

**SCIC** UNIVERSITY  
COLLEGE

# TRAINING COURSES



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## ABOUT SAE INSTITUTE

SAE Institute is the world's leading educator in creative media industries, established in Sydney, Australia in 1976 as a school for audio engineering.

From the humble Sydney studio beginnings, SAE Institute today spans the globe with 47 campuses in 23 countries. SAE Institute has evolved over the years and now also offers qualifications in varied creative media disciplines such as Audio, Animation, Graphic Design, Filmmaking, Games Development as well as Augmented and Virtual Reality.

All the programs follow the founding principles of SAE Institute – high quality, industry-focused, practical and theoretical education for talented creative individuals.



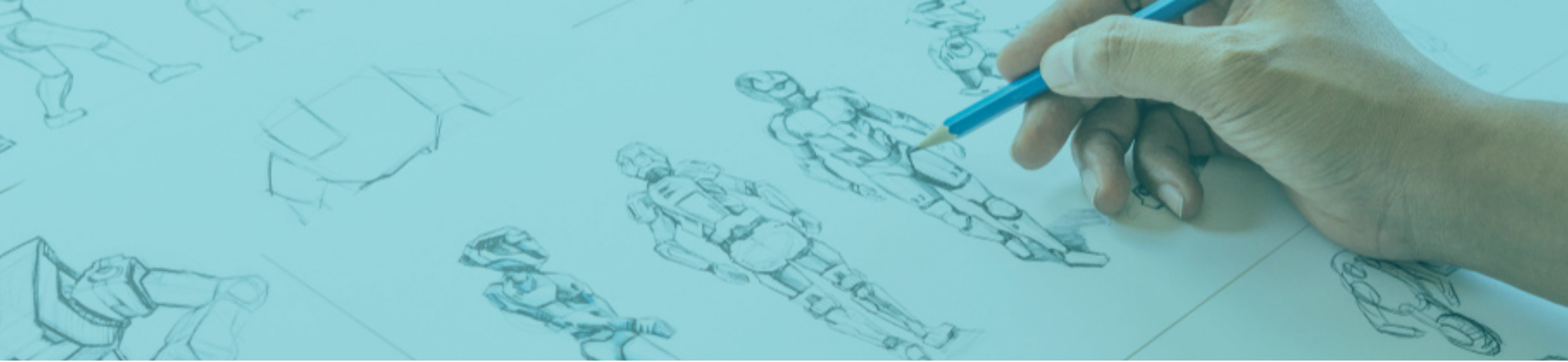
## CORPORATE TRAINING

Our Media Training Courses can be conducted at the premises in Dubai and we can also arrange visits to any company address in the UAE.

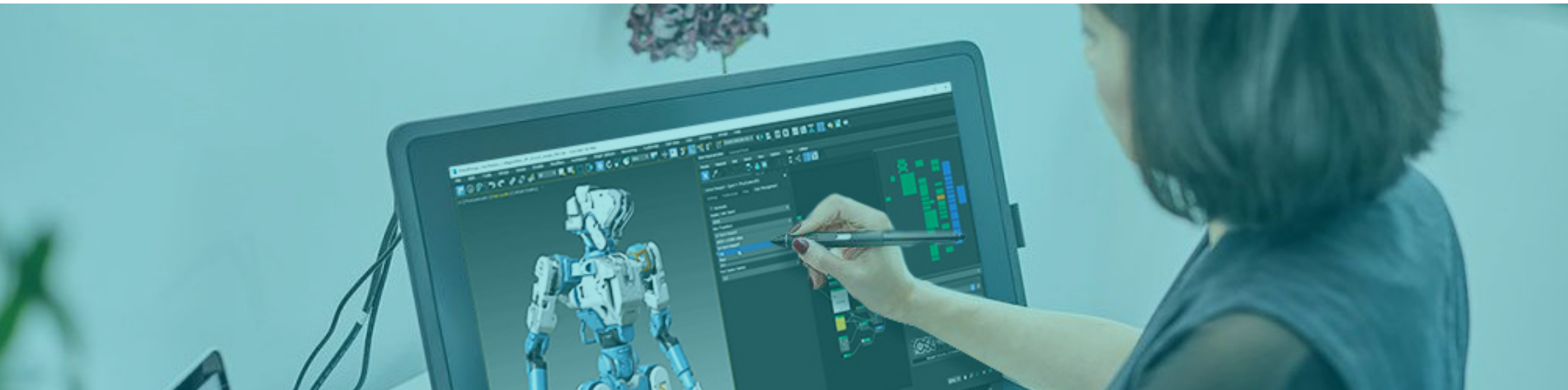
SAE Institute offers a very unique training experience and utilizes tools vastly used in the media field, giving each participant one-to-one coaching sessions along with an unforgettable experience.

We make our programs tailored to each company, offering pre-course plans, briefing and also post course feedback ensuring the return on investment is tangible in the form of the achieved skills.

Our unique approach and training capabilities has been used by many organizations ranging from the UAE government sectors as well as Retail, Marketing, Broadcast and Enterprises sectors.



# ANIMATION



# 3D ANIMATION

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This 3D Animation course teaches the fundamental tools required to complete an animated project using industry-standard software.

Students will learn Autodesk's powerful integrated 3D modeling, animation and rendering tools. Upon completion of the course, students will be able to apply basic animation techniques and concepts to create a static 3D image or animated sequence.

## WHO IS IT FOR

- Entry level students looking to pursue a full time study program in Animation
- Media professionals who are interested in extending their current skill set using Autodesk 3Ds Max

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Courses cater to two different age groups; 14-17 years old and 18 years old and above.

## OUTLINE

- 3DS Max interface
- Modeling & Animation
- Character poly modeling
- Introduction to materials
- Texturing and UV workflow
- Character studio: rigging & animating
- Introduction to lighting
- 3DS Max rendering
- Mental ray and HDRI



# DIGITAL ILLUSTRATION

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This is an introductory short course to principles of digital illustration in a comic book and animation style. The contents are focused on fine art principles and methods on how to integrate these techniques into a digital workflow.

## WHO IS IT FOR

- Creative individuals who wish to transition from traditional to digital illustration
- Media professionals wanting to develop their technical abilities in a digital format

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## OUTLINE

- Draw and paint digital characters from start to finish
- Create believable environments
- Master the Photoshop User Interface for Illustration
- Create illustrations in a number of different styles



AUDIO



# ABLETON LIVE PRODUCTION

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This provides an opportunity for music enthusiasts to unleash their passion for sound on the best music equipment, training with international industry professionals. The course is designed to focus students' learning experience as much as possible on the practical use of computer sequencing, MIDI programming, and hard disc recording. Students receive professional training focused on industry standard electronic music applications such as Ableton Live.

## WHO IS IT FOR

- All creatives with a passion for producing music

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## OUTLINE

- Introduction to Ableton Live
- Understanding visual interface (Menu, Browser, tools and functions)
- Understanding of the Session view and Arrangement View
- Software workflow
- Midi and Audio channels
- Creating Clips
- Create Rhythms with Drum Rack
- Building your own Drum Racks



# ELECTRONIC MUSIC PRODUCTION

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This offers a chance for electronic music enthusiasts to channel their fervor for sonic exploration using top-tier music equipment, guided by acclaimed experts from the industry. The program is crafted to center students' educational journey around hands-on applications of computer sequencing, MIDI programming, and hard disk recording techniques.

## WHO IS IT FOR

- Aspiring electronic music producers
- Newcomers to electronic music production
- Audio engineers who would like to get an understanding of electronic music

## SOFTWARE USED

Ableton Live 10/11

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## OUTLINE

- Intro To DAWs (Digital Audio Workstations)
- Dynamics & Effects
- Song structure, analysis & composition
- Intro to MIDI
- Sound Synthesis
- Basic sound mixing concepts

# INTRODUCTION TO DJ

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This course teaches the fundamental skills and techniques required to become a DJ. This includes understanding the decks, understanding audio quality, and music organization.

This course is ideal for students who have never touched DJ equipment before but are hoping to make a profession or enjoy the art of beat matching and mixing.

## WHO IS IT FOR

- Anyone who is passionate about DJ-ing
- Anyone who wants an edge on existing techniques

## SOFTWARE USED

Serato, Traktor, Virtual DJ, MixVibes, RekordBox, Engine, Torq

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## OUTLINE

- Introduction to equipment setup
- Understanding beats, bars, rhythms & phrasing
- Beat matching
- Analogue mixing techniques
- Digital Mixing techniques



# AUDIO ENGINEERING

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This course merges theoretical, technical, and practical audio recording and mixing skills with essential understanding of recording studio equipment. Students learn sound theory, microphone techniques, recording workflow, signal processing, console operation, software editing, DAW usage, and industry-standard software. It also covers hands-on soldering for audio cables and connectors.

## WHO IS IT FOR

- Budding musicians or producers who are recording or composing in home studios
- Those who are considering a career in audio and want to sample a piece of the bachelor's degree
- Post-production professionals who want to improve the quality of their dialogue, music and effects tracks

## SOFTWARE USED

Pro Tools

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Courses cater to two different age groups; 14-17 years old and 18 years old and above.

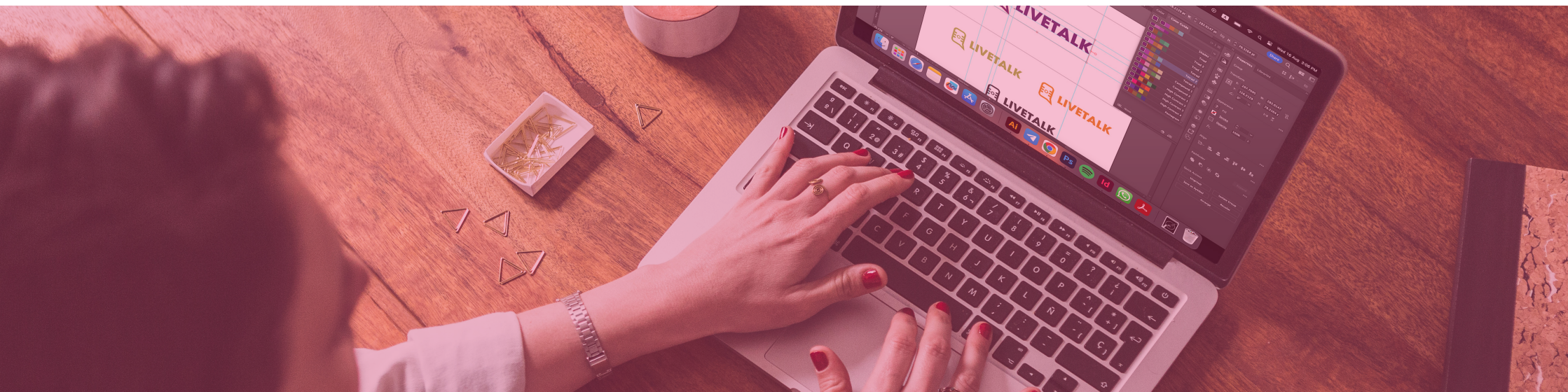
## OUTLINE

- Principles of Sound and Pro Tools Introduction
- Vocal Editing & Post Production
- Audient
- Drum Recording
- Pro Tools Editing & Mixing Audio
- Final Production and Mixdown





DESIGN



# GRAPHIC DESIGN

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This course will give you an overview of the complete professional production process: from the development of visual concepts, project planning and pitching to the design implementation in professional graphic software. The course equips you with professional skills enabling you to create and design your own publications for print.

## WHO IS IT FOR

- All creatives with a passion for visual communication
- Individuals who need to prepare a portfolio for a full time Graphic Design study program
- Entrepreneurs wanting to design corporate graphics like logos, business cards, and ads

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Courses cater to two different age groups; 14-17 years old and 18 years old and above.

## SOFTWARE USED

Adobe Photoshop, Adobe InDesign, Adobe Illustrator.

## OUTLINE

- Design Principles & Project Management
- Typography & Color Theory
- Visual Communication
- Professional skills in Adobe Photoshop, Adobe Illustrator and Adobe InDesign
- Logo Design, business cards, letterheads, advertisements, brochures and posters



# UI/UX

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

The course will provide a comprehensive overview of User Experience (UX) and User Interface (UI) design. It will brush over design thinking, target audience/ empathy mapping, user journey, paper prototyping, wireframing, and UI design. These will be learned in a project-based environment where the students have some flexibility in picking their project.

## WHO IS IT FOR

- 17 years and above
- This course is designed for people that are interested in understanding the flow of developing applications from ideas to prototypes

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## SOFTWARE USED

Figma

## OUTLINE

- What is UX and what is UI?
- What is design thinking
- Customer experience and UI/UX
- Target Audience / personas and empathy mapping
- User Journey Maps
- Intro to Figma interface
- Wireframing in Figma
- Basic prototype
- UX design in Figma
- UI design in Figma

# SOCIAL MEDIA CONTENT CREATION

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This course introduces essential skills for crafting effective, on-the-go social media content and leveraging it for optimal outcomes. Students gain insight into diverse multimedia and developing an effective social media strategy to enhance brand visibility and gain followers.

## WHO IS IT FOR

- 16 years and above
- Individuals who want to gain an understanding of social media creative content creation

## ENTRY REQUIREMENTS

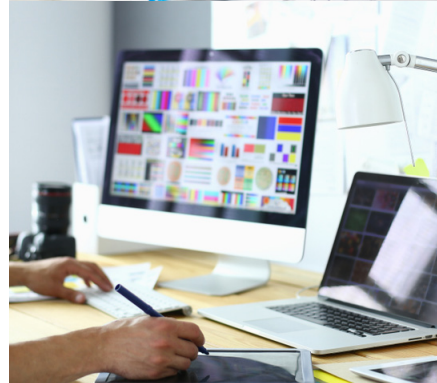
There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## SOFTWARE USED

Smartphone with the ability to download apps

## OUTLINE

- Create quality tailored social media content
- Understand your target audience and content formats for your business
- Create a smart social media content strategy
- Create weekly social media content calendars
- Manage and upload created content onto social media platforms



# DIGITAL MARKETING

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This course covers essential brand promotion channels in the region: Social Media, SEO, Google Ads, Email Marketing, and AI. Employing tactical methods backed by analytics drives awareness, leads, and conversions. Vital for success is delivering to customers' needs at the right time and place. The course features cutting-edge marketing techniques and tools for actionable business growth.

## WHO IS IT FOR

- 17 years and above
- Anyone who wants to launch an e-commerce store or entrepreneurs seeking new marketing leads

## ENTRY REQUIREMENTS

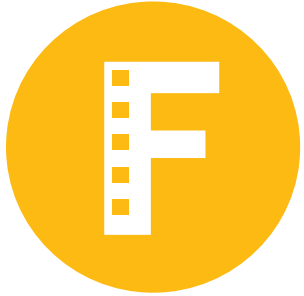
There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## SOFTWARE USED

Facebook Business Manager, Google Ads, Shopify

## OUTLINE

- Comprehensive coverage: SEM, PPC, SEO
- Google Search & Display Ads
- Email marketing and strategy
- Google Analytics & tools
- Social media intro, strategy, content
- Social media tools & platforms
- Facebook Business Manager
- E-commerce development & basics
- Social media for E-commerce
- Domain, hosting, website types & Shopify



FILM





# VIDEO EDITING

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This course imparts essential skills for today's video editing industry. Practical training emphasizes time-tested editing principles and video technology fundamentals. Learn Premiere Pro basics and industry-recognized editing techniques.

## WHO IS IT FOR

- Media professionals who want to learn new techniques and broaden their skill set in industry-standard software
- Individuals interested in editing various types of video or short film projects

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## SOFTWARE USED

Adobe Premiere Pro

## OUTLINE

- Introduction to Video editing
- Art of Storytelling
- Fundamentals of Premiere Pro
- Rules of Editing
- Multicam Video Editing
- Basic Fundamentals of Color Correction and Grading
- Importance of Foley in Audio



# VIDEOGRAPHY

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

The course is designed to introduce students to the camera, acquiring practice and guidance towards video proficiency increasing their ability to perform under real-time pressure and have a deeper understanding of video gear and their various uses and how they lead to a faster turnaround.

## WHO IS IT FOR

- 17 years and above
- Video creators at any level can benefit from this course, whether you're just starting out or have experience but just need more direction.
- Videographers looking to improve their work ethic and performance with a professional workflow.

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## SOFTWARE USED

Adobe Premiere Pro

## OUTLINE

- Introduction to the World of Videography
- Prep & Planning
- Creative Solutions
- Content & Commercial Work
- Online Content Creation
- Post Production
- Audio for Content
- Color and Distribution



# FILM MAKING

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This course teaches fundamental video production, from scripting to editing on a top application. It's hands-on, covering five production stages and industry tools. Students create short films, grasping Pre-production, Production, and Post-production skills.

## WHO IS IT FOR

- Anyone who wants to get substantial skills in filmmaking, such as basic camera handling, lighting, and editing
- Budding filmmakers with a passion for creating short films, movies, or documentaries

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Courses cater to two different age groups; 14-17 years old and 18 years old and above.

## SOFTWARE USED

Adobe Premiere Pro

## OUTLINE

- Scriptwriting
- Pre-production
- Working with film cameras
- Lighting techniques & Location shots
- Basic video editing
- Foley recording and voice recording
- Editing - basic color correction and editing
- Film Distribution Aspects



# PHOTOGRAPHY

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This photography course provides an overview of capturing still images from idea to composition, outdoor, and studio photography. It equips you to skilfully avoid relying on camera auto settings, exploring storytelling through images. Learn image capture with natural and studio lighting, covering portraits, products, and food. Delve into post-production basics and conclude with a creative photography portfolio.

## WHO IS IT FOR

- Photography enthusiasts who are looking to get the most out of their DSLR/semi professional cameras
- Individuals with a passion for photography who would like to get substantial skills in camera use, lighting and various types of photography

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Aimed at people aged 18 years old and above.

## SOFTWARE USED

Adobe Photoshop

## OUTLINE

- Introduction to the basics of Photography
- Composition and Storytelling
- Outdoor Daytime Photography
- Studio Photography
- Portraiture, Product and Food Photography
- Studio Lighting
- Basics of Photography Post Production.



**GAMES**





# GAMES DEVELOPMENT

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

This short course introduces students to the basics of development of video games on Unity3D and C#. The focus of this short course is quick prototyping and execution of games for PCs or Smartphones.

## WHO IS IT FOR

- Anyone interested in developing video games for a variety of platforms
- Individuals who are interested in developing interactive software for the purpose of games for various types of simulation or scientific visualization

## ENTRY REQUIREMENTS

There are no academic requirements to participate in this programme. Courses cater to two different age groups; 14-17 years old and 18 years old and above.

## SOFTWARE USED

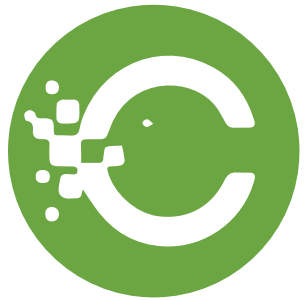
Unity 3D

## OUTLINE

- Basics of C# programming in Unity 3D and Mono
- 3D imagery with Maya and export/ import into Unity 3 D
- User Interface programming for Unity 3 D
- Interactive programming for objects
- Maths for Games Programming
- 3D imagery with Maya, developing scene levels
- Features of C#, arrays, hash tables and lists
- Introduction to Game Objects and their features
- Lighting, rendering techniques
- Physics simulation, Rigid bodies, and Particles Systems







AR / VR

**SHORT  
COURSES**





# DESIGNING INTERACTIVE VR EXPERIENCES

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

Learn to design interactive VR Experiences. Create prototypes, enable hand interactions, and sequence events for full VR immersion. Leverage 6D tracking and hand presence for lifelike training or gaming.

## WHO IS IT FOR

- Anyone who's 17 years & above who wants to design interactive VR Experiences

## ENTRY REQUIREMENTS

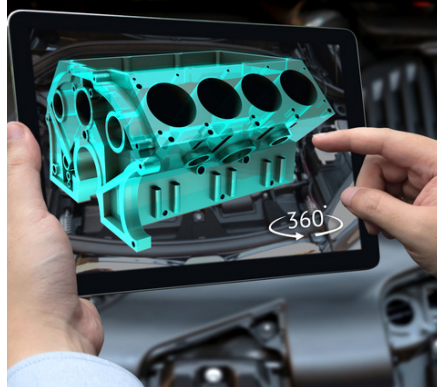
Some programming knowledge and age to be 17 years and above.

## SOFTWARE USED

Unity and Visual Studio & Meta Quest

## OUTLINE

- Interaction toolkits
- Unity XR Interaction toolkit
- SteamVR Interaction toolkit
- K-Interaction toolkit
- Physics based interactable
- Quest systems
- Quest systems with and interactable object



# ADVANCED VR SCRIPTING

## WHAT YOU NEED TO KNOW ABOUT THIS COURSE

In this course, you will learn how to implement more advanced behaviors like animatable interactive objects, custom quest elements, vector math and using the physics engine to create complex interactive components.

## WHO IS IT FOR

- Introduction to Virtual Reality
- Designing Interactive VR Experience

## ENTRY REQUIREMENTS

Some programming knowledge and age to be 17 years and above.

## SOFTWARE USED

Unity and Visual Studio & Meta Quest

## OUTLINE

- Outline
- Unity Physics engine
- Vector Math
- Vector Math 2
- New Input system
- Physics-based Interactable
- Object manipulation
- Ray-casting



SAE Dubai has the expertise, resources and capabilities to collaboratively customize training solutions which will be tailor-made to your organization. Our solutions can be flexed depending on the preferred content, dates, time and mode of teaching.

### **WHY CHOOSE SAE AS YOUR CREATIVE MEDIA TRAINING PARTNER?**

- Learn from industry practitioners and trainers with vast experience
- Ideal for working professionals with flexible training schedules
- KHDA-approved and licensed training programs
- High Return on Investment and Less Expensive
- Hands-on learning with industry-standard equipment and software
- Become part of a creative community and network
- Customized learning designed to suit individual needs



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