

DIPLOMA IN
MANGA ILLUSTRATION
マンガイラスト科

(N/0211/4/0190) (01/27) (MQA/FA15200)

DIPLOMA IN
3D ANIMATION
3Dアニメーション科

(N/0211/4/0002) (08/27) (MQA/PA15860)

CERTIFICATE IN
MANGA VISUAL ARTS
マンガビジュアルアート科

(N/0211/3/0002) (08/28) (MQA/FA16730)

日本デザイナー学院
マレーシア校

NIPPON DESIGNERS SCHOOL MALAYSIA COLLEGE

DK344(B)

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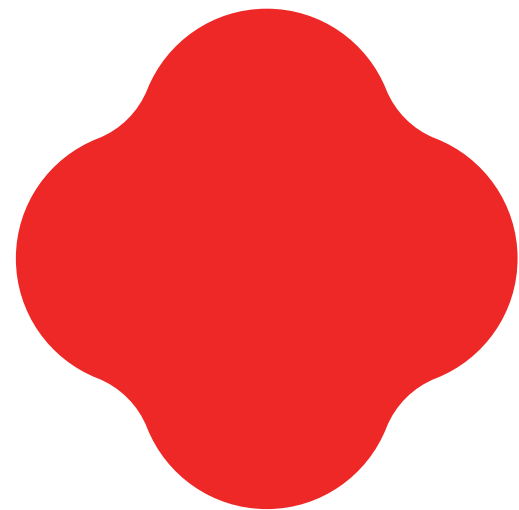
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哲学
Philosophy



JAPAN

プラスジャパン

We are Malaysia's first Japanese college, featuring guidance from Japanese lecturers and cooperation with our schools in Japan. By incorporating both Malaysian and Japanese education, we aim to create synergy in both countries and become a school that is truly one of its kind.

私たちは、マレーシア初の日本のカレッジであり、日本人講師による指導と日本の学校との連携を特徴としています。マレーシアと日本の教育を融合することで、両国にシナジーを生み出し、唯一無二の学校を目指しています。



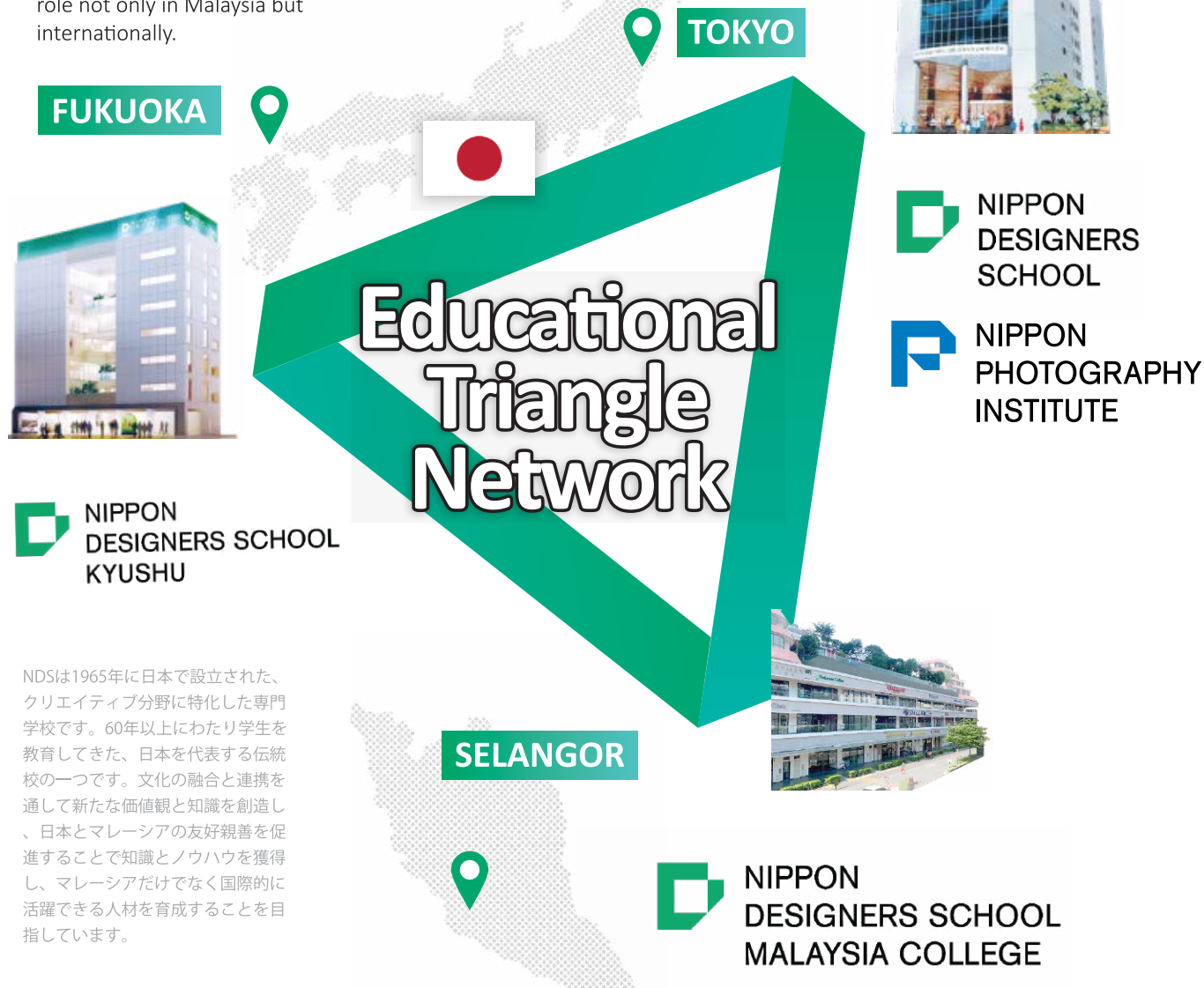
描くだけではもったいない！

A unique school in Malaysia

Education • Employment • Debut Support

NDS is a college that specializing in the creative fields, founded in Japan in 1965. We are one of Japan's leading traditional schools that has been educating students for over 60 years.

With the aim of creating new values and knowledge through cultural fusion and collaboration that acquire knowledge and know-how by promoting goodwill between Japan and Malaysia. We aim to develop students that can play an active role not only in Malaysia but internationally.



NDSは1965年に日本で設立された、クリエイティブ分野に特化した専門学校です。60年以上にわたり学生を教育してきた、日本を代表する伝統校の一つです。文化の融合と連携を通して新たな価値観と知識を創造し、日本とマレーシアの友好親善を促進することで知識とノウハウを獲得し、マレーシアだけでなく国際的に活躍できる人材を育成することを目指しています。



Real-time lesson connected with Malaysian & Japanese.



Exhibitions of artworks done by Malaysian & Japanese students.



Career support for both Malaysian & Japanese.

私たちの理念

Our Mission

Our school's mission is to provide high- quality education with an emphasis on creativity, novelty, thinking skills, to develop human resources that can create new socialization and trends.

私たちの使命は、創造性や独自性、思考力を重視した。質の高い教育を提供し、新たな社会化やトレンドを創り出す人材を育成することです。



QUICK NOTE

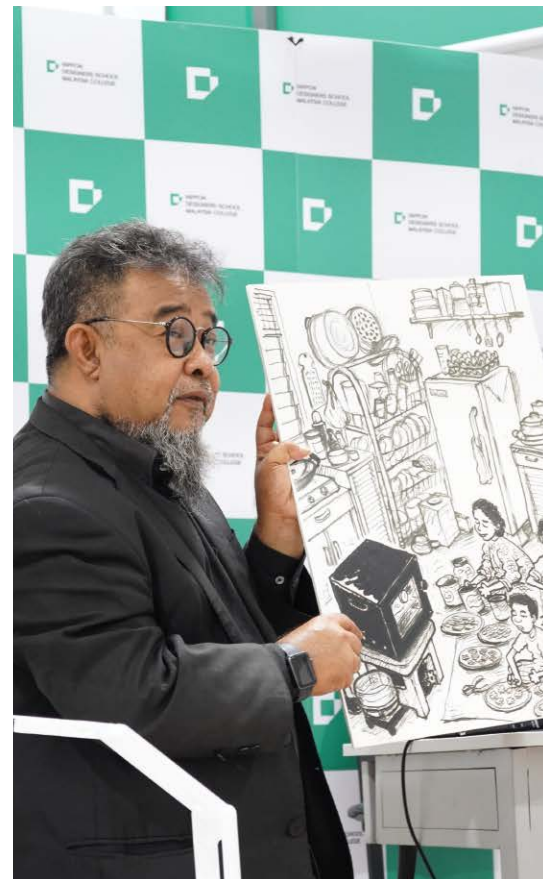
NDS launched to bridge knowledge sharing between Malaysia and Japan!
NDSはマレーシアと日本で知識を共有し、架け橋となることを目的に設立されました。

キャンパスの開校

The Start of the Campus

At our school opening ceremony (July 2022), Tun Dr Mahathir bin Mohamad and Ambassador of Japan Embassy, Mr. Takahashi attended! The history of our school has begun from here! We produce a new movement of both Malaysian and Japanese culture.

2022年7月の開校式では、マハティール元首相と日本大使館の高橋大使が出席されました!ここから私たちの学校の歴史が始まり、マレーシアと日本の文化を融合した新たなムーブメントを創出していきます。



Special Guest from Japan

日本からの特別ゲスト

Lemon Natsume

Professional illustrator that works in both digital and analogue artworks. Has collaborations with Japanese Holbein Paint. Currently teaching in NDS Kyushu.



Maki Ashiya

A Japanese painter & illustrator. She loves creating images with the sense of light and temperature that feel both cold and warm.



Yoshimi Kurata

Member of Manga Japan and a director of the Japan Cartoonists Association.



Daisuke Miyatsu

President of the Yokohama University of Art and Design. Popularly known as the Salaryman Collector, advocating art, education and Director of the Mori Art Museum.



Other notable guest names

Mitsuhiro Arita
KODANSHA
Yumihiko Amano

Japan's famous illustrator
Manga EDITOR
Character designer

UFO Table
Fumihiro Katadai
Tastuya Hattori
Inazuma Takashi

Animation Studio
Mecha Designer
Ceramic Artist & Figurines Designer
Manga Artist

Special Event Classes

特別イベントクラス

Our event classes immerse students in traditional and modern Japanese arts, from tea ceremonies to anime workshops, guided by experts.

特別クラスでは、茶道からアニメまで専門家の指導で日本の伝統と現代の芸術を体験できます。



夏祭り
DNatsu Matsuri



文化交流(マレーシアと日本)
Culture exchange MY & JP



和菓子作り
Wagashi making



Other notable events

Art feedback from mangaka
マンガ家からのフィードバック

Special lessons from Japan lecturers & professionals
日本のアーティストによる特別レッスン

Special exhibition in Japan
日本での特別展

Yobick character design
ヨービック キャラクターデザイン

自律するクリエイター

Indepedent Creators

NIPPON DESIGNERS SCHOOL is a vocational school specializing in the creative fields, founded in Japan in 1965. With two school buildings in Tokyo and Fukuoka, we are one of Japan's leading traditional schools that has been educating students for over 60 years. In that time, we have produced many graduates that have contributed to the Japanese creative market.

In 2022, we established the first Japanese creative college in Malaysia, NIPPON DESIGNERS SCHOOL Malaysia College, with the aim of creating new values through cultural fusion and promoting goodwill and friendship between Japan and Malaysia. We aim to create new creative trends and develop human resources that can play an active role not only in Malaysia but also internationally.

NIPPON DESIGNERS SCHOOLは、1965年に日本で創立されたクリエイティブ分野を専門とする職業学校です。東京と福岡に2つの校舎を持ち、60年以上にわたり学生を教育してきた日本を代表する伝統的な学校の一つです。この間、数多くの卒業生を輩出し、日本のクリエイティブ業界に貢献してきました。

2022年には、文化の融合を通じて新しい価値を創造し、日本とマレーシアの友好と親善を促進することを目的に、マレーシアに初の日本のクリエイティブカレッジ、NIPPON DESIGNERS SCHOOL Malaysia Collegeを設立しました。マレーシア国内はもちろん、国際的にも活躍できる人材を育成し、新たなクリエイティブトレンドを生み出すことを目指しています。

自律したクリエイター



7

日本デザイナースクールの強み

STRENGTHS OF NDS

Nippon Designers School continues to produce creators who are active in various industries, including famous designers, illustrators, and up-and-coming manga artist!

日本デザイナー学院（NDS）は、有名なデザイナー、イラストレーター、新進気鋭の漫画家を含む、様々な業界で活躍するクリエイターを輩出し続けています！



01

STRENGTH

Classes by Japanese & Malaysian Lecturers

日本人とマレーシア人講師による授業

Professional Malaysian and Japanese lecturers will be in charge of the lessons, blending creative education from both countries for global creative careers.

日本とマレーシアのプロ講師が指導し、両国のクリエイティブ教育を学ぶことで、グローバルなクリエイティブキャリアに備えます。



02

STRENGTH

Real-time Online Lessons

リアルタイムのオンライン授業

State-of-the-art technology enables live lessons by Japanese teachers, career guidance, and direct feedback, fostering connections between Malaysian and Japanese students.

最先端技術で、日本人講師によるライブ授業やキャリア指導、直接のフィードバックを実現し、日マ学生間の交流を促進します。

03

STRENGTH

Special Workshops & Seminars

特別ワークショップとセミナー

Students gain growth opportunities through workshops led by Japanese professionals, thanks to our sister schools' extensive networks.

姉妹校の広いネットワークを活かし、日本国内外の専門家によるワークショップを開催。学生の成長に繋がる貴重な機会です。



04

STRENGTH

Malaysia-Japan Exchanges

日本との交流

Interactive exchanges with our Japanese sister school create a unique learning environment for cross-cultural collaboration and creativity.

日本の姉妹校とのインタラクティブな交流が、異文化コラボレーションと創造性を育む特別な学びの場を提供します。



06

STRENGTH

Artist Debut & Exhibitions

アーティストデビューサポート

Excellent students have a chance to participate in the manga/ illustration reviews, get advice from professional editor and even an opportunity to exhibit artworks in Tokyo Art Museum.

優秀な学生は、マレーシアや日本の学校ギャラリー、さらには東京の美術館で作品を展示する機会があります。



05

STRENGTH

Internships & Study Trips to Japan

日本でのインターシップと研修旅行

Students can intern at Japanese studios, meet manga artists, and experience professional training through exchange programs.

日本のスタジオでのインターンシップやマンガ家との交流を通じて、プロフェッショナルな技術を学べます。

07

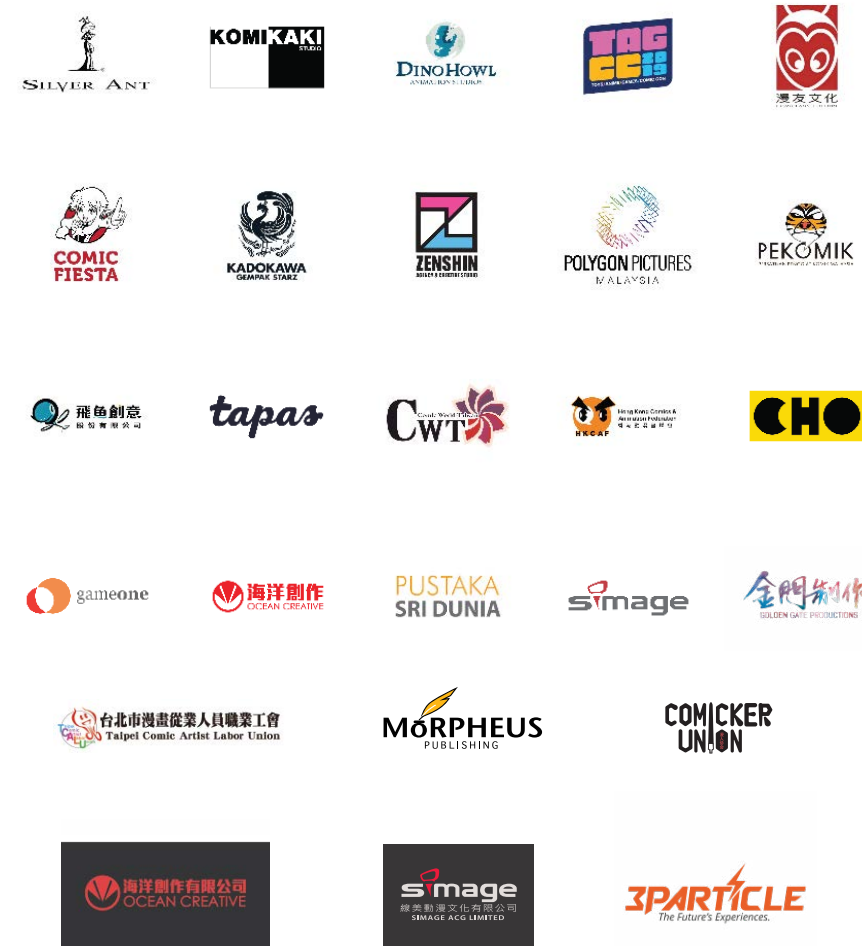
STRENGTH

Industry Collaboration

産学連携プロジェクト

Practical projects with creative companies help students tackle real-world challenges, enhancing their readiness for the professional world.

企業との実践的なプロジェクトで、クライアントの課題解決やデザイン制作、プレゼンテーション経験を積み、実社会で通用するクリエイターへと近づきます。





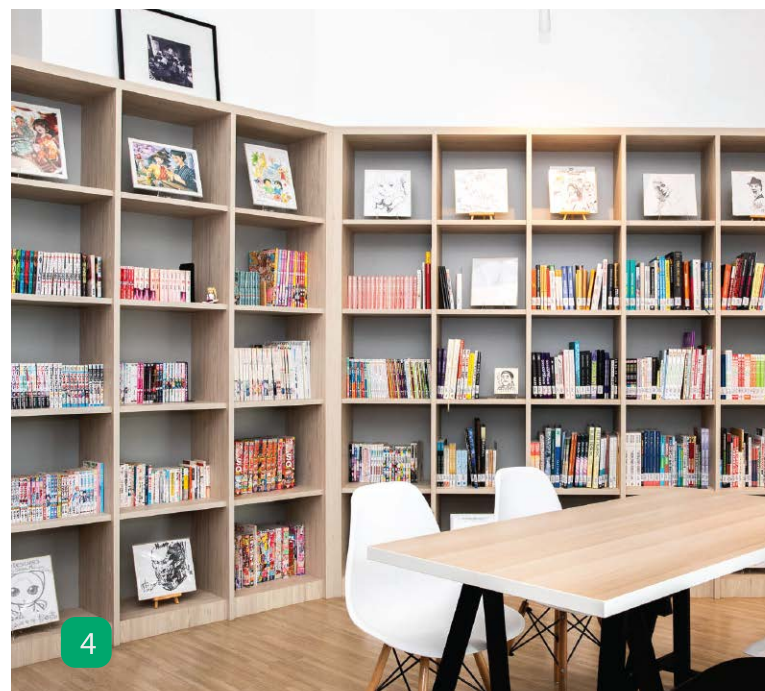
1



2



3



4



5



6

The Learning Environment

Cutting-edge Facilities

プロ仕様の機材で、プロに近づく学びを

1

Wacom Classrooms WACOM CINTIQ 22

A specialized classroom equipped with Wacom tablets for digital design and creative work.

デジタルデザインやクリエイティブ作業に必要なワコムタブレットが備えられた専門の教室です。

2

Digital Classroom HIGH-SPEC PC

A classroom with powerful High-Spec PCs designed for intensive creative tasks and multimedia production.

集中的なクリエイティブ作業やマルチメディア制作に対応した高性能PCを備えた教室です。

3

General Hall

A spacious area for student events and social gatherings, promoting community and collaboration.

学生のイベントや交流のための広いエリアで、コミュニティと協力を促進します。

4

Library

A quiet space with books and resources to support academic and creative work.

学術的およびクリエイティブな作業をサポートする静かなスペースです。

5

Gallery

A space for showcasing student work and talent.

学生の作品を展示するスペースです。

6

Student Device Support

A service allowing students to borrow laptops for coursework and projects.

学生が課題やプロジェクト用にノートパソコンを借りられるサービスです。



1

Datuk Lat
Creator of Kampung Boy



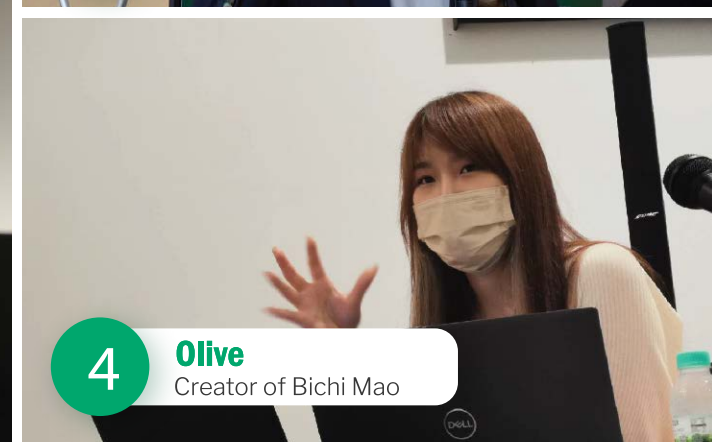
2

Michael Chuah
Comic Artist



3

Chinatsu Matsukura
Bandai Namco



4

Olive
Creator of Bichi Mao



The Learning Environment

Local Industry Guests

ローカルゲスト

Inviting local industry guests helps students gain insights into the regional creative landscape, build connections with potential employers, and understand market trends and opportunities specific to the local industry.

フィールドトリップは学生に創造的な環境での実践的な体験を提供し、業界の実務やプロフェッショナルネットワークについての理解を深める機会となります

The Learning Environment

Industry Field Trips

業界フィールドトリップ

Local industry field trips offer students hands-on experience in creative environments, helping them understand industry practices and expand their professional networks.

フィールドトリップは学生に創造的な環境での実践的な体験を提供し、業界の実務やプロフェッショナルなネットワークについての理解を深める機会となります。



The Learning Environment

Real Education

超実践教育

Students are given the opportunity to participate in competitions and real-world projects, gaining hands-on experience to build confidence and strengthen their portfolios for future careers.

学生はコンペティションや実際のプロジェクトに参加する機会を得ることで、実践経験を通じて自信を深め、ポートフォリオを強化します。

**From Malaysia to Japan and beyond,
NDS equips you with the skills, mindset,
and network to create without limits.**

マレーシアから日本、そしてその先へ。
NDSは限界を超えて創造するためのスキル、
マインドセット、そしてネットワークを
あなたに提供します

NDS Courses

NDSコース

Diploma in Manga Illustration

マンガイラストレーション科

(N/0211/4/0190) (01/27) (MQA/FA15200)

Learn manga storytelling and professional techniques.

マンガのストーリーテリングとプロの技術を学ぶ

Master both digital and traditional tools.

デジタルと伝統的なツールの両方を習得

Industry insights from experienced artists.

経験豊富なアーティストから業界の洞察を得る



Diploma in 3D Animation

3Dアニメーション科

(N/0211/4/0002) (08/27) (MQA/PA15860)

Create 3D models and animations for media.

メディア向けの3Dモデルとアニメーションを制作

Hands-on training with industry tools.

業界ツールを使った実践的なトレーニング

Build a portfolio for animation careers.

アニメーション分野でのキャリア向けポートフォリオを構築



Certificate in Manga Visual Arts

マンガビジュアルアーツ科

(N/0211/3/0002) (08/28) (MQA/FA16730)

Explore manga basics and visual storytelling.

マンガの基礎とビジュアルストーリーテリングを探究

Foundation for diploma program.

ディプロマプログラムの基礎

Develop essential creative skills.

クリエイティブスキルを開発する

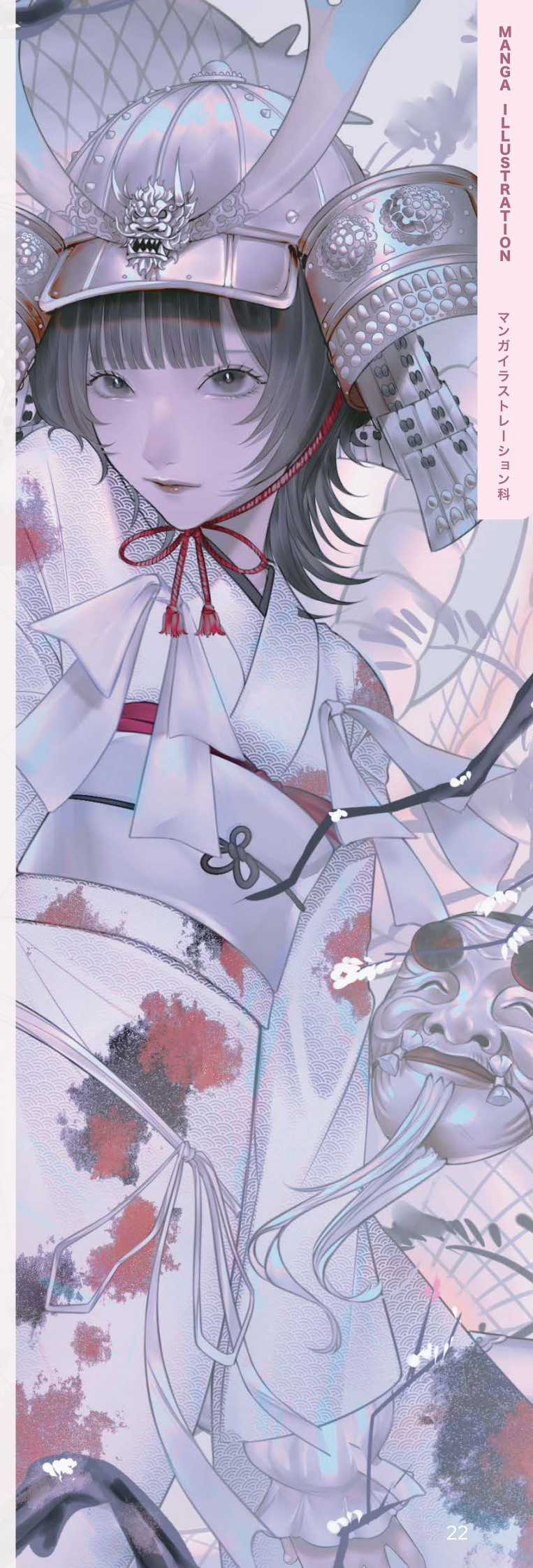


MANGA ILLUSTRATION

DIPLOMA IN

マンガイラストレーション科

(N/0211/4/0190) (01/27) (MQA/FA15200)



MANGA ILLUSTRATION
マンガイラストレーション科

プログラムの特徴 Program Features

POINT
01

Education that embodies imagination through manga output.

漫画制作を通じて想像力を具現化する教育

Students will not only learn to draw illustrations but also focus on specialized techniques for expressing their creativity as manga artists, including story creation and manga composition.

学生はイラストを描くだけでなく、漫画家としての創造力を表現するための専門的な技術、ストーリー作成や漫画構成についても学びます。

POINT
02

Digital drawing techniques adapted for various media.

様々なメディアに適応したデジタル描画技法

Our program teaches essential graphic software skills through digital drawing techniques for different media, preparing students with practical skills for various creative industries.

当校のプログラムでは、さまざまなメディアに対応したデジタル描画技法を通じて、学生に実践的なスキルを身につけさせ、幅広いクリエイティブ業界で活かせる準備をします。

POINT
03

A globalised curriculum, Japan and Malaysia

日本とマレーシアのグローバルカリキュラム

To foster a well-rounded perspective, students will benefit from expert lectures and hands-on training provided by our partner companies and creators from both Japan and Malaysia.

幅広い視野を養うために、学生は日本とマレーシアのパートナー企業やクリエイターによる専門的な講義と実践的なトレーニングを受けることができます。



DIPLOMA IN MANGA ILLUSTRATION

漫画イラストレーション

(N/0211/4/0190) (01/27) (MQA/FA15200)

2 YEARS AND 8 MONTHS

In this programme, students will enhance their creativity through manga and illustration, using proven methods from the long-established Manga Department of NIPPON DESIGNERS SCHOOL. With a curriculum blending Japanese and Malaysian cultures, we aim to nurture creators ready for both local and global opportunities.

このコースでは、日本の長い歴史を持つNIPPON DESIGNERS SCHOOLの漫画学科の方法論を基に、漫画とイラスト制作を通じて創造力を高めます。日本とマレーシアの文化を融合させた実践的なカリキュラムで、地元と国際的な両方で活躍できるクリエイターを育成します。

CAREER OPPORTUNITIES

キャリアの可能性

- Manga Artist
漫画家
- Manga Artist Assistant
漫画家アシスタント
- Illustrator
イラストレーター
- Character Designer
キャラクターデザイナー
- 2D Game Designer
2Dゲームデザイナー
- Concept Artist
コンセプトアーティスト
- Animator
アニメーター
- Novelty Goods Designer
ノベルティグッズデザイナー

With the opening of Nippon Designers School Malaysia College, Japanese comic training materials and systems have been introduced, marking a significant step for Malaysia's comic industry. We aim to combine the strengths of Japan and Malaysia to nurture new talent and elevate Malaysian comics.

NIPPON DESIGNERS SCHOOL マレーシアカレッジの開校により、日本の漫画教育システムが導入され、マレーシアの漫画業界にとって大きな一歩となります。日本とマレーシアの強みを活かし、新しい才能を育成し、マレーシアの漫画を次のレベルへと押し上げましょう。

A WORD FROM LAU SHAW MING

ラウ・シャウ・ミン
からの言葉



クラスの特徴

Class Features

POINT
01

Draw Your Own Manga from Scratch

理想の漫画をゼロから描こう

Whether you're a beginner or experienced, we provide full support in both drawing and story creation. You'll learn to create side-scroll and vertical-scroll manga, allowing you to publish on various platforms. With your original works, there's even a chance to debut professionally while still in school!

初心者から経験者まで、絵の描き方やストーリー作りをしっかりサポートします。横スクロールや縦スクロールの漫画を制作し、さまざまなプラットフォームに投稿するスキルを習得できます。オリジナル作品で在学中にプロデビューを果たすチャンスもあり!!



POINT
02

Master Graphic Software Essentials

グラフィックソフトの基礎を習得

In addition to CLIP STUDIO PAINT, you'll gain skills in Adobe Photoshop and Illustrator. Explore your creativity by designing game characters or novelty goods using your illustrations. These foundational skills are key to thriving in the creative industry.

CLIP STUDIO PAINTに加え、Adobe PhotoshopやIllustratorのスキルも習得します。イラストを活かしてゲームキャラクターやノベルティグッズを制作するなど、創造力を広げるチャンスです。これらの基本スキルは、クリエイティブ業界で成功するための鍵となります。



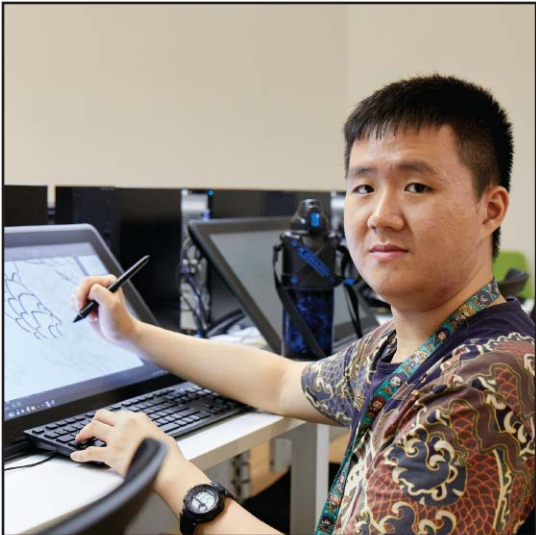
POINT
03

Develop Your Unique Identity as a Creator

クリエイターとしてのアイデンティティを磨く

How you use your skills is entirely up to you. By learning about industry trends in Japan and Malaysia, you can discover the best ways to express yourself as a creator and build your own path.

スキルの活用方法はあなた次第。日本とマレーシアの業界動向を理解し、自分らしい表現方法を見つけ、自分の道を切り開きましょう。



Course Syllabus

コースシラバス

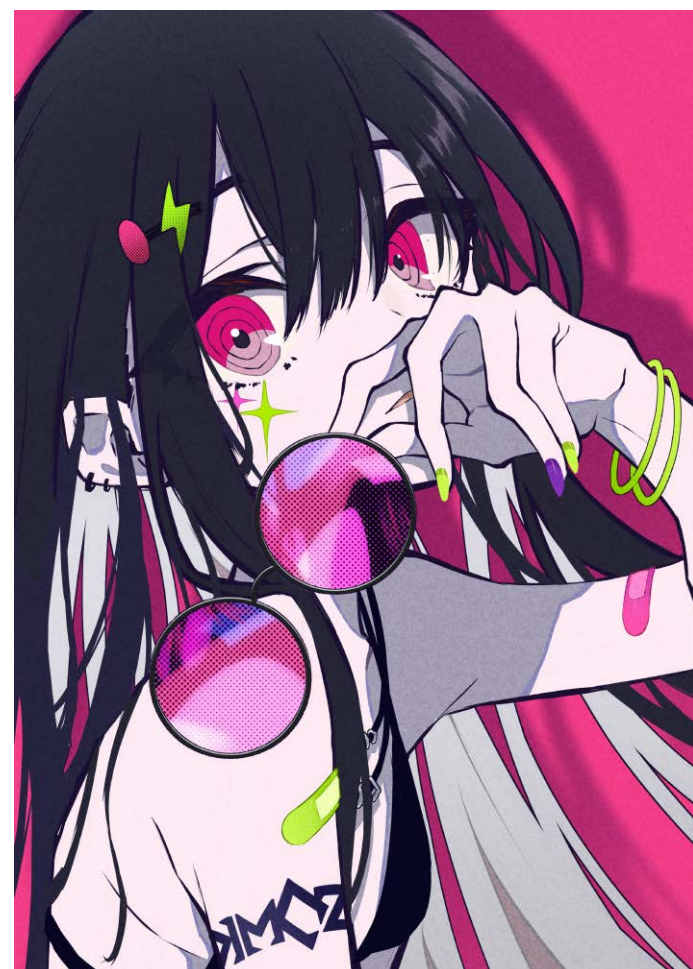
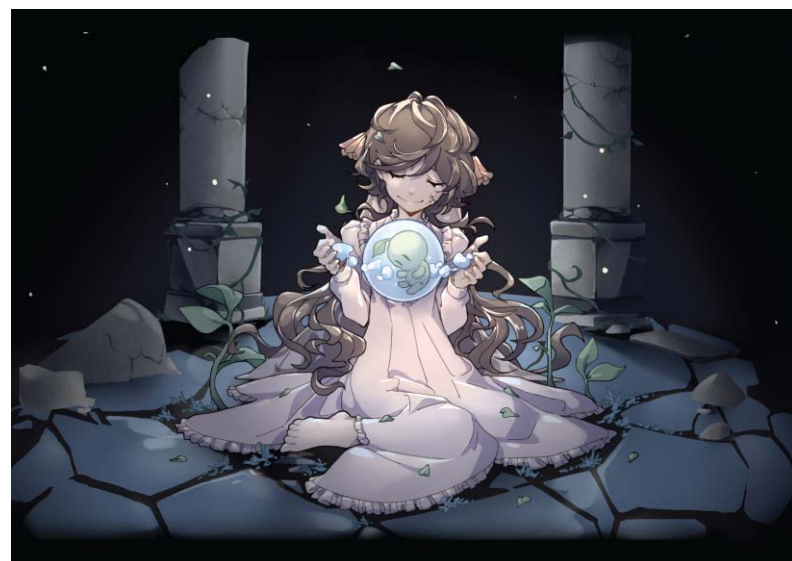
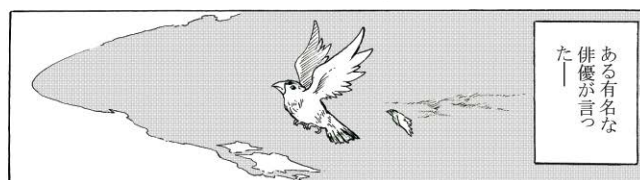
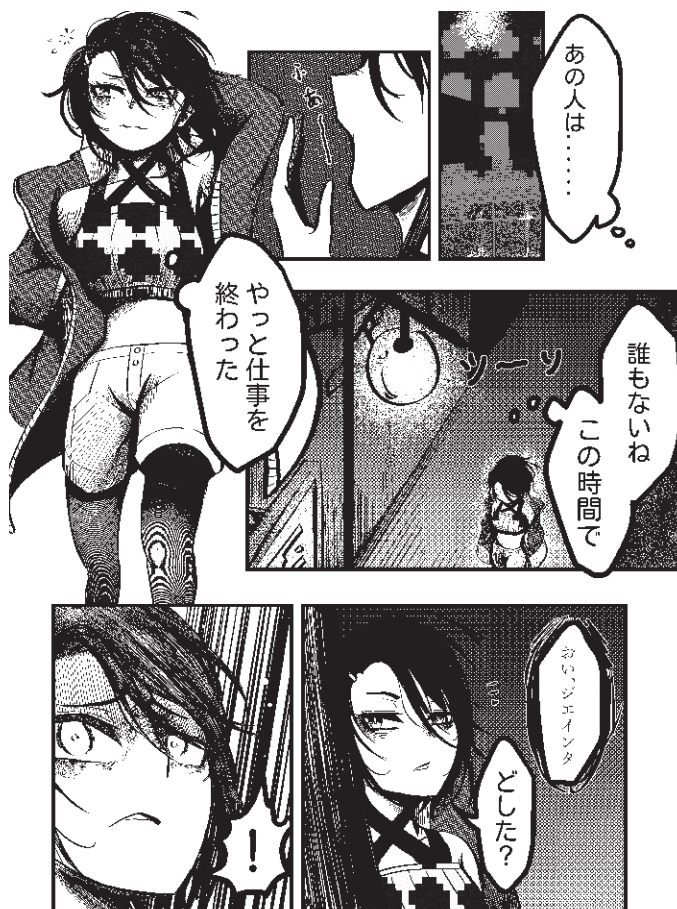
YEAR	SEMESTER	COURSE CATEGORY	SUBJECTS
YEAR 1	SEMESTER 1	Major	Sketching and Figure Drawing Drawing 1 Introduction to Clip Studio Paint Introduction to Photoshop Introduction to Manga
		Common	English Communication
	SEMESTER 2	Major	Figure Studies for Manga Drawing 2 Digital Illustration Painting Story Exploration for Manga Colour Studies
		Common	Introduction to Japanese Language
	SEMESTER 3	Elective*1	Background Studies Self-Management Skills
		Common	Introduction to Japanese Culture
YEAR 2	SEMESTER 1	Major	Introduction to Illustrator Fundamentals of Design Digital Manga Character Design Storytelling
		MPU	Bahasa Kebangsaan A (National Language A)
	SEMESTER 2	Major	Novelty Goods Design Malaysian Comic Staging and Dialogue Studies Webcomic Studies
		Common	Philosophy & Current Issues
	SEMESTER 3	Elective*1	Digital Entrepreneurship Skills Professional Business Practice Pre-production: Concept art Introduction to Blender
		MPU	Media dan Masyarakat (Media and Society)
YEAR 3	SEMESTER 1	Major	Idea Planning and Proposal Portfolio Building Graduation Work
		MPU	Community Service Responsibilities / Kursus Intergriti & Anti Rasuah
	SEMESTER 2	Major	Internship

Course listed in each semester are subject to changes.

*1 Elective Course: Choose only (1) from the three options.

学生作品

Student Creations



Student Testimonial

学生の声



Aiman bin Zaid
Manga Illustration student

I'm surprised at the resources that NDS provides. As a person with no background in art studies, NDS has helped me achieve a lot more than I thought I could.

NDSが提供するリソースには驚きました。美術の学習経験がない私でも、NDSのおかげで想像以上の成果を達成することができました。



Izzatul Humairah Binti Hazmirul
Manga Illustration student

NDS has greatly influenced my artistic journey, especially so for my passion in illustration and Japanese art and culture. Previously graduated in landscape architecture, I find that the college never ceases to encourage me to further explore art and design and has not only pushed me beyond my abilities, NDS has also allowed me to pursue my dreams and make my passion a profession!

NDSは私のアートの道に大きな影響を与えてくれました。特に、イラストや日本のアートと文化への情熱を深めるきっかけとなりました。以前はランドスケープアーキテクチャを専攻していましたが、この学校は常に新しいアートやデザインの可能性を探求するよう励ましてくれます。自分の能力を超える挑戦をさせてくれるだけでなく、NDSのおかげで夢を追いかけて、情熱を職業にすることができました！

DIPLOMA IN 3D ANIMATION 3Dアニメーション科

(N/0211/4/0002) (08/27) (MQA/PA15860)





DIPLOMA IN 3D Animation

3Dアニメーション

(N/0211/4/0002) (08/27) (MQA/PA15860)

2 YEARS AND 8 MONTHS

The Diploma in 3D Animation Design equips students with essential skills and knowledge for the dynamic world of 3D animation. By combining creative tools, new media technologies, and hands-on projects, students build a strong foundation and create professional portfolios. This program prepares graduates for careers in CGI movies, TV, gaming, advertisements, and extended reality.

3Dアニメーションデザインのディプロマは、3Dアニメーションの世界で活躍するために必要なスキルと知識を提供します。クリエイティブツールや新しいメディア技術を活用し、実践的なプロジェクトを通じて基礎を固め、プロフェッショナルなポートフォリオを作成します。このプログラムは、CGI映画、テレビ、ゲーム、広告、拡張現実などの分野でのキャリアに備えます。

CAREER OPPORTUNITIES

キャリアの可能性

- 3D Generalist
3Dジェネラリスト
- 3D Animator
3Dアニメーター
- 3D Character Artist
3Dキャラクターアーティスト
- 3D Environment Artist
3D環境アーティスト
- 3D Texture Artist
3Dテクスチャアーティスト
- Lighting & Rendering Artist
ライティング&レンダリングアーティスト
- VFX Artist
VFXアーティスト
- Concept Artist
コンセプトアーティスト
- Storyboard Artist
ストーリーボードアーティスト

The journey to becoming a 3D Animator starts with a hint of passion, sustained by hard work, brave to stand out and finally taking pleasure in the creative works achieved. All of us here are excited to be part of your journey as you take the first step. Out with the old and in with the bold!

3Dアニメーターになる旅は、情熱のひらめきから始まり、努力によって支えられ、勇気を持って際立ち、最終的には達成した創造的な作品を楽しむことへと続きます。ここにいる私たちは、あなたが最初の一步を踏み出すその旅の一部になることを楽しみにしています。古いものに別れを告げ、新しい挑戦に踏み出しましょう！



A WORD FROM
LEROY FONG

レロイ・フォング
からのメッセージ

Program Features

プログラムの特徴

POINT
01

Industry-Based Curriculum

実践重視のカリキュラム

Our curriculum was co-designed with one of Malaysia's leading 3D animation studios to align education with real-world industry demands. This collaboration bridges skill gaps and ensures students are job-ready.

本カリキュラムは、マレーシアのトップ3Dアニメーションスタジオとの共同設計により、実際の業界ニーズに対応する教育を実現しました。この連携により、スキルのギャップを埋め、即戦力となる人材を育成します。



POINT
02

Multicultural and Collaborative Learning

多文化的で協力的な学習

Students benefit from a global perspective by working alongside professionals and academics from Japan and Malaysia, fostering teamwork and real-world problem-solving skills in the classroom.

日本とマレーシアのプロフェッショナルや学者と協力することで、学生はグローバルな視点を学び、教室でのチームワークと実践的な問題解決スキルを養います。



POINT
03

Hands-On Industry Projects

実践的な業界プロジェクト

Through project-based learning, students tackle real-world challenges to gain practical skills and experience, making education both engaging and impactful.

プロジェクトベースの学習を通じて、学生は実社会の課題に取り組み、実践的なスキルと経験を得ることで、学びをより魅力的で効果的なものにします。

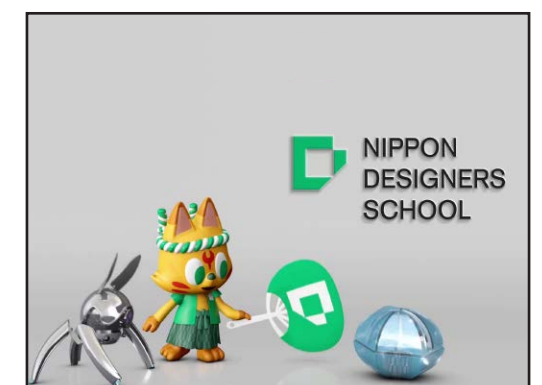
POINT
04

Beyond 3D Animation

3Dアニメーションを超えて

This program opens doors to careers in animation, gaming, visual effects, and beyond, equipping students with the versatile skills needed to excel in the creative field.

このプログラムはアニメーション、ゲーム、VFXなど幅広い分野でのキャリアへの道を開き、どんなクリエイティブ業界でも活躍できる多様なスキルを学生に提供します。



Class Features

クラスの特徴

POINT
01

Applying Industry Pipeline.

業界のパイプラインを理解する

Beginners can understand the industry's pipeline better from the start to end, allowing them to execute the projects with quality work.

初心者でも業界のパイプラインを最初から最後までより深く理解できるように、質の高いプロジェクトを適切に実行できるようになります。

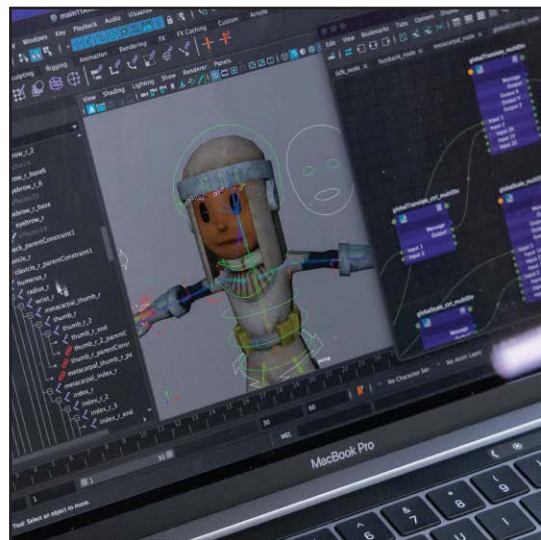
POINT
02

Master Modelling Essential Techniques.

モデリングテクニックの基本をマスター。

In addition to AUTODESK MAYA, you'll gain skills in Adobe Substance Painter and Zbrush. Explore your creativity in creating character models, environment and more.

AUTODESK MAYAに加え、Adobe Substance PainterとZbrushのスキルも習得します。キャラクターモデルや背景など、様々なモデリングを通して、創造性を探求しましょう。

POINT
03

Develop Your Unique Identity as a Creator

クリエイターとしてのアイデンティティを磨く

How you use your skills is entirely up to you. By learning about industry trends in Japan and Malaysia, you can discover the best ways to express yourself as a creator and build your own path.

スキルの活用方法はあなた次第。日本とマレーシアの業界動向を理解し、自分らしい表現方法を見つけ、自分の道を切り開きましょう。



Course Syllabus

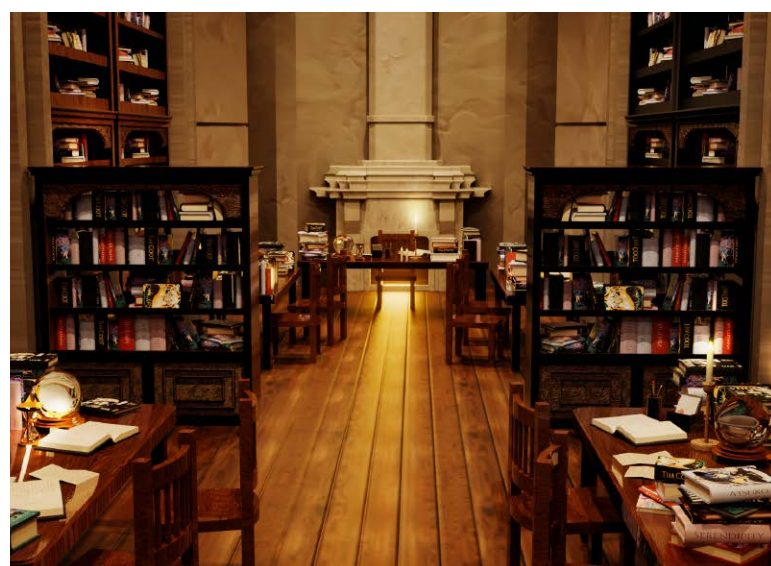
コースシラバス

YEAR	SEMESTER	COURSE CATEGORY	SUBJECTS
YEAR 1	SEMESTER 1	Major	2D Digital Animation CGI Foundation Sketching & Figure Drawing
		Common	Introduction to Japanese Language
		MPU	English Communication
	SEMESTER 2	Major	3D Animation 1: Kinematic Studies Story 1: Storyboarding Pre-production: Concept Art 3D Modeling 1: Environment Art
		MPU	Bahasa Kebangsaan A (National Language A)*2
	SEMESTER 3	Major	Story 2: Cinematography
		Elective*1	Background Studies Self-Management Skills
		Common	Introduction to Japanese Language
YEAR 2	SEMESTER 1	Major	Lighting & Rendering 3D Modeling 2: Character Art 3D Animation 2: Dynamic Studies Rigging Essentials
		Major	Japanese Design Approach
		MPU	Philosophy & Current Issues
	SEMESTER 2	Major	VFX: Compositing Editing Essentials 3D Character FX Simulation 3D Modeling 3: Creature Art 3D Animation 3: Performance Studies
	SEMESTER 3	Major	Rendering Techniques
		Elective*1	Digital Entrepreneurship Skills Professional Business Practice Introduction to Blender
		MPU	Media dan Masyarakat (Media and Society)
YEAR 3	SEMESTER 1	Major	VFX: Dynamics & Simulations Idea Planning and Proposal Portfolio Building Graduation Work Production Management & Pipeline Studies
		MPU	Community Service Responsibilities/ Kursus Integriti & Anti Rasuah
	SEMESTER 2	Major	Industrial Training

Course listed in each semester are subject to changes.

*1 Elective Course: Choose only (1) from the three options.

Student Creations



Student Testimonial

学生の声



Nor Hilman Amri Bin Shaiful Amri
3D Animation student

I have been meaning to change my field of work to fully involve myself in 3D design and animation. Fortunately I found NDS, enrolling here has tremendously helped me improve my skills in the 3D field, my creativity and helped me visually represent my ideas despite formerly being in a more technical field

私は以前はより技術的な分野にいましたが、3Dデザインとアニメーションに完全に携わるために転職を考えていました。幸運にもNDSを見つけ、入学したことで、3D分野でのスキルや創造力が飛躍的に向上し、自分のアイデアを視覚的に表現できるようになりました。



Salma Binti Yusup
3D Animation student

I chose NDS mostly because of its +Japan opportunities. Ever since becoming a student here, I've been able to benefit a lot from the +Japan events held actively in NDS. Not to mention I have a deep interest to learn about Japan, its language as well as its culture, so NDS aligns with what I mostly want to pursue. With the help from dedicated lecturers, I am able to thrive in my 3DA learning event though previously I worked in a field unrelated to art and has no background in art nor animation. So I'm currently happy with my decision of choosing NDS for my studies.

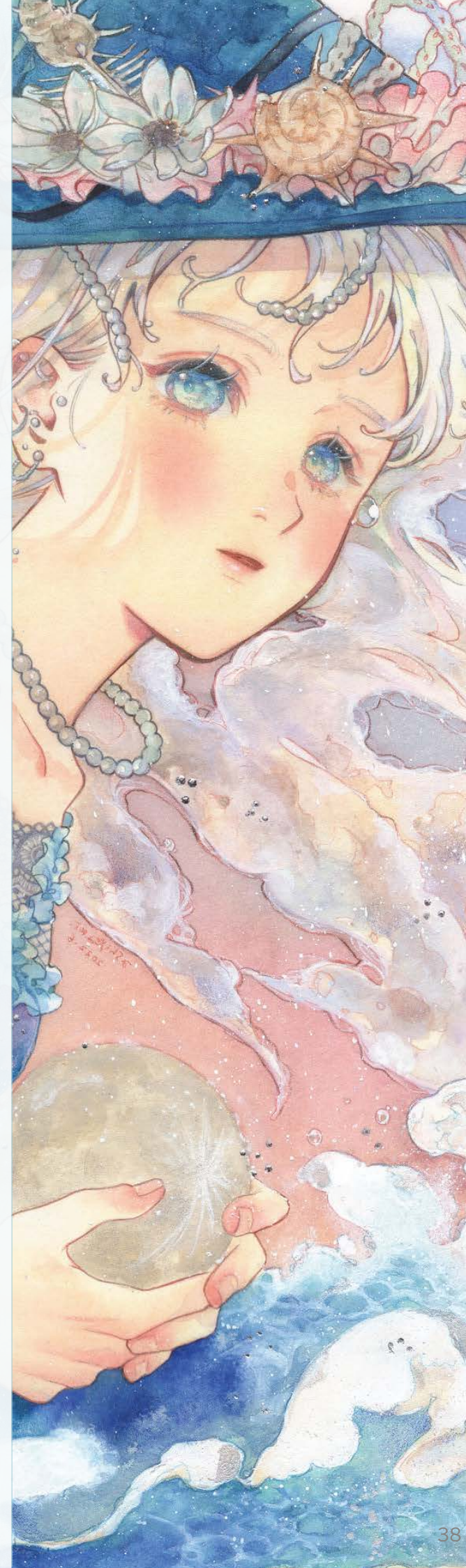
私がNDSを選んだ理由の一つは、「+Japan」の機会が豊富だからです。NDSの学生になってから、積極的に開催される「+Japan」のイベントから多くの恩恵を受けることができました。日本やその言語、文化に深い興味があり、NDSは私が追求したいことと一致しています。熱心な講師陣のサポートのおかげで、以前は美術やアニメーションの経験がなく、全く異なる分野で働いていましたが、3DAの学習を順調に進めることができます。NDSを選んで良かったと、今は本当に満足しています。

MANGA VISUAL ARTS

マンガビジュアルアート科

CERTIFICATE IN

(N/0211/3/0002) (08/28) (MQA/FA16730)



MANGA VISUAL ART

マンガビジュアル科



CERTIFICATE IN
MANGA VISUAL ARTS

マンガビジュアルアート

(N/0211/3/0002) (08/28) (MQA/FA16730)

1 YEAR 4 MONTHS

This course is a compact programme to introduce the professional practise of Manga, Illustration and Animation. Upon successful completion, students can progress to undertake the Diploma in Manga Illustration or Diploma in 3D Animation here.

このコースは、マンガ、イラストレーション、アニメーションの専門的な実践を紹介するコンパクトなプログラムです。修了後、学生はマンガイラストレーションのディプロマまたは3Dアニメーションのディプロマに進学することができます

Course Syllabus

コースシラバス

YEAR	SEMESTER	COURSE CATEGORY	SUBJECTS
YEAR 1	SEMESTER 1	Major	Drawing 1 Introduction to Digital Imaging Introduction to Digital Graphics Colour Studies Figure Drawing
		Common	English Communication
	SEMESTER 2	Major	Story Exploration for Manga
		Elective*1	Background Studies Self Management Skills
		Common	Introduction to Japanese Language Introduction to Japanese Culture
	SEMESTER 3	Major	2D Digital Animation Digital Illustration Painting CGI Foundation Drawing 2 Introduction to Manga
		Common	Falsafah dan Isu Semasa (Philosophy and Current Issues)
YEAR 2	SEMESTER 1	Major	3D Animation 1: Kinematic Studies Storyboarding 3D Modeling 1: Environment Art Pre-production: Concept Art Cinematography
		Common	Bahasa Kebangsaan A Kursus Integrity dan Anti Rasuah

Course listed in each semester are subject to changes.

*1 Elective Course: Choose only (1) from the two options.

Student Life @ NDS

Student life at NDS is vibrant and dynamic, offering various clubs and events that enrich the overall learning experience. Students can connect, collaborate, and grow through activities that celebrate creativity and diversity.

NDSの学生生活は活気に満ち、多様なクラブやイベントが学びをより豊かにします。学生たちは創造性と多様性を祝う活動を通じて、つながり、協力し、成長することができます。

Japanese Language Club

日本語クラブ

The Japanese Language Club provides an opportunity for students to deepen their appreciation of Japanese culture while improving their language skills through engaging lessons, cultural activities, and group discussions.

日本語クラブは、学生が魅力的なレッスンや文化活動、グループディスカッションを通じて、日本語のスキルを向上させ、日本文化への理解を深める機会を提供します。



QUICK NOTE

NDS keeps students engaged with activities beyond the classroom to grow skills!

NDSは教室外の活動を通じて学生のスキル向上をサポートします！

LIVE SKETCHING WORKSHOP!
ライブスケッチワークショップ

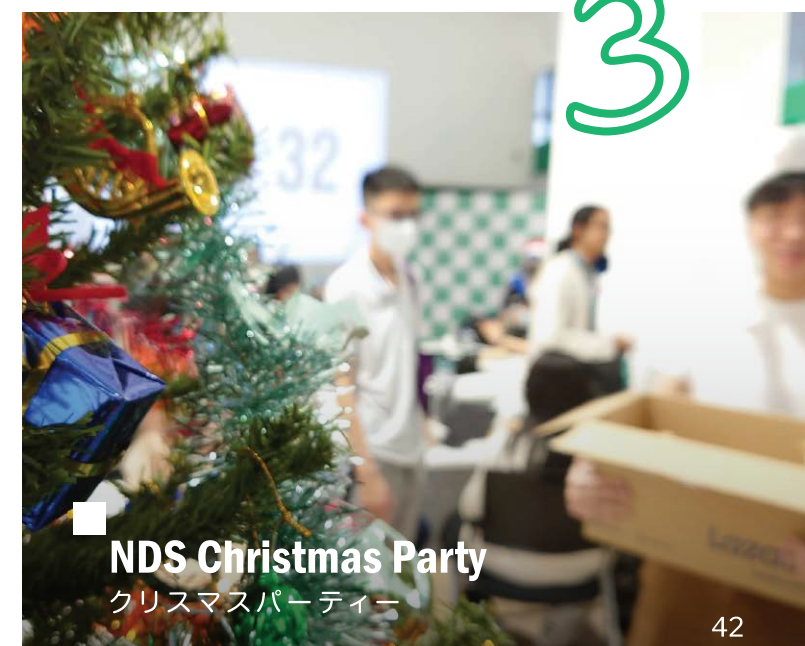
Events @ NDS



Japan Trip
日本への研修旅行



Bunkasai (School Festival)
夏祭り



NDS Christmas Party
クリスマスパーティー

Doujin Club

同人クラブ

Students from the Doujin club can learn to create merchandises that they could sell at any comic or festivals. With proper planning and timeline, they can produce products on the side as novelty goods.

同人クラブの生徒は、あらゆるコミックやフェスティバルで販売できるグッズ制作を学ぶことができます。適切な計画とスケジュールがあれば、ノベルティグッズとして副業として商品を作ることにも可能です。



HANDMADE SAKURA
手作りの桜

Sketch Club

スケッチクラブ

The Sketch Club is a space for students to explore their creativity and improve their drawing skills. Whether you're a beginner or an experienced artist, the club offers a supportive environment to practice, share ideas, and learn new techniques.

スケッチクラブは、学生が創造性を探求し、描画スキルを向上させる場です。初心者でも経験豊富なアーティストでも、練習し、アイデアを共有し、新しい技術を学ぶためのサポート環境が提供されます。

Other clubs in NDS

4 Animation Club

アニメーションクラブ

5 Manga Club

マンガクラブ

6 Board Games & Sports

ボードゲーム＆スポーツクラブ

クロストーク

CROSSTALK

MANGA ILLUSTRATION COURSE

LECTURER: FUJITA 先生

TRANSLATOR: TOH

STUDENTS: LAM YEU SHIUH, CHUE SOOK LENG (CHLOE), CHUA ZHAO LIPP (SAGA)



Fujita 先生: Is there anything that you want to focus on drawing?

Lam Yeu Shiuh: Want to focus on drawing stories. Malaysian market more towards children's market. So I find it quite challenging to get into the older age group.

Chloe: Want to focus on drawing manga or drawing merchandise. Malaysian market more focus on children's book. Not like Taiwan or China have more publication that are more focus on adults. So I think its better for me to focus on graphic design or merchandise to earn money first, then will have time to focus on drawing and selling my manga. By then I will even be able to sell my own manga merchandise haha..

Saga: I will try to do illustration and do figurine to sell.

Fujita 先生: Do you watch animè first or read manga first?

Saga: Although I do watch the anime, I prefer to read the manga. Because I like the manga art style more than the animè.

Lam Yeu Shiuh: I prefer to watch the animè because it more interesting compared to just black and white pictures.

Toh: How can a mangaka who has been rejected many times debut?

Fujita 先生: Well you can try to publish your work in social media. Just continue to draw and produce good content. When you are able to produce good content you can be the author and employ other illustrator to draw for you.

I previously have an ex-student who did this. He started to publish online, then a production house notice his work and now his work is published. Are you familiar with the manga Medalist? Its about ice skating. Why I ask you is because the author before also did not get published. But he went to an event called comic market. At this event there is a lot of people looking for publishing house and many publishing house will also go there to hunt for good authors. It just so happen that one of the publishing house talked to him and saw that his work is good. So they decided to sign him up on the spot. This shows that you must try. Just try to produce some work and sooner or later people will notice your work.

Lam Yeu Shiuh: Just a question for sensei, what is strategy to become an illustrator in the future?

Fujita 先生: The market is constantly evolving, and we will see AI presence will be more prominent. Even now we can see AI is being used in 3D. So in the future the process of producing manga or illustration will be more faster compared to now. For example, before drawing analog work is very hard. But now, with the help of PC and tablets artist can produce work even faster. But of course the most important thing is we must be able to properly convey our idea or message accurately through manga or illustrations. We must be able to let them feel, what we feel.



クロストーク

CROSSTALK

3D ANIMATION COURSE

LECTURER: LEROY FONG 先生

STUDENTS: SALMA & HARVARD



Salma: Are we going to graduate as 3D generalists?

Roy 先生: No. You will learn a broad skill set. The program is designed to help students discover more things. So the senior batch will be the first batch to go into the market. So and Mr Izuan conduct a portfolio review for all the students. We will then determine what are the student's strengths. But of course, we will also ask the student what they like to do, to help us understand them a little bit better. So that the matching and expectation will be similar. But if, for example, there is something that you really like to do, but you are not good at it. We will tell you that there are a lot of gaps in the area. And this will be problematic in your portfolio, because we can't force you. But we will try our best to let you know what is expected in the industry. So that you will be able to shape your work according to industry standards.

Salma: So roughly how long do you think a one minute short should take, maybe with a team of 5 for example.

Roy 先生: Usually what I do is scope the work first. For example nothing exceeding 2 or 3 characters. So 2 characters can be quite elaborate and the 3rd character can be simpler. So if for example, the work involves a lot more scene. Lets say you want to do little Red Riding Hood, but you want it to be very short scene, whereby it need to move for the very first time. But the focus of the little short is just to entice people on the story, and then tease the ending. But as group you want to focus on the effects, the realism. Then we scope the work that way and we cut down on the story. But if the team prefer something like PIXAR animation short, from start to end there is a story, there is a very meaningful meaning to it, then we focus on that. We cut down on the technical work, we focus on the animation and the modelling. That way then you can balance the work. You will still need about a

semester to work on it. But if you focus on a lot of animation, usually 1 person will be able to animate close to one minute, just doing animation alone. So if there is 5 of you, definitely 20% is already done. So the rest will need to know how to edit, get the music in, and put everything together as well. So it is a very feasible thing to do, but the planning is very important.

Salma: Sometimes I feel that if there is too many heads in the group it will complicate things a bit.

Roy 先生: That's why sometimes what we will usually do is we stick to what we going to do. As a group we agree that this is the direction, just decide and move. Because sometimes we have this or rather a lot of artist have a bit of ego; I want it to be like this, it have to be like this. But in production we don't have that. Most commercial artist don't have that. Because it is not our ego, it is what the director wants. So the director will tell you something and you process that information. He will tell you this character is very fun, is happy, he is going to be a real odd ball with all this other characters going in. And now you got to figure out how this guys is going to move, how to interact, and you got to sell this idea. So the director may not like your idea or how you visualize the character. So usually as a group if somebody is really strong in it then you can let that person decide, or the other way is you allow the group to come to a consensus means come to compromise. That is the better way of doing it. Because why, any work will never be perfect. Correct? But you want the work to substantiate its goal, how do I achieve? At the end you may say to yourself, I want to make sure I want to make sure that I am able to animate something that is very hard for me. And you able to do that in that project. You see or not? Whereas maybe animation was not your strongest point maybe modelling is your strongest point. But you are able to do as well. So that means you have more skill set to develop along the way. So everyone by setting their individual goals will help to focus on the things that need to be done. That's about it.

Roy 先生: I have a question. When somebody criticizes your work right, what is the first thing that goes through your mind?

Havard: I think the first thing I would try to do is set aside any emotion biases. Because it often get in the way of what is actually there in

front of me. And if I take it too personally then I would not see what the person is actually try to tell me. So that is what I try to do.

Roy 先生: What if the person sound really mean?

Havard: If that happens then that becomes difficult. Still I try to break it down anyway. But this is why personally when I give criticism I try not to be too harsh or direct. Have you heard of the criticism sandwich?

Roy 先生: No I have not.

Havard: Is like you start out with a positive compliment and then the meat of it is the actual criticism and you close of with something more positive. It's not really sugar coating but is like a nicer way to present things to people.

Roy 先生: Interesting. Very matured answer.

Salma: For me I actually welcome criticism. If its from my teacher, I know they are coming from a good place by criticizing your work. I feel like if constructive criticism I'm actually very seeking for it. Criticism is a way for me to learn. Because my eyes are not really trained in seeing things. Sometimes I might miss things. I actually need other peoples eyes to see what is lacking in my things. So for me criticism is welcomed, either negative or positive both im okay with it. But the filtering part, whether its criticism just for the sake of criticizing you or criticism for teaching that part I would have to understand the person to really know his standing point.

Roy 先生: What is your greatest fear when it comes down to assignments?

Salma: A new subject that I have no knowledge of how to do. Usually my thought process is when I want to do a project, I will envision something first. Then I will try to follow the vision. Then the process of making it, is the part that I think I fear I can't reach the vision that I want. That is always the problem. I envision it very nicely and I have a certain image already in my head. But then when I do it, I can't reach the level that I want. That is usually my problem. Meaning my work process is not skillful enough to reach that level. But I think that is the normal part of learning. It's not really a fear per say, its more like a challenge for me to concur. I think it is a challenge, but what I fear is just maybe I will disappoint myself with not reaching the expectation

that I want. But it's not a fear that will completely bring me down. I don't think I don't have the confidence to like work harder and achieve that level one day, just that it will take a bit of time.

Salma: During interview they will ask your personal portfolio or school portfolio?

Roy 先生: They don't look at it that way. They want to see what you good at. For them the word portfolio means, what skill set you are more confident in.

Salma: So then don't care if its school or personal portfolio?

Roy 先生: But they can differentiate. Because when they interview one or two candidates they can see. School work, or personal work.

Harvard: In terms of portfolio how much do employers look at your unique identity? How much weightage does that have?

Roy 先生: Usually you also need to know the studio that is going to interview you. And each studio has their own DNA, what they are good at and what they are strong in. So some studios, you know for a fact that they break down to multiple teams, and they value specialization. So your work need to showcase that level of specialization. So if you are not able to showcase on that level, therefore you don't really fit into their culture. Because they will know.



Student Exhibitions

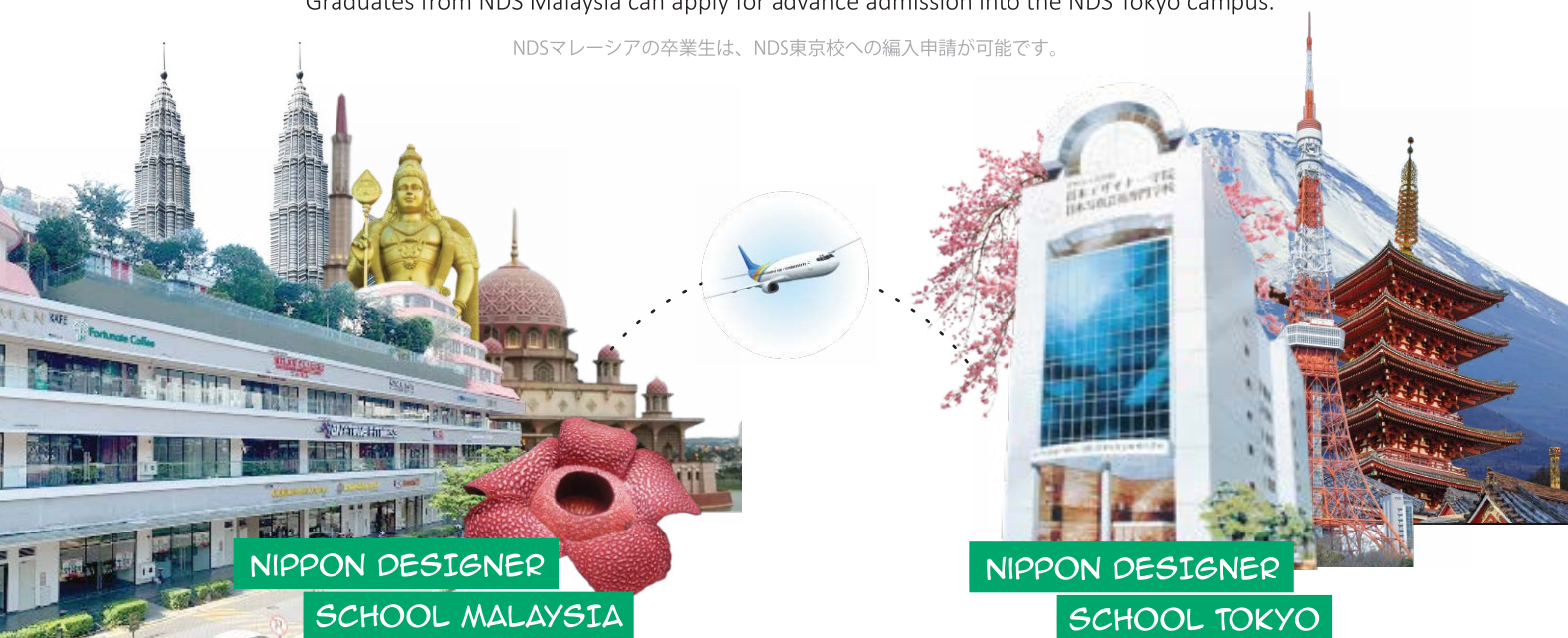
Our students' creative works are proudly showcased in public galleries, offering them valuable exposure to a broader audience. Occasionally, their exceptional pieces are also displayed at our branch school in Japan, providing international recognition and experience.

学生たちのクリエイティブな作品は、公共ギャラリーで展示され、より広い観客に向けて発信されます。また、優れた作品は日本の分校で展示されることもあり、国際的な認知と経験を得る機会を提供します。

Transfer to Japan

Graduates from NDS Malaysia can apply for advance admission into the NDS Tokyo campus.

NDSマレーシアの卒業生は、NDS東京校への編入申請が可能です。



NIPPON DESIGNER
SCHOOL MALAYSIA

NIPPON DESIGNER
SCHOOL TOKYO

Transferable 単位互換可能な科目

- ✓ Illustration program
イラストレーションコース
- ✓ Comic Illustration program
コミックイラストレーション
- ✓ Manga program
漫画

Requirements 必要条件

- ✓ JLPT N2 or higher
JLPT (日本語能力試験) N2以上
- ✓ Interview conducted by NDS Japan staff
NDS日本校スタッフによる面接
- ✓ Pass in Japanese language test
日本語試験の合格
- ✓ Completed diploma in NDS Malaysia
NDSマレーシアでディプロマプログラムを修了

Admission 入学

Applicants who wish to transfer to NDS Tokyo must complete the application process by the end of December in the previous year.

NDS東京校への編入を希望する応募者は、前年の12月末までに入学手続きを完了する必要があります。

QUICK NOTE

Transfer to Japan in ONLY available in April.

日本への編入は4月のみ可能です。

Fees 料金

Bridging classes may apply in fulfilment of graduating hours to the Japanese Government. Please refer to the fee structure from Japan's NDS brochure for the basic outline.

additional cost may apply depending on the subject and the currency changes

日本政府の定めた一定の条件に基づき、マレーシアで取得した単位は、日本の単位として約定されることがあります。基本的な概要については、日本のNDSパンフレットの料金体系をご参照ください。科目や通貨の変動に応じて追加費用が発生する場合があります。

How to Spend a Week

A TYPICAL WEEK IN MANGA ILLUSTRATION PROGRAM

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:20 am-12:00 pm		Sketching & Figure Drawing	Introduction to Clip Studio Paint		
1:00 pm-4:00 pm	Drawing 1	Introduction to Photoshop		Introduction to Manga	
4:15 pm-7:15 pm				English Communication	



MONDAY

月曜日

Start the week with learning the basic on how to sketch with traditional materials.

アナログの材料を使ってスケッチする方法の基礎を学ぶことから週をスタートする。

TUESDAY

火曜日

After class, I've went for an extra Japanese class to improve my Japanese.

放課後、日本語を向上させるために追加の日本語クラスに参加しました。

WEDNESDAY

水曜日

Work on my manga pages, then relax at the café with classmates.

漫画ページに取り組み、クラスメートとカフェでリラックス。

THURSDAY

木曜日

Participate in a critique session to improve my art, and hang out afterward.

批評会で自分のアートを改善し、その後みんなで楽しい時間。

FRIDAY

金曜日

Complete my assignments before hanging out with my friends to catch up with them including playing games.

友達と出かけたりゲームをしたりして近況を報告し合う前に、課題を完了する。

A TYPICAL WEEK IN 3D ANIMATION PROGRAM

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 am-12:00 pm		CGI Foundation		Introduction to Japanese Culture	
1:00 pm-4:00 pm	Introduction to Japanese Language	2D Digital Animation	Sketching & Figure Drawing		
4:15 pm-7:15 pm			English Communication		



MONDAY

月曜日

Kickstart the week with a 3D modeling class, then grab lunch with friends.

3Dモデリングの授業で1週間を始め、その後友達とランチ。

TUESDAY

火曜日

Test my 3D character animations and enjoy a creative break in the park.

3Dキャラクターのアニメーションを試して、公園でクリエイティブな休憩。

WEDNESDAY

水曜日

Go back to basic to learn the fundamental drawing skills through analogue drawing.

基礎に立ち返り、アナログ絵を通して基礎的な描画スキルを学ぶ。

THURSDAY

木曜日

Learn Japanese culture subject and tries to incorporate it's design using 3D modelling and Animation concepts.

日本文化を学び、3Dモデリングとアニメーションの概念を使用してデザインに取り入れようとしています。

FRIDAY

金曜日

Finalize my project and unwind with a movie night with my family.

プロジェクトを終わらせて、家族と一緒に映画を見てリラックスする。

Global Opportunities & Development Support

This section highlights the comprehensive opportunities NDS offers to support students' growth and success. From student exchange programs and inclusive XP support to artist debut guidance and job placement assistance in Japan and Malaysia, NDS ensures students are well-equipped for their future endeavors.

このセクションでは、学生の成長と成功を支えるためにNDSが提供する包括的なサポートを紹介しています。留学プログラムやXPサポート（授業料に含む）、アーティストデビューの支援、日本とマレーシアでの就職サポートまで、学生が未来に向けてしっかりと準備できるようサポートします。

Creative Exchange

クリエイティブ交流

Engage in real-time online classes and experience a unique knowledge exchange with our students and partners in Japan. Connect with a vibrant culture and broaden your horizons through meaningful interactions and collaborations.

リアルタイムのオンラインクラスに参加し、日本の学生やパートナーとのユニークな知識交換を体験しましょう。活気ある文化とつながり、有意義な交流やコラボレーションを通じて視野を広げましょう。

1



OUR FRIENDS FROM KYUSHU CAME FOR A CAMPUS VISIT
九州からの仲間たちがキャンパス訪問に来てくれました！



Job Support

就職支援

We offer dedicated support to help you launch your creative career. In Malaysia, gain access to job placement through industry partners, internships, and guidance from the President of Malaysia Comicker Union.

For opportunities in Japan, benefit from consultations with Tokyo and Kyushu staff, studio tours, and seminars by leading Japanese publishing editors. We're committed to preparing you for success wherever your journey takes you.

私たちは、あなたの夢のキャリアを実現するためのサポートを提供します。マレーシアでは、業界提携企業での就職支援やインターンシップ、マレーシアコミッカー連合会長からの指導が受けられます。

日本では、東京校・九州校スタッフとの相談、スタジオ見学、大手出版社編集者によるセミナーをご用意。あなたの成功を全力でサポートします。

2



QUICK NOTE

The lecturers will guide the students to create a proper portfolio and they will also go through a professional portfolio review before their internship.

講師は学生が適切なポートフォリオを作成できるよう指導し、インターンシップ前にはプロによるポートフォリオレビューも受けていただきます。

Manga Artist Debut

漫画家デビュー支援

Exceptional students have the exciting opportunity to participate in manga and illustration review meeting with top publishers! Receive valuable feedback and guidance directly from professional editors. Past meetings have included editorial departments from major publishers such as:

優秀な学生は、毎年開催される漫画・イラスト作品のレビュー会に参加するチャンスがあります！プロの編集者から直接アドバイスを受けることができます。過去の会議では、次のような主要出版社の編集部が参加しました：

	Publisher	Editorial Department
Manga	Shueisha Co., Ltd.	Weekly Shonen Jump, Weekly Young Jump, Ribbon
	Kodansha Co., Ltd.	Weekly Shonen Magazine, Monthly Shonen Magazine, Young Magazine, Desert, Kiss
	Akita Publishing Co., Ltd.	Weekly Shonen Champion, Monthly Champion
	Shogakukan Inc.	CoroCoro Comic
	Square Enix Co., Ltd.	Manga UP!
Illustration	Tokuma Shoten Publishing Co., Ltd.	Small S

3



4

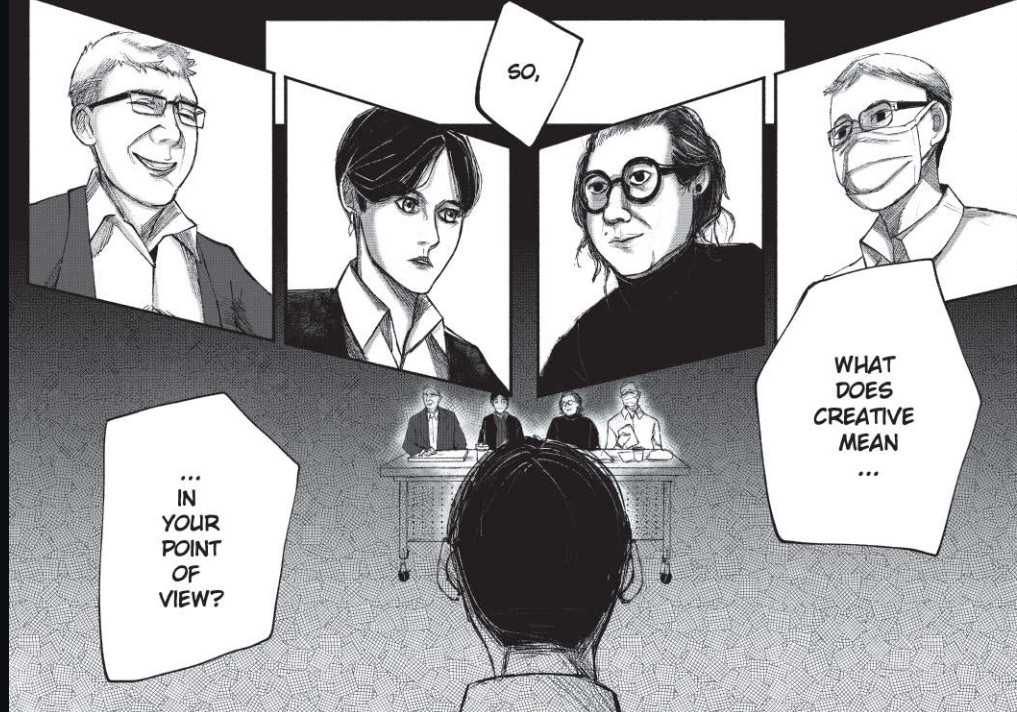
Equipment Support for

クリエイティブ向けのテクニカルサポート

At NDS, students gain access to device support, allowing them to work on their projects seamlessly. Ensuring students have the necessary tools to create high-quality digital art.

NDSでは、学生にノートパソコンの貸出しサービスを提供しており、プロジェクトをスムーズに進めることができます。学生は高品質なデジタルアートを作成することができます。





Scholarship Support



We are proud to partner with JAGAM (Japan Graduates Association of Malaysia) to offer scholarships for aspiring students eager to join our school in Malaysia. Scholarships are awarded during every intake, with selection based on a review of your artwork and an interview. Showcase your best work and submit your application for a chance to receive this incredible opportunity! Stay updated on application details by following us on our website, Facebook, and Instagram.

私たちは、マレーシア校で学びたい学生のために奨学金を提供するため、JAGAM（マレーシア日本留学会）と提携しています。奨学金は毎回の入学時に授与され、作品審査と面接を通じて選考が行われます。あなたの自信作を提出し、この素晴らしいチャンスを手になさってください！ 応募プロセスの詳細は、公式ウェブサイト、Facebook、Instagramをフォローしてご確認ください。

	Amount / Number of recipients		
Intake	Full tuition exemption	1 year tuition exemption	20% discount for 1 year of tuition
September	1 person	3 person	4 person
June			
January			

**The number of scholarship recipients is the total for both courses (Diploma in Manga Illustration and Diploma in 3D Animation). Number of people exempted are subject to changes.

Application Process

応募プロセス



Diploma in Manga Illustration Diploma in 3D Animation Entry Requirements

マンガイラストレーション&3Dアニメーション入学要件

- Poses SPM (minimum pass in BM and Sejarah) with minimum of three (3) credits in any subject; OR
- A pass in Sijil Tinggi Persekolahan Malaysia (STPM) with a minimum of Grade C (GP 2.00) in any subject; OR
- A pass in Sijil Tinggi Agama Malaysia (STAM) with a minimum grade of Maqbul in any subject; OR
- A pass in SKM Level 3/Sijil Vokasional Malaysia (SVM) in relevant field; OR
- A Certificate (Level 3 MQF) with minimum CGPA of 2.00 or its equivalent; OR
- Other relevant equivalent qualifications recognised by the Malaysian Government, ex: UEC/O-Level/IGCSE/A-Level; and
- Pass an interview or submission of portfolio determined by HEP as a requirement.



Certificate in Manga Visuals Arts Entry Requirements

マンガビジュアル入学要件

- SPM with at least credit in an one (1) subject; OR
- SKM Level 2 in relevant field; OR
- Other relevant equivalent qualifications recognised by the Malaysian Government
- Pass an interview or submission of portfolio determined by HELP as required.

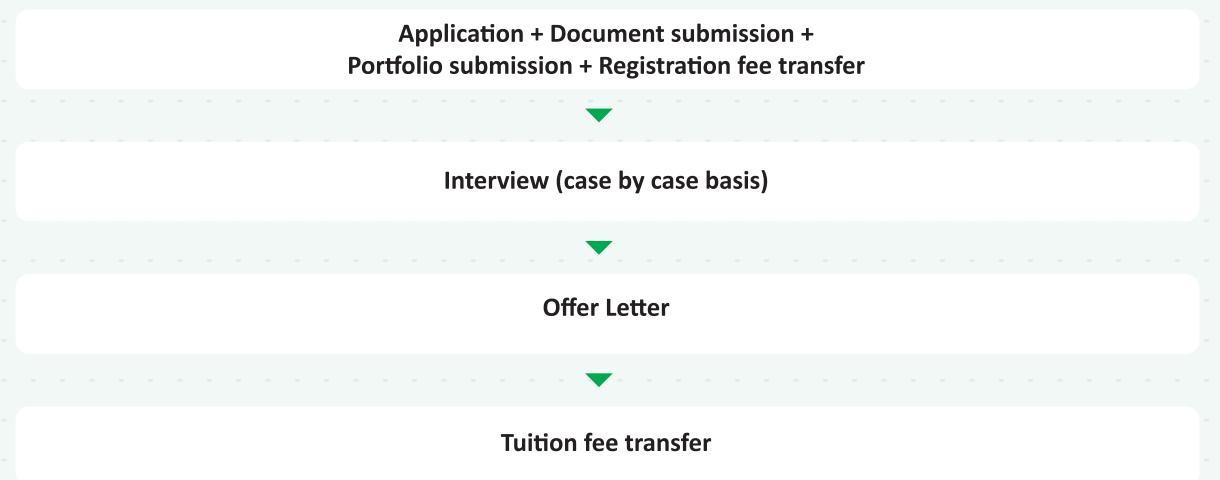


旅の始まりはその一歩から
マレーシアから世界へ
NDSと共にクリエイティブ
の旅に出よう！！



Admission Procedure

入学手続き



*For security reasons, please do not pay in cash or in cheque at the office



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+603 5650 5149

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Bandar Sunway, 47500 Subang Jaya, Selangor

FIND US IN SUNWAY GEO
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LEVEL 1

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