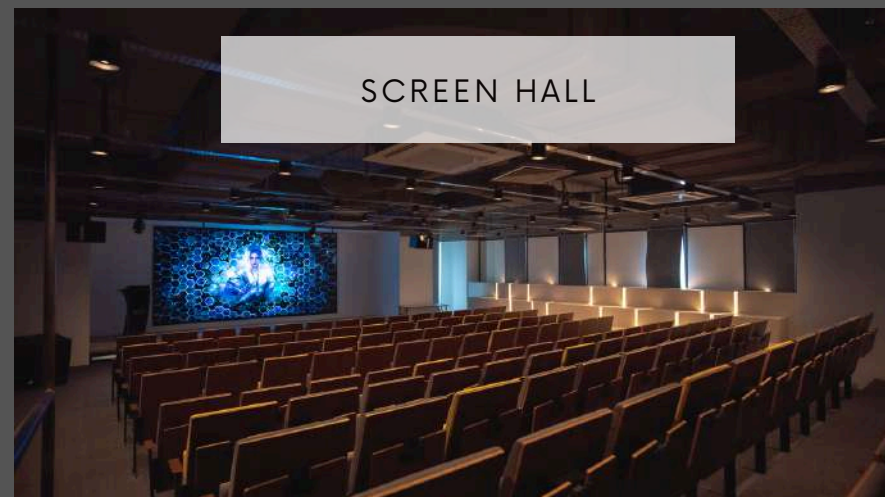
# EXCHANGE PROGRAM AT TOKYO





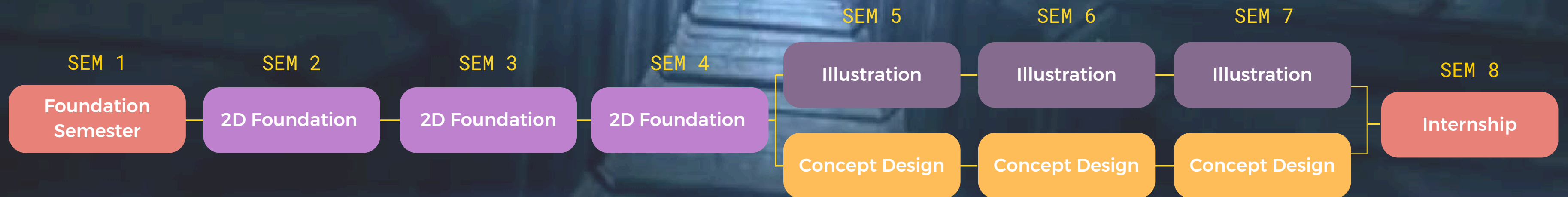
# AWARD WINNING CAMPUS

Our campus is designed to connect students, spark collaboration, and inspire creativity at every corner.



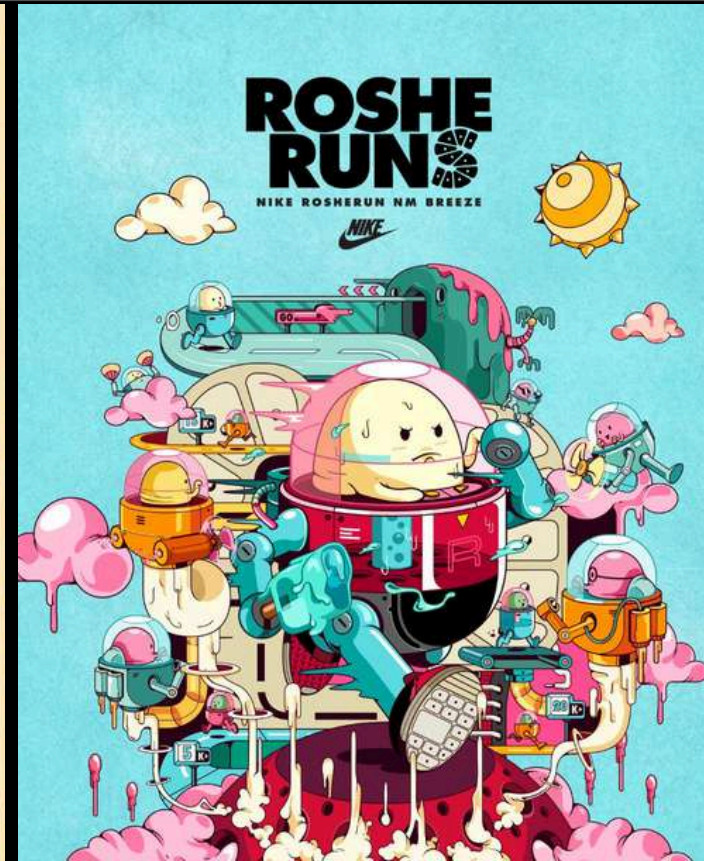


# 2D ILLUSTRATION PATHWAY





# Specialise in Illustration



Publishing Arts

Commercial Illustration

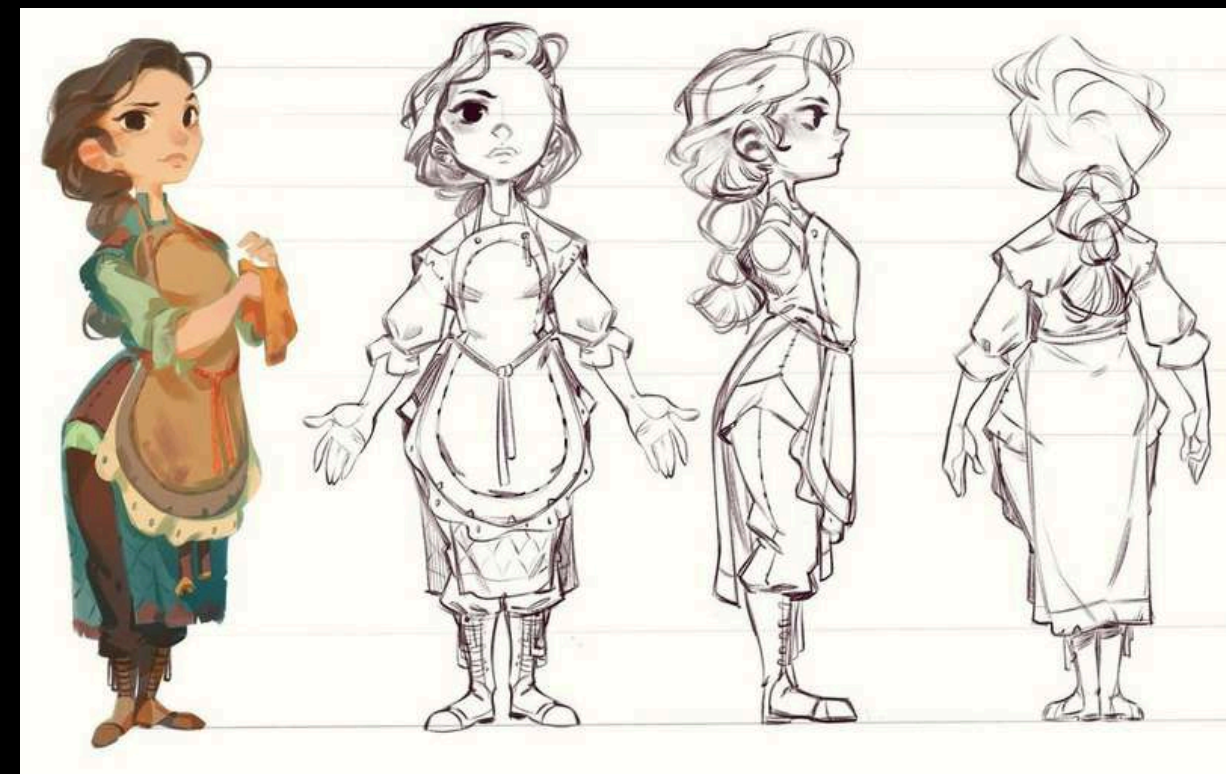
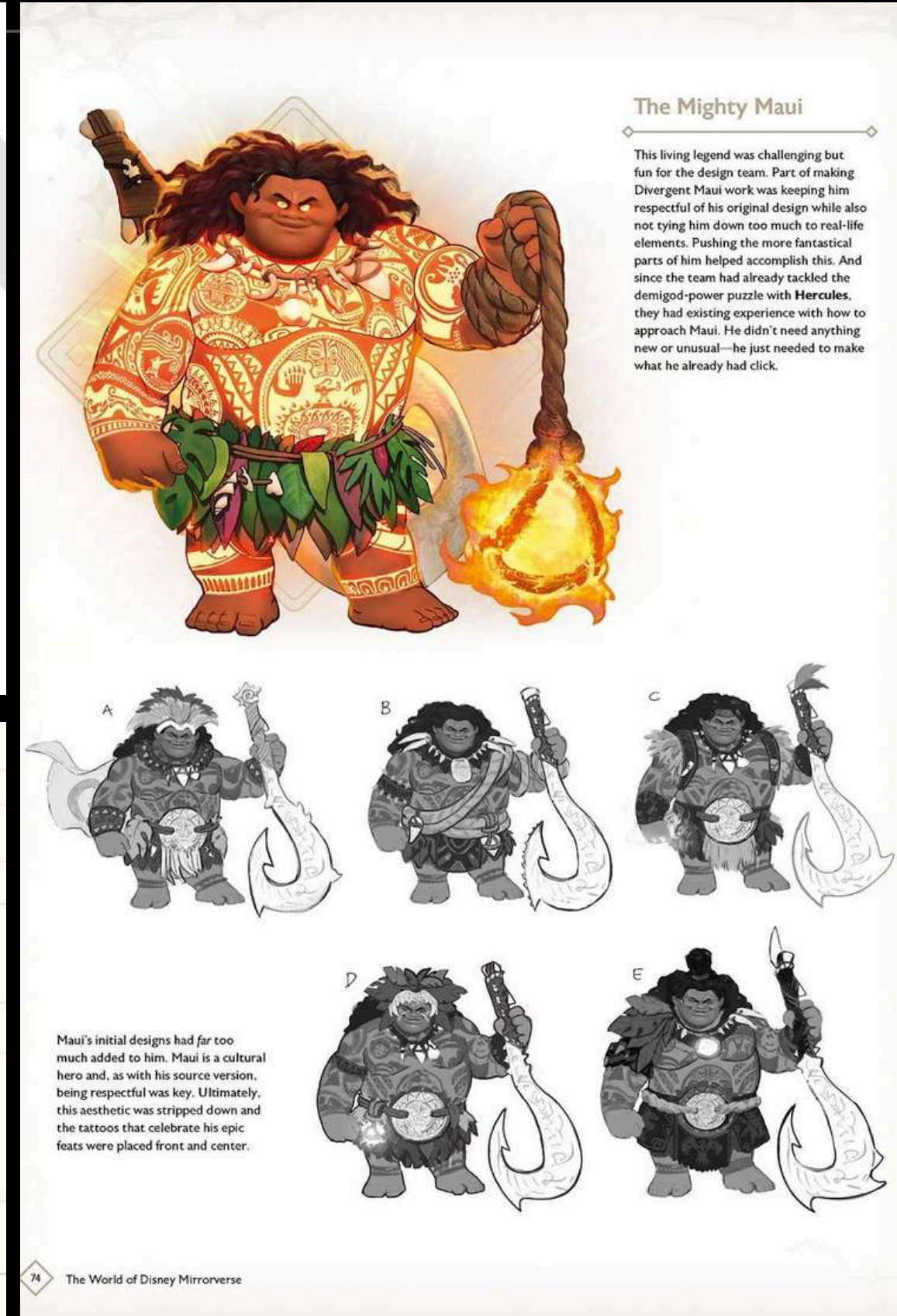
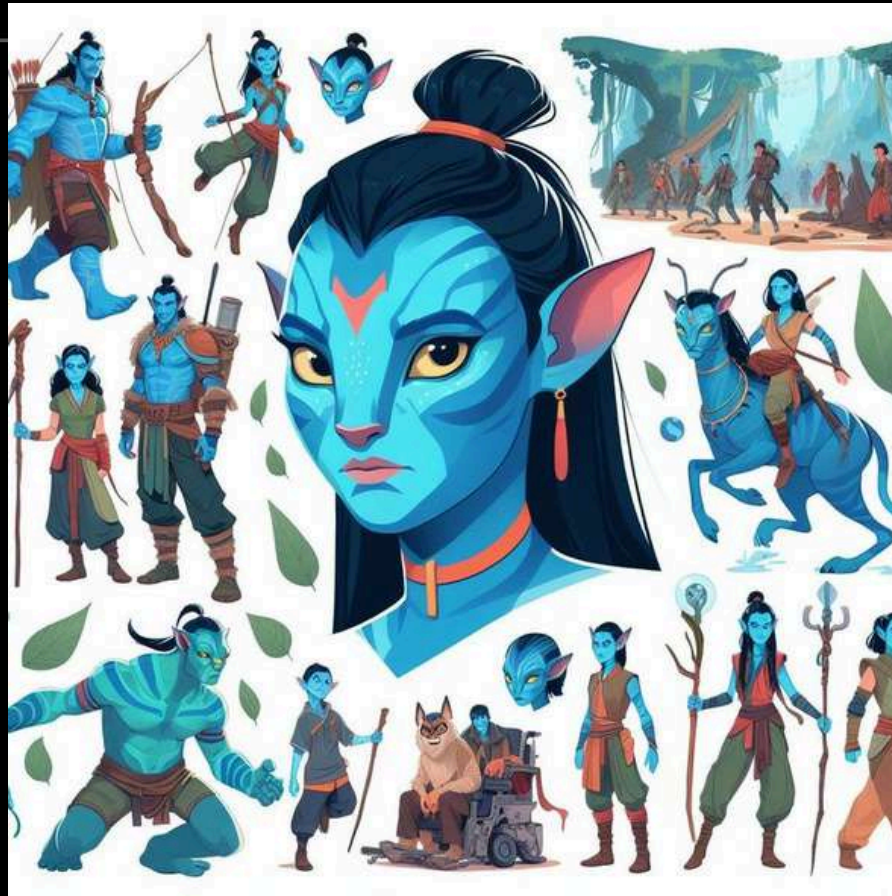


Game Illustration / Splash Art

2D Animation Background Art



# Specialise in Concept Design



Idea development drawing of Characters, Environments, Props for Games, Movie, Animation



# ⋮⋮⋮ All great movies and games start from ⋮⋮⋮ CONCEPT DESIGN





# COURSE SYLLABUS

## SEMESTER 1 (FOUNDATION)

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Photography Fundamental  
3D Fundamental  
Software Fundamental  
Visual Drawing  
Soft Skills Communication Workshop



Character design by student: Wong Qinvenn

## SEMESTER 2 & 3

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2D Fundamental  
Still Life Drawing  
Form & Perspective  
Figure Drawing  
Soft Skills (Collaborative & Teamwork Workshop)  
Advanced 2D Fundamental  
Concept Art Fundamental  
Figure Drawing Advance  
Visual Drawing  
Soft Skills (Portfolio & Professional Writing Workshop)

## SEMESTER 4

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Character Design  
Character Illustration  
Entertainment Design  
ZBrush Fundamental



# COURSE SYLLABUS<sub>cont.</sub>

## SEMESTER 5 - 7 (Illustration)

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Line Art Illustration  
Storyboard  
Landscape Painting  
Monster Art  
Manga Colouring  
Environment Design & Illustration  
Final Illustration Project 1  
Advanced Storyboard  
Final Illustration Project 2  
Manga Illustration  
Soft Skills (Career Preparation Workshop)

## SEMESTER 5 - 7 (Concept Design)

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Advanced Character Concept Art  
Environment Design  
Software Learning  
Visual Library Development  
Creature Final Year Project (Fyp)  
Environment Design 2  
Props Design  
Concept Art Animation Project  
Character Final Year Project (Fyp)  
Props Design Final Year Project (Fyp)  
Environment Design Final Year Project (Fyp)  
Soft Skills (Career Preparation Workshop)

## SEMESTER 8 (INTERNSHIP)

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Internship Program





# Career Opportunities

Malaysia and Singapore are among the largest markets for 2D illustration and concept design in Southeast Asia, fueled by strong government support, a growing pool of creative talent, and rising demand for visual design across entertainment, advertising, gaming, and digital media platforms.





ANIMONSTA  
STUDIOS



WOLU  
ANIMATION



LES' COPAQUE  
PRODUCTION SDN. BHD



W  
WARNAKALA  
STUDIOS



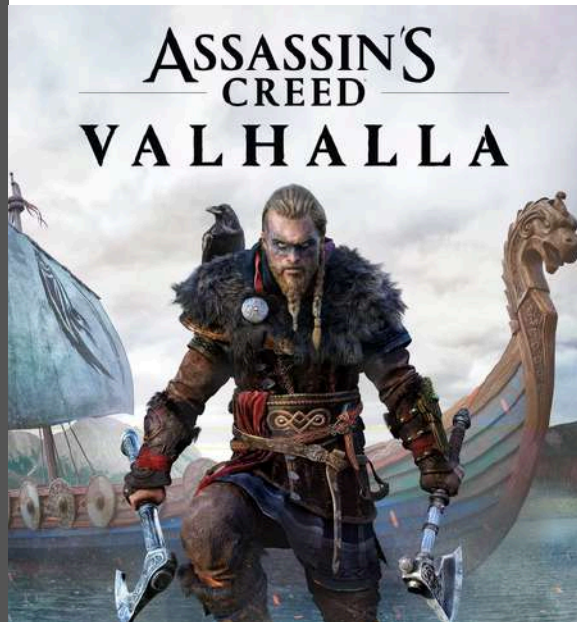
KADOKAWA



Animasia



+ ENTEN  
STUDIO



PASSION  
REPUBLIC



lemon  
sky STUDIOS



BEAR DOWN  
STUDIOS



flystudio



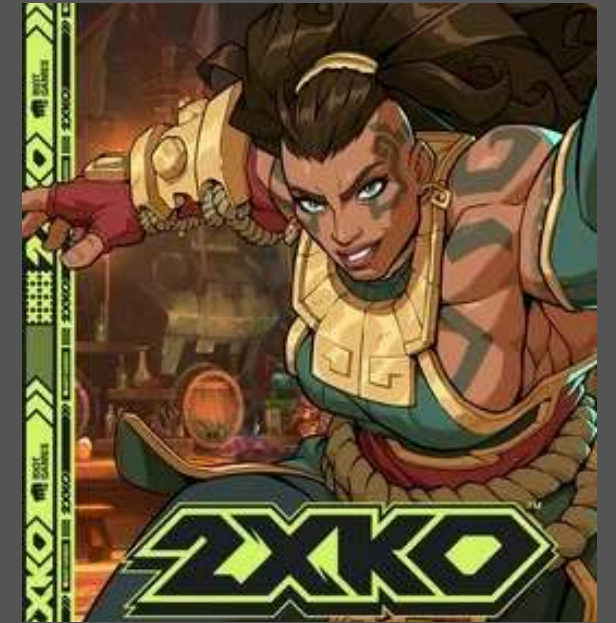
LARIAN  
STUDIOS







BANDAI NAMCO Studios



And more....



Clazroom College transforms  
the ordinary into extraordinary.

-CHAN MAN YEW



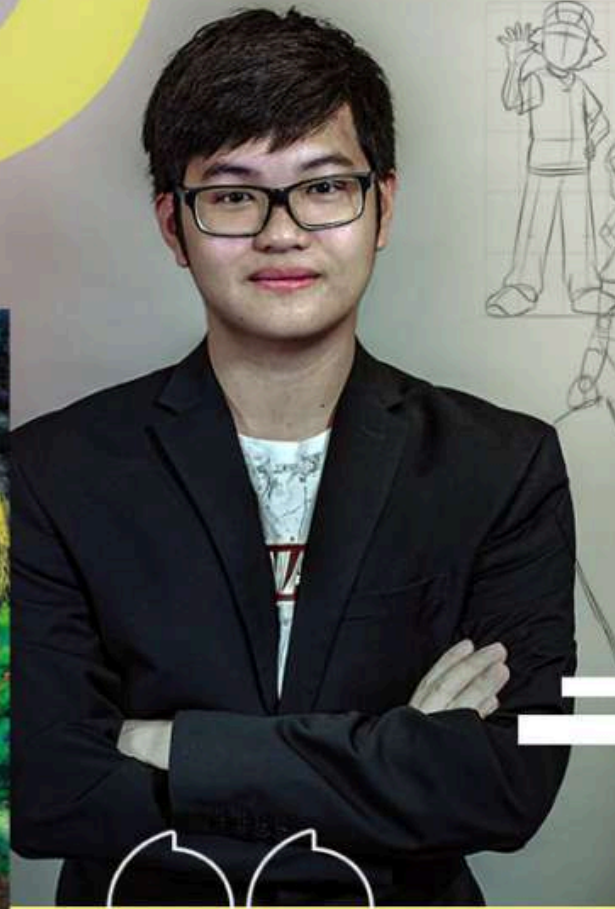
# OUR ALUMNI

Claz'room  
COLLEGE

2D  
ANIMATOR

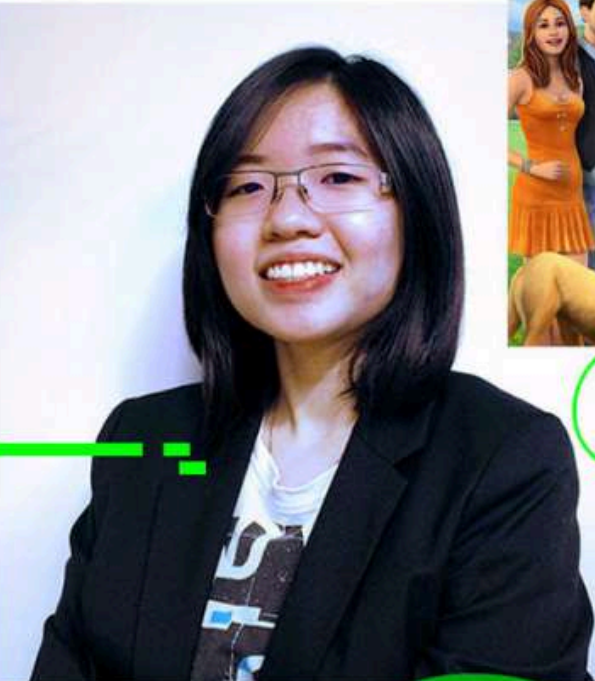
A goal without a timeline  
is just a dream.

-EUGENE WAN



Dreams really do come  
true when passion awakes  
inside of you.

-SAMUEL TEOH GUAN KAI



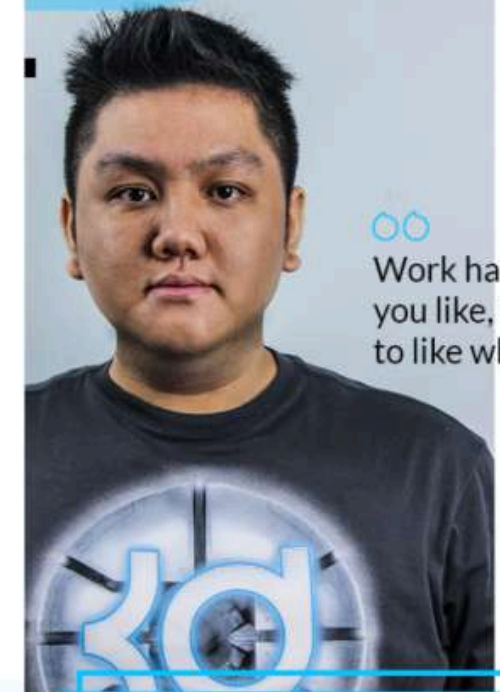
Don't give up just because  
of what someone said.  
Use that as motivation  
to push harder.

-LOW CHOOI YING



Work hard to get what  
you like, or you'll be forced  
to like what you get.

- WONG CHEE SENG





# INDUSTRY CONNECTIONS

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# FEES STRUCTURE

## 2D Illustration

| ENROLMENT FEE (ONE TIME PAYMENT ONLY)                                                           | AMOUNT   |
|-------------------------------------------------------------------------------------------------|----------|
| Application Fee                                                                                 | 530.00   |
| Course Deposit (Fully refundable upon <b>completion</b> of the SKM course)                      | 1,000.00 |
| Student Activity Fee<br>(Inclusive student club fee, studio visit & all student related events) | 350.00   |
| TOTAL                                                                                           | 1880.00  |

| TECH & TOOLS FEES                          | AMOUNT |
|--------------------------------------------|--------|
| Technology Subscription Fee (per Semester) | 350.00 |

| COURSE FEE BY SEMESTER | AMOUNT    |
|------------------------|-----------|
| Semester 1             | 6,800.00  |
| Semester 2             | 6,800.00  |
| Semester 3             | 7,100.00  |
| Semester 4             | 7,500.00  |
| Semester 5             | 7,500.00  |
| Semester 6             | 7,500.00  |
| Semester 7             | 7,500.00  |
| Semester 8             | 1,800.00  |
| TOTAL FEES PAYABLE     | 52,500.00 |