UNDO

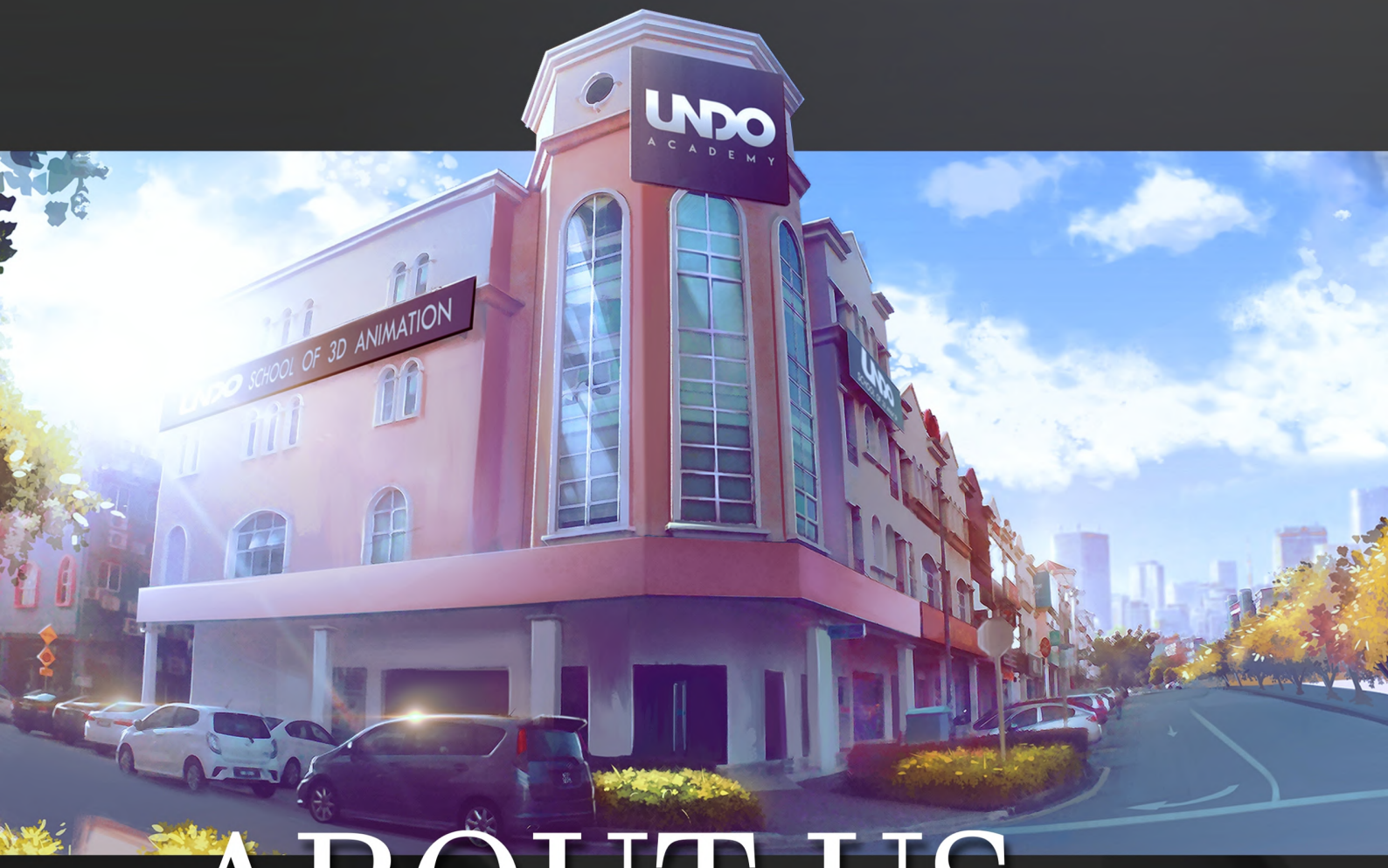
ACADEMY



3D 3D ANIMATION

3D GAME DEVELOPMENT

2D 2D CONCEPT ARTS ILLUSTRATION



ABOUT US

Since 2011, UNDO Academy has been shaping aspiring talents to mold a better future for the creative industry. Founded by industry experts, UNDO Academy stands among the best Creative Institutions in Malaysia.

At UNDO we connect surrounding talents on the same journey to improve and become better artists. UNDO is known for its comprehensive and intensive syllabus that has produced many artists and animators. We instil educational theories as well as practical skills from the industry into the core foundations of our education. We highly value our collaborations with industry experts in bringing knowledge and sharing their experience with our students.



As an institution, UNDO bridges the gap between professional experts and students under the same roof.

自2011年起，UNDO学院致力于培养有抱负的人才，塑造创意产业更美好的未来。 由行业专家创立，UNDO学院跻身马来西亚最佳创意机构之列。

在UNDO，我们将周边的人才联系起来，共同踏上提升和成为更优秀艺术家的旅程。 UNDO以其全面而深入的课程而闻名，培养出了许多艺术家和动画师。我们将教育理论和行业实践技能融入我们教育的核心基石。 我们非常重视与行业专家的合作，将知识与经验分享给我们的学生。

作为一所机构，UNDO在同一屋檐下搭起了专业专家和学生之间的桥梁。



"Founded by industry experts, Undo Academy stands amongst

One of The Best Creative Institutions in Malaysia."



Our Mission

To **Unleash the Potential** of our students to achieve their goal in this industry! We aim to inspire and unlock the doors for young talented individuals to have an opportunity in the CG Industry.



Our Vision

To be **Unstoppable** in pursuing of being the Best Creative Institution! Our vision is be globally recognised as one of the best creative establishment that would shape the industry.



Our Core Values

To be **Undeniably** good at our methods in Education. At UNDO we believe that Education is the key to unlock your future. We analyse our teaching methods in order to be in line and on par with the industry standards to ensure our students will be equipped with the latest knowledge.



The Rookies

THE ROOKIES

"The Rookies" is an international awards and portfolio platform that showcases and celebrates the work of digital artists in fields such as 3D animation, Game Development, and Concept Art. It provides a platform for aspiring artists to showcase their work, receive feedback, and potentially gain recognition and job opportunities within the industry.

The Rookies hosts an annual competition where artists can submit their portfolios for consideration by industry professionals and win various prizes and internships. It's a valuable resource for those looking to break into the digital arts industry and gain exposure for their work.

"The Rookies" 是一个国际奖项和作品展示平台，旨在展示和赞扬数字艺术家在3D动画、游戏开发和概念艺术等领域的工作。它为有抱负的艺术家提供了一个展示作品、接收反馈，并在行业内获得认可和就业机会的平台。

The Rookies每年举办一次比赛，艺术家可以提交他们的作品集供行业专业人士考虑，并赢得各种奖品和实习机会。对于那些希望进入数字艺术行业并展示自己作品的人来说，它是一个宝贵的资源。

"TOP-RANKED globally,

excelling in professionalism, creativity and educational standards."

TOP-RANKED GLOBAL SCHOOL IN

*** PRODUCTION EXCELLENCE ***
(MOBILE GAMES)

TOP-RANKED GLOBAL SCHOOL IN

*** 3D ANIMATION ***

TOP-RANKED GLOBAL SCHOOL IN

*** CONCEPT ART & ILLUSTRATION ***

WHY UNDO?

1 DUAL AWARDS CERTIFICATE 双文凭认证

UNDO Academy's Diploma courses are approved by uk's goverment and colleges, which including City OF Oxford, East Durham College, TQUK (Endorsed Course) and Academy of Multi-Skills (AMS UK). Moreover, UNDO Academy also received recognition by Kementerian Sumber Manusia - Jabatan Pembangunan Kemahiran (JPK), The Department of Skills Development Malaysia with awarding student SKM Certificate.

UNDO 学院除了获得大马政府 Kementerian Sumber Manusia - Jabatan Pembangunan Kemahiran （ JPK） 官方允许与认证之外。
UNDO 的 Diploma 课程更获得英国政府和学院认证， 其中包括City Of Oxford, East Durham College， TQUK （ Endorsed Course ）及 Academy of Multi-Skills （ AMS UK ）。

2 EXCELLENCE SCHOLARSHIPS 卓业奖学金

We have Merit Scholarship, Artwork Scholarship and 0% interest installment payment plans.

我们有完善的奖学金，美术作品奖学金以及0%利息分期付款计划。

3 CREATIVE TEACHING & LEARNING ENVIRONMENT 创意教学环境

Creative classrooms give an opportunity for learners to learn with fun.The teaching activities such as storytelling and skits help them to learn without the pressure of learning. Learners are always fun loving and including creative activities along with curriculum.

有创意的课堂让学习者有机会在欢乐中学习。教学活动方面像是制作故事和短视频等可以帮助学生在没有压力的环境下学习。学习者总是些有爱以及有趣的和喜欢将创意的活动与课程结合起来。

4 COLLABORATIVE INDUSTRIAL PARTNERS 协作工业伙伴

Industry-academis collaboration is a strategic necessity to ensure the quality and relevance of our programmes. We design programmes in collaboration with inputs from the industry, that are also aligned with the goverment's initiatives to address the shortage of skilled talents. Over the years, Undo Academy has established collaborations with animation industry Players. We have been delivering highly-relevant programmes that help develop skilled and professional graduates for the industry.

学院与行业合作的目的是为了可以保障品质和关联到我们怎么去规划课程。我们与行业投入一起合作设计课程，这样一来也符合政府解决技术人才短缺的问题。这些年来，UNDO学院与动漫行业人士建立了合作关系。我们一直在提供高度相关的课程为帮助该行业培养有技术和专业的毕业生的计划。

ACTIVATE LEARNING
CITY OF OXFORD COLLEGE

TOP-RANKED GLOBAL SCHOOL IN
* PRODUCTION EXCELLENCE (MOBILE GAMES)
* CONCEPT ART & ILLUSTRATION
* 3D ANIMATION

Training Qualifications UK
· Endorsed Centre ·
Malaysia

SkillsMalaysia

INTAKE

JAN / MAY/ SEPT

一月 / 五月/ 九月



ENTRY REQUIREMENT 入学条件

- Malaysian, 16 years old & above
- Passionate in Art & Design
- For non-Malaysian: Dependent visa/ MM2H

ADMISSION CHECKLIST 报名清单

- Academic qualifications : SPM/ UEC/ STPM/ O-LEVEL/ IGCSE
- Identity card copy : Front & Back Side
- 2 x recent passport - sized photo
- Payment slip

Course inquiries & Admission :

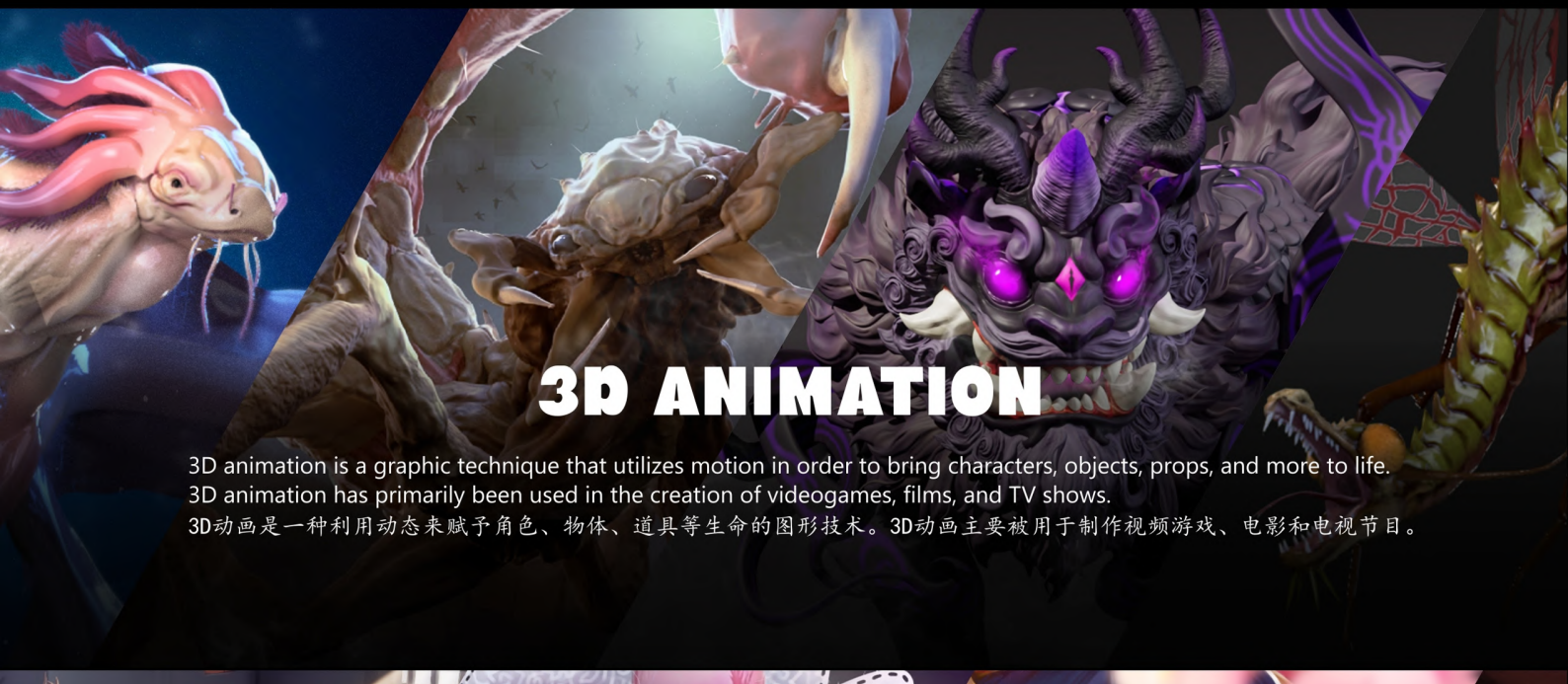
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STUDENT STARTER PACK 学生入学礼包

- Traditional drawing material
- Digital Drawing Tablet
- School uniform
- Eco Bag

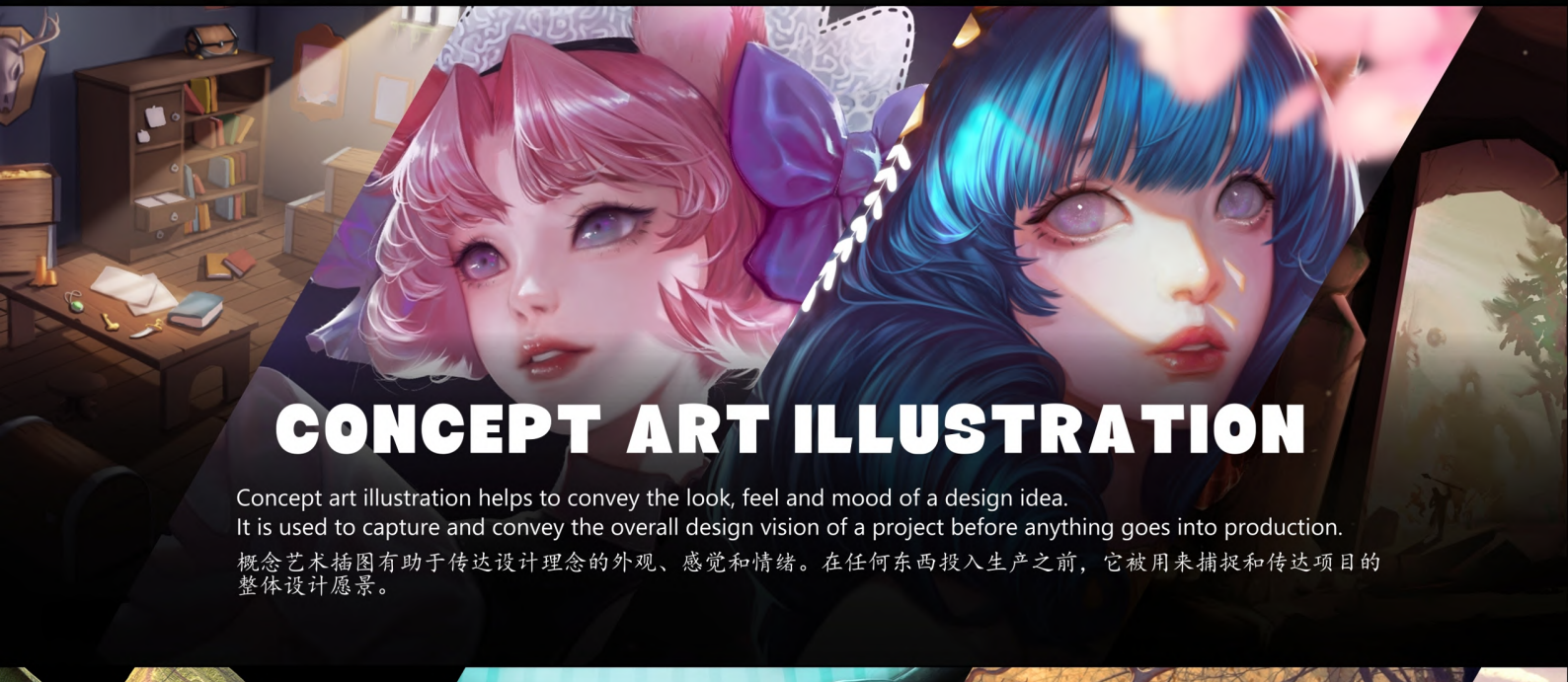


DIPLOMA PROGRAMMES



3D ANIMATION

3D animation is a graphic technique that utilizes motion in order to bring characters, objects, props, and more to life.
3D animation has primarily been used in the creation of videogames, films, and TV shows.
3D动画是一种利用动态来赋予角色、物体、道具等生命的图形技术。3D动画主要被用于制作视频游戏、电影和电视节目。



CONCEPT ART ILLUSTRATION

Concept art illustration helps to convey the look, feel and mood of a design idea.
It is used to capture and convey the overall design vision of a project before anything goes into production.
概念艺术插图有助于传达设计理念的外观、感觉和情绪。在任何东西投入生产之前，它被用来捕捉和传达项目的整体设计愿景。



GAME DEVELOPMENT

Game Development is the art of creating games and describes the design, development and release of a game.
It may involve concept generation, design, build, test and release. While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design.
游戏开发是创建游戏的艺术，描述了游戏的设计、开发和发布过程。它可能涉及概念生成、设计、构建、测试和发布。在创建游戏时，重要的是考虑游戏机制、奖励、玩家参与度和关卡设计。

YEAR 1
- FOUNDATION -

SEMESTER 1
第一学期

- FIGURE DRAWING
  人物素描
- LIFE DRAWING
  静物写生
- 3D MODELING
  3D基础建模
- DIGITAL PAINTING
  电脑绘图

SEMESTER 2
第二学期

- CONCEPT ART - 1
  概念设计（一）
- HS MODELING
  硬质表面建模
- CG TEXTURING
  CG纹理
- 3D ANIMATION - 1
  3D电脑动画（一）

SEMESTER 3
第三学期

- CONCEPT ART - 2
  概念设计（二）
- ENV MODELING
  场景建模
- 3D RIGGING
  3D人物绑定
- 3D ANIMATION - 2
  3D电脑动画（二）

YEAR 2
- DIPLOMA -

SEMESTER 4
第四学期

SEMESTER 5
第五学期

SEMESTER 6
第六学期

2D COURSE
2D课程

- 2D ANIMATION
  2D动画
- CINEMATOGRAPHY
  摄影
- CREATURE MODELING
  生物建模
- STORYBOARD
  故事板
- ENV ILLUSTRATION
  场景插画
- PROP DESIGN
  道具设计
- ILLUSTRATION
  插画
- CHARACTER DESIGN
  角色设计
- SHOWREEL/ RESUME
  作品集和简历

3D COURSE
3D课程

- CHARACTER MODELING
  人物建模
- CINEMATOGRAPHY
  摄影
- ANIMATION ACTING
  角色动态
- COMPOSITING & RENDERING
  合成与渲染
- GAME ANIMATION
  游戏动画
- VISUAL EFFECTS
  视觉效果
- RENDERING STUDIES
  渲染学习
- ANIMATION PORTFOLIO
  高阶动画作品集
- SHOWREEL/ RESUME
  作品集和简历

GAME COURSE
游戏课程

- GAME DEVELOPMENT-1
  游戏制作（初阶）
- CINEMATOGRAPHY
  摄影
- CREATURE MODELING
  生物建模
- GAME DEVELOPMENT-2
  游戏制作（中阶）
- COMPOSITING & RENDERING
  合成与渲染
- VISUAL EFFECTS
  视觉效果
- GAME DEVELOPMENT-3
  游戏制作（高阶）
- RENDERING STUDIES
  渲染学习
- SHOWREEL/ RESUME
  作品集和简历

3D ANIMATION

3D animation is the process of creating moving images using computer-generated 3D graphics. It involves creating a digital model or character that is manipulated and animated to create the illusion of movement.

Moreover, 3D animation is used in movies, video games, and advertising, and is created using specialized software. The animator creates a three-dimensional object or scene and then applies movement and changes to that object or scene, manipulating it in any way imaginable.

The final product is usually a sequence of images that are played in quick succession, creating the illusion of movement.
3D animation has become increasingly popular in recent years due to advances in computer technology and software.

3D动画的过程是利用电脑生成3D图形来创建移动图像。它涉及创建一个电子模型或角色，进行操控和动画化，以产生运动的幻觉。

此外，3D动画在电影、游戏和广告中常被使用，并且是使用专业软件创建的。动画师会创建一个三维对象或场景，然后对该对象或场景应用动作和变化，再以任何可能的方式操控它。

最终产品通常是一系列快速连续播放的图像，从而产生可动的幻觉。由于电子技术和软件的进步，近年来3D动画也变得越来越受欢迎。

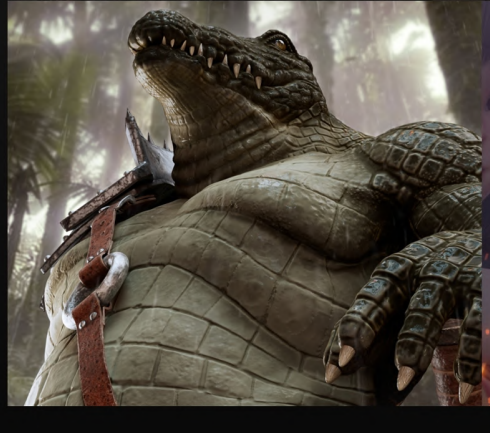
CAREER OPPORTUNITIES

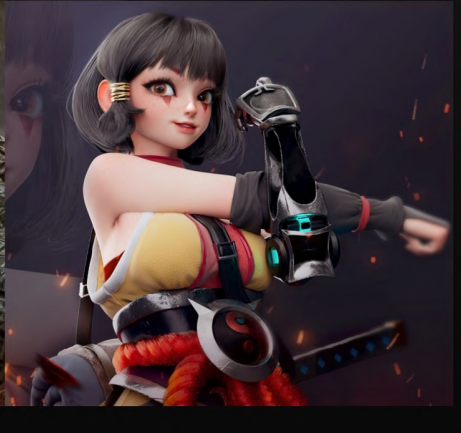
DIRECTOR	导演
ART DIRECTOR	美术指导
3D MODELER	3D建模师
3D RIGGER	3D绑定师
3D ANIMATOR	3D动画师
3D LIGHTING ARTIST	3D灯光师
VFX ARTIST	3D特效师
COMPOSITOR	合成师
EDITOR	剪辑师

- Student Artwork Showcase -













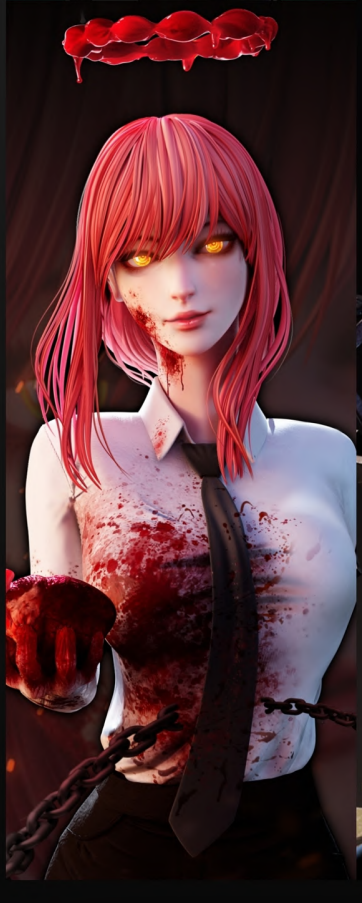


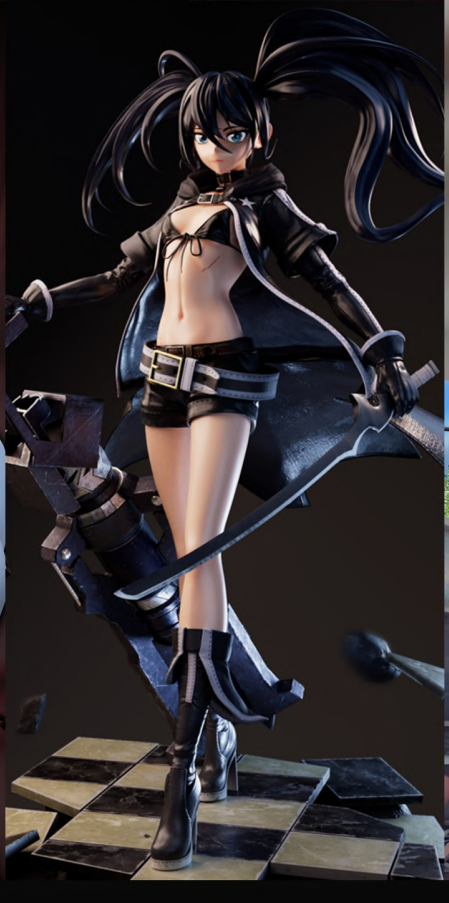







陳傑記






書屋

CONCEPT ART ILLUSTRATION

Concept art illustration is the process of creating visual representations of ideas, concepts, and characters for use in media such as films, video games, comics, and animations. It is used during the pre-production phase of a project to help visualize and develop the overall look and feel of the project.

Concept artists use various techniques and tools, including traditional mediums like pencils and paints, as well as digital tools like graphics tablets and software programs.

The illustrations can range from rough sketches to highly detailed and polished pieces. Concept art is important as it helps to establish the visual style, tone, and mood of a project before it enters full production.

概念艺术插图是经过创建想法、概念和角色的视觉表现的过程，通常用于影视、游戏、漫画和动画等媒体的概念。它用于在项目的前期制作阶段使用以帮助可视化和项目制作的整体外观和感觉。

概念艺术家使用各种技术和工具，包括传统的媒介如铅笔和颜料，以及电子工具如绘图板和软件程序。

这些插图可以从粗略的草图到高度详细和精细的作品。概念艺术非常重要重要，因为它有助于在项目进入全面制作之前建立项目的视觉风格、调子和氛围。

CAREER OPPORTUNITIES

GAME CONCEPT ARTIST	游戏概念设计
FILM CONCEPT ARTIST	电影概念设计
ILLUSTRATOR	插画家
MATTE PAINTER	绘景师
3D SCULPTOR	3D模型师
CHARACTER DESIGNER	角色设计师
GAME DESIGNER	游戏设计师
STORYBOARD ARTIST	分镜师
VISUAL DEVELOPMENT	视觉发展

- Student Artwork Showcase -







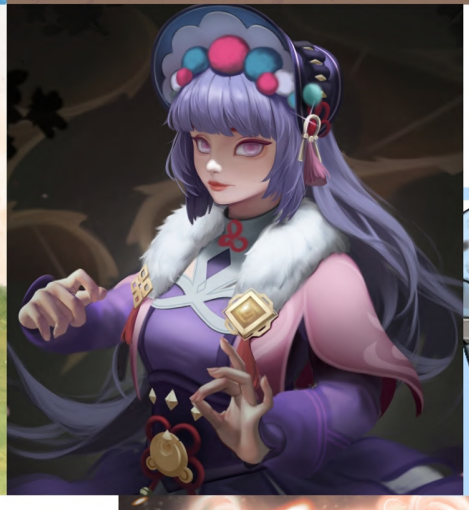


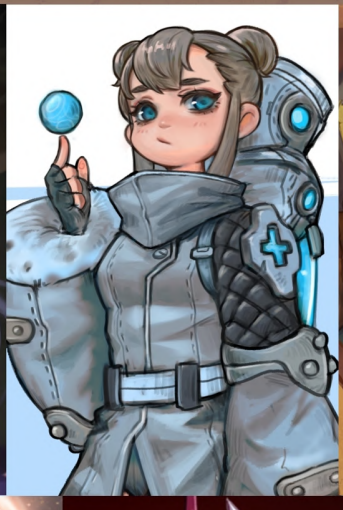



MEDIEVAL PERIAN EGYPT
– PROPS DESIGN –

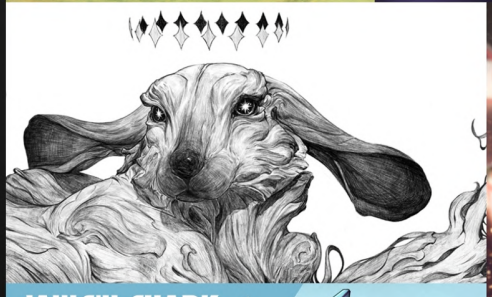




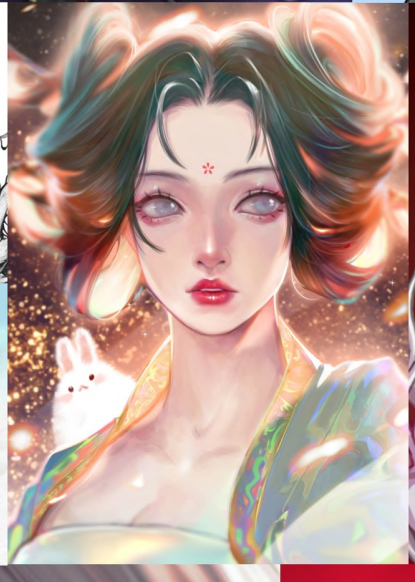


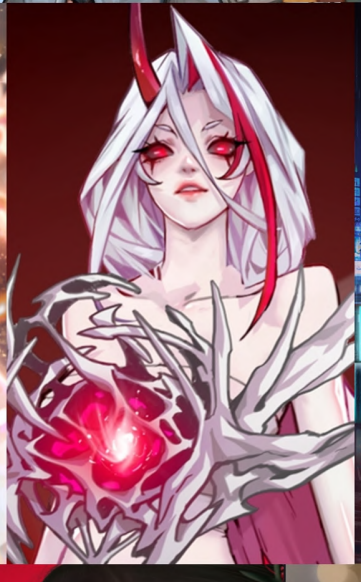







JAWS'Y SHARK
The Water-Blasting Monster Truck













GAME DEVELOPMENT

(Mobile Games)

Game development is the process of creating video games for various platforms, involving a team of professionals with different skills, such as game designers, programmers, artists, sound engineers, and quality assurance testers.It typically starts with conceptualizing and planning the game, designing the levels, characters, and environments, and programming the game's functionality. Artwork, animations, and sound effects are created to bring the game to life. The development process also includes testing to identify and fix any bugs.

Once complete, the game is released to the public via digital distribution platforms or physical copies. Successful game developers stay up-to-date with new technologies and trends and create innovative and engaging games.

游戏开发是为各种平台创建视频游戏的过程，涉及到一支拥有不同技能的专业团队，如游戏设计师、程序员、艺术家、音效工程师和质量保证测试员。通常，游戏开发从概念化和规划游戏开始，设计关卡、角色和环境，编写游戏功能代码。绘画、动画和音效被创造出来，为游戏注入生命。开发过程还包括测试以识别和修复任何错误。

一旦完成，游戏通过数字发行平台或实体副本发布给公众。成功的游戏开发者紧跟新技术和趋势，创造出创新且引人入胜的游戏。

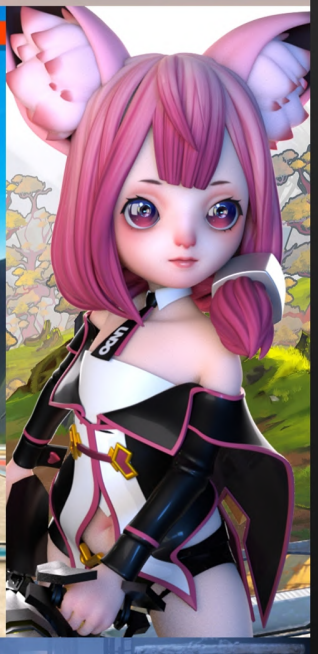
CAREER OPPORTUNITIES

GAME DIRECTOR	游戏导演
GAME DESIGN LEAD	游戏设计师
GAME ARTIST	游戏美术师
LEVEL DIRECTOR	关卡设计师
CREATIVE DIRECTOR	创意导演
CONCEPT ARTIST	概念设计师
3D MODELER	3D模型师
3D RIGGER	3D绑定师
3D ANIMATOR	3D动画师

- Student Artwork Showcase -



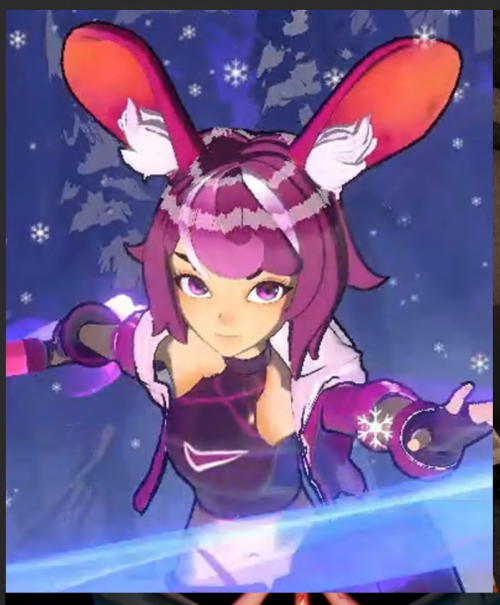




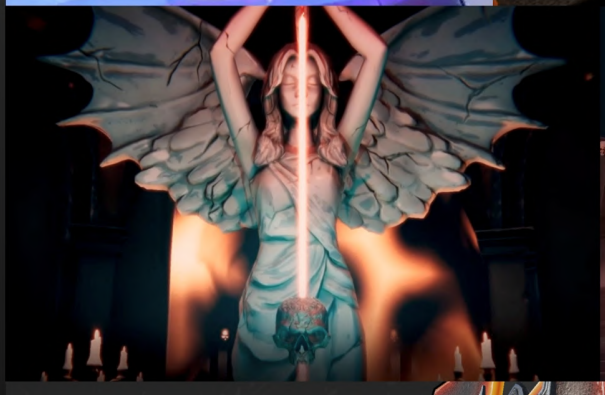









9 350
Activate Windows

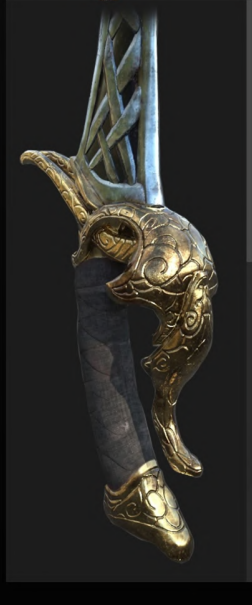






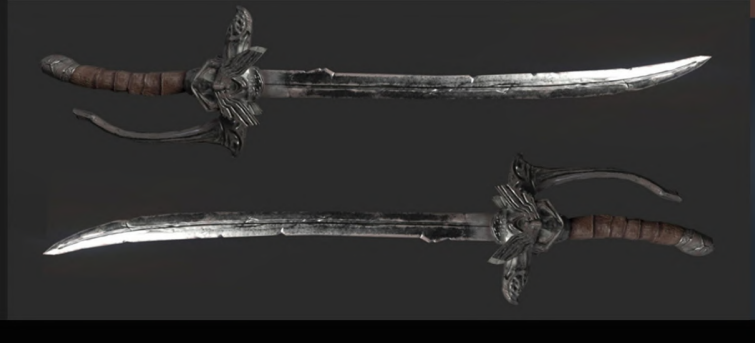














TRADITIONAL SCULPTING

Traditional sculpting is the art of creating three-dimensional artwork using traditional materials like clay, stone, metal, wood, or plaster.

The process involves physically shaping and manipulating the material with tools such as chisels, hammers, and knives to create the desired form. Sculptors typically begin with a rough shape or armature that serves as the foundation for the sculpture. They then add layers of material, refining and shaping the form until it is complete.

Traditional sculpting requires a great deal of skill and attention to detail, and offers a level of tactile feedback and control that is difficult to replicate with digital sculpting tools. It is still practiced today by many artists and is used in the creation of one-of-a-kind pieces for art collectors and public installations.

传统雕塑是利用传统材料如黏土、石头、金属、木材或石膏创作三维艺术品的艺术。

这个过程涉及使用凿子、锤子和刀等工具对材料进行实际塑造和操纵，以创建所需的形态。雕塑家通常从一个粗糙的形状或骨架开始，作为雕塑的基础。然后他们添加材料层，不断完善和塑造形态，直到完成。

传统雕塑需要极高的技巧和对细节的关注，提供了一种难以通过电子雕塑工具复制的触感反馈和控制水平。今天仍有许多艺术家从事传统雕塑，并用于为艺术收藏家和公共装置创作独一无二的作品。

CAREER OPPORTUNITIES

- TRADITIONAL SCULPTOR 传统雕塑师
- FINE ARTIST 美術家
- FILM AND TV 影視
- TEACHER 传统雕塑老師
- PRODUCT DESIGN 產品設計

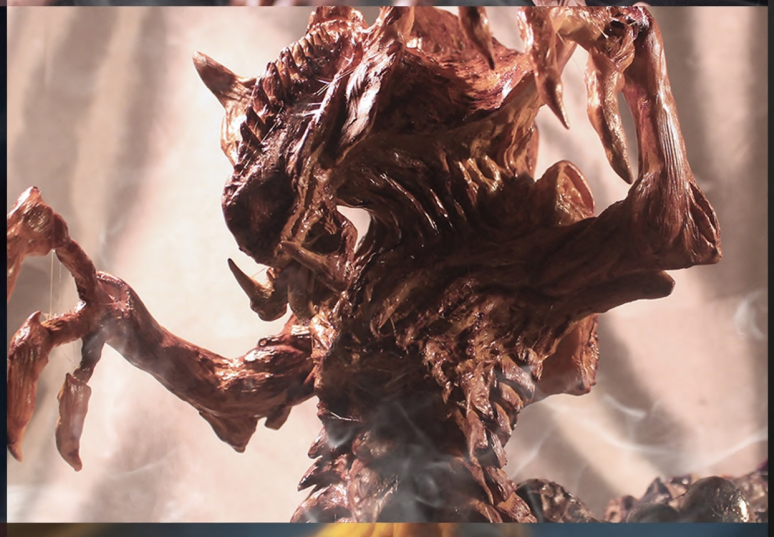
- Student Artwork Showcase -

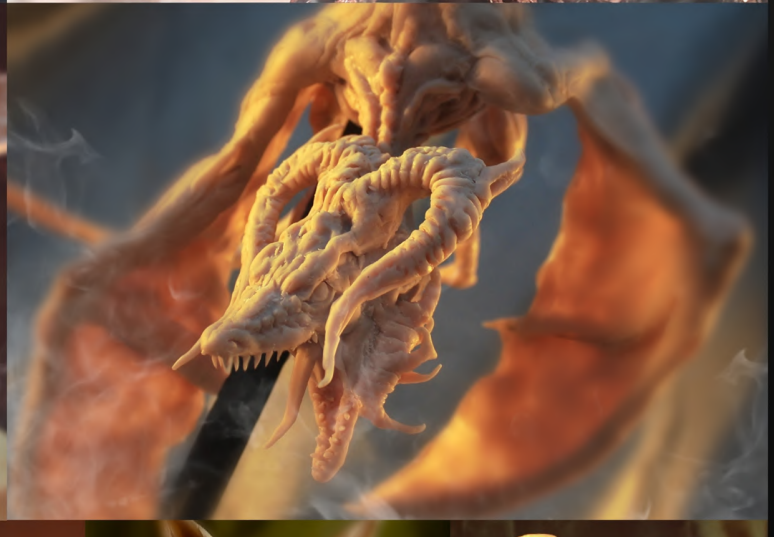














STUDENT ACTIVITIES

Student activities (also known as campus activities) are student-focused extracurricular clubs and programs offered at a UNDO Academy. Student activities are generally designed to allow students to become more involved on campus. Often, such activities provide the students with opportunities to develop leadership, social responsibility, citizenship, volunteerism, and employment experience.

UNDO 学院的活动是以学生为中心提供的课外俱乐部和项目。学生活动通常旨在让学生更多地参与校园生活。通常，这些活动为学生提供了发展领导力、社会责任感、公民意识、志愿服务和就业经验的机会。

ENYA MAREINE - COSPLAY PHOTOGRAPHY WORKSHOP







PARTY EVENT









STUDENT GRADUATION







INDUSTRY SHARING

Undo Academy will invite accomplished artists and our alumni to share their career journeys and aspirations. Engage in inspiring discussions, gain valuable insights, and embark on insightful industry visits. Let students uncover the essence of success and enrichtheir understanding of the field in a short time.

UNDO 学院与 CG 行业有着广泛的联系，其中许多在全球范围内得到认可。在 UNDO，我们有行业导师，他们在教学和行业工作方面经验丰富，以使我们的学生了解最新的技术和技巧。


SILVER ANT PPI



GLOW PRODUCTION


ARTIST SHARING - HOIMUN


PASSION REPUBLIC



SPACESHEEP STUDIO



DENA STUDIO


LEMON SKY STUDIO


MDEC



GAME JAM - WAN HAZMIR

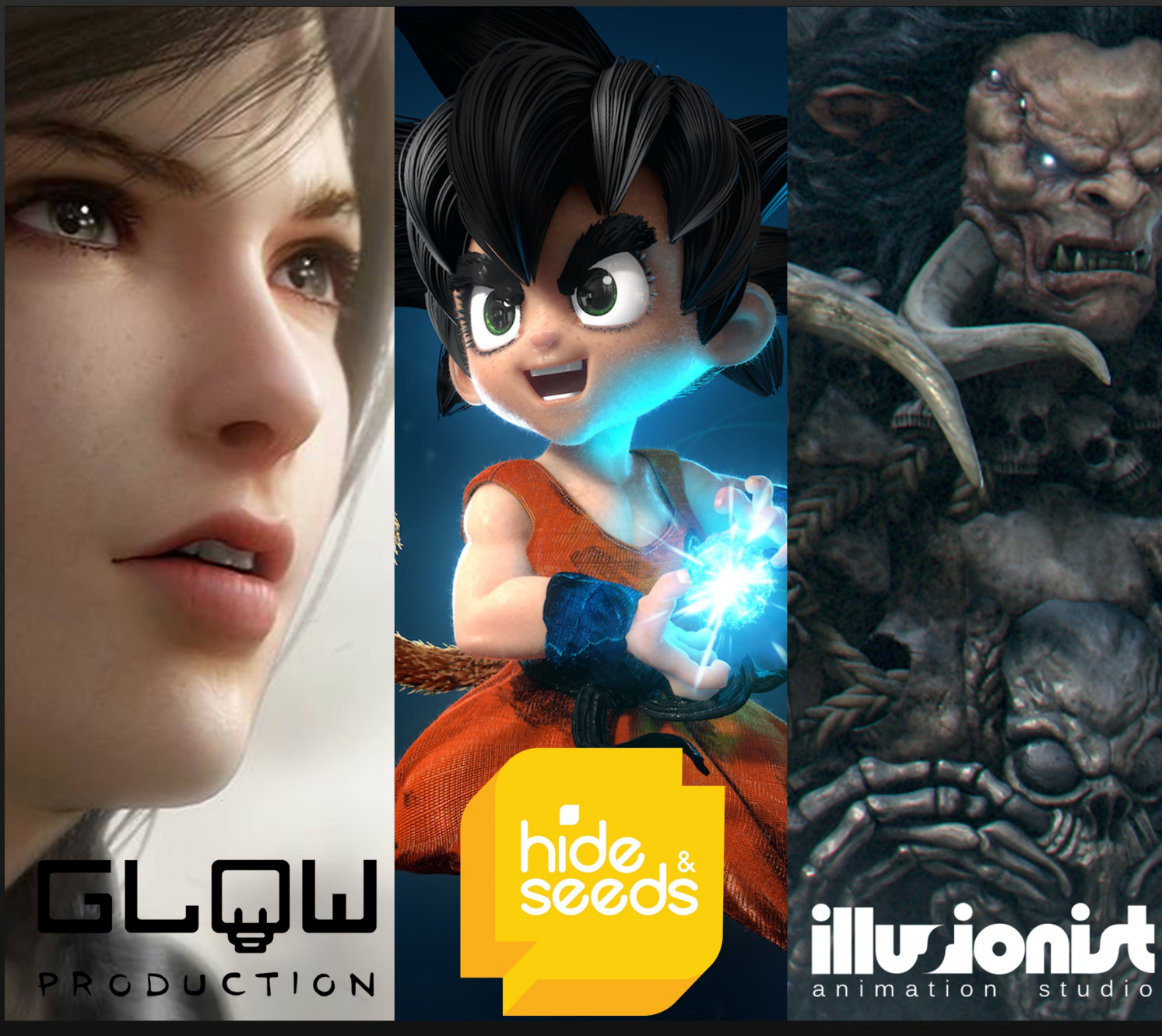


POCOTEE & FRIEND

INDUSTRY RECOGNITION

Celebrate the accomplishments of our students as they graduate after completing two years of fundamental studies essential to their majors. Students will participate in a memorable graduation ceremony where they will receive their certificates, marking the successful culmination of their academic journey and the beginning of new endeavors.

在完成了为其专业所必需的两年基础和主修科学习后，让我们一起庆祝学生们的成就。学生们将参加一个令人难忘的毕业典礼，在那里他们将获得证书，标志着他们学术旅程的成功结束和新事业的开始。



LOCAL CG PRODUCTION

- Glow Production
- Passion Republic
- LemonSky
- Silver Ant
- Streamline Studio
- Sony Play Station Studios
- Bandai Namco Studio Malaysia
- Illusionist Animation Studio
- SpaceSheep Studio
- TenTen Studio
- Virtuos
- Beardown Studio
- Mirayi
- VividThree Production
- Pixelline
- M.BaBa Studio
- Animamundi
- Animasia
- Monsta-Animonsta Studio
- Fly Studio
- Circle Studio
- The Only Studio
- Why Knot Studio
- Polygon Pictures Malaysia
- Studio Climb
- Enpix Studio
- And More...

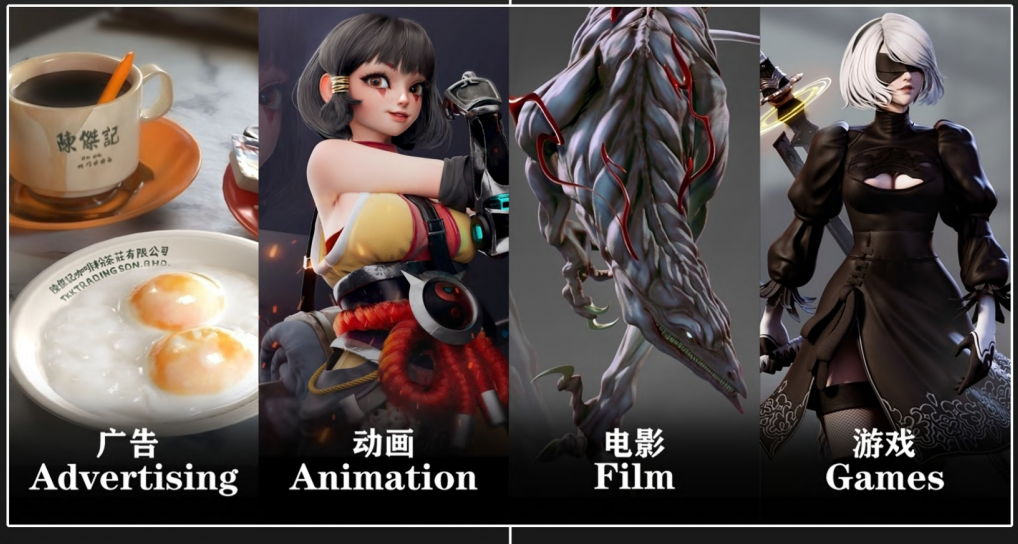
ACADEMIC PATHWAY

Student

2 Years Diploma

3D Animation | **Concept Art & Illustration** | **Game Development**

Local Industry / Internship



Career Opportunities

- -Concept Artist
- -Illustrator
- -Storyboard Artist
- -2D Animator
- -3D Modeler
- -Texturing Artist
- -Look Depth Artist
- -Rigging Artist
- -Character Animator
- -Environment Animator
- -Motion Capture Specialist
- -Layout Artist
- -Lighting Artist
- -Comp
- -Visual Effects (VFX) Artist
- -Game Designer
- -Game Animator
- -Level Designer
- -Asset Artist
- -Technical Artist
- -Educator
- -Freelancer

International Industry

3D PRODUCTION PIPELINE

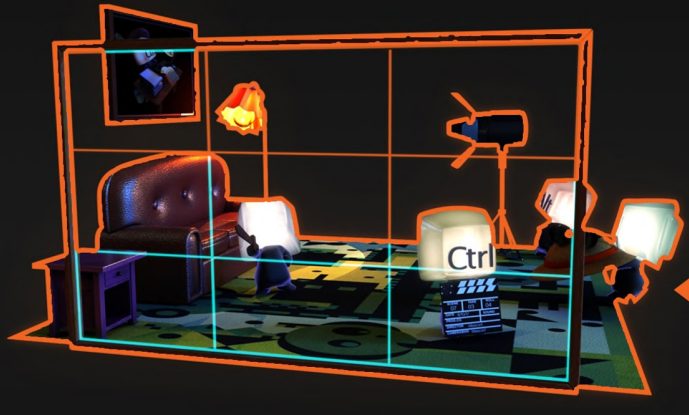


IDEA



STORY/SCRIPT

3D ANIMATION & LAYOUT





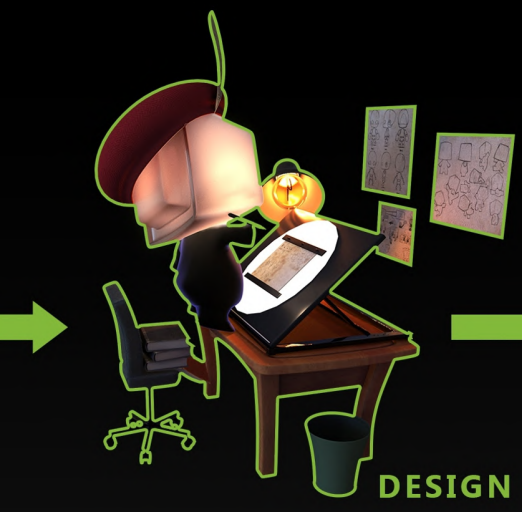
3D RIGGING



VFX & 3D LIGHTING



RENDERING
& COMPOSITING



DESIGN



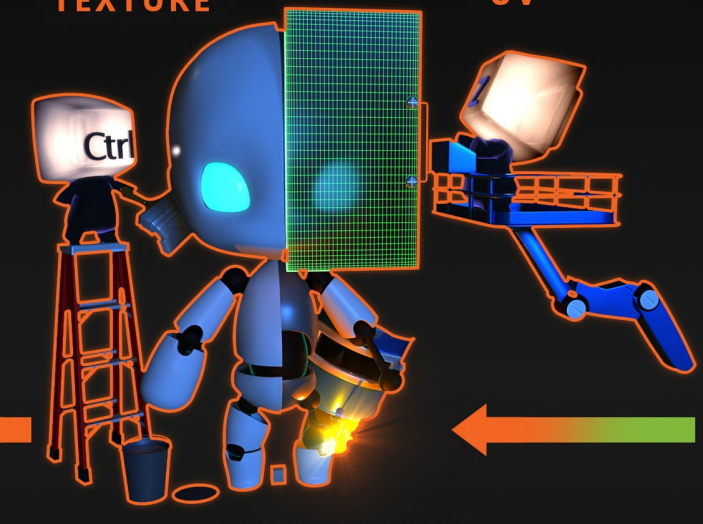
RESEARCH
& DEVELOPMENT



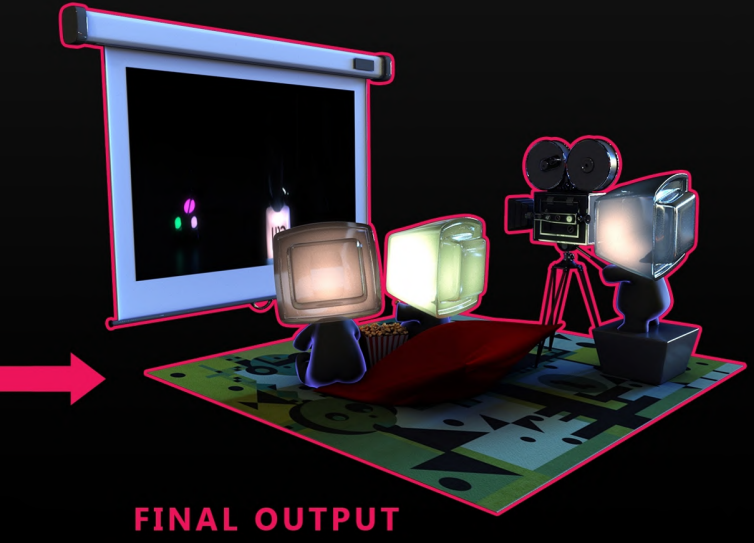
STORYBOARDING

TEXTURE

UV



3D MODELING



FINAL OUTPUT

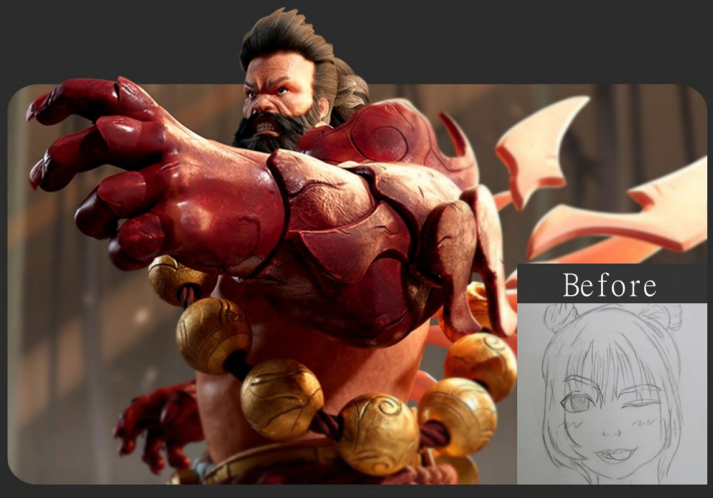
WHAT IS PRODUCTION PIPELINE ?

A 3D production pipeline is a series of interconnected stages that a 3D project goes through from concept to completion. The pipeline typically includes stages such as pre-production, modeling, texturing, rigging, animation, lighting, rendering, and post-production.

In pre-production, the concept and design of the project are developed. In production, modeling involves creating the 3D assets using software like Maya or Blender. Texturing involves applying surface textures and colors to the 3D models. Rigging is the process of adding a skeleton or rig to the 3D model to enable movement and animation. Animation involves bringing the 3D models to life with movement and actions. Lighting is the process of adding light sources and creating the desired atmosphere. Rendering involves processing the final images or sequences of images, and post-production involves editing the final output to produce the desired result.

The 3D production pipeline allows multiple artists and technicians to work on a project in parallel, and enables efficient collaboration and quality control throughout the process.

STUDENT ART ACHIVEMENT





Student Name : Lue Kian Hong

这短短两年学习的旅程非常充实与兴奋，感谢每个阶段的老师细心教导。

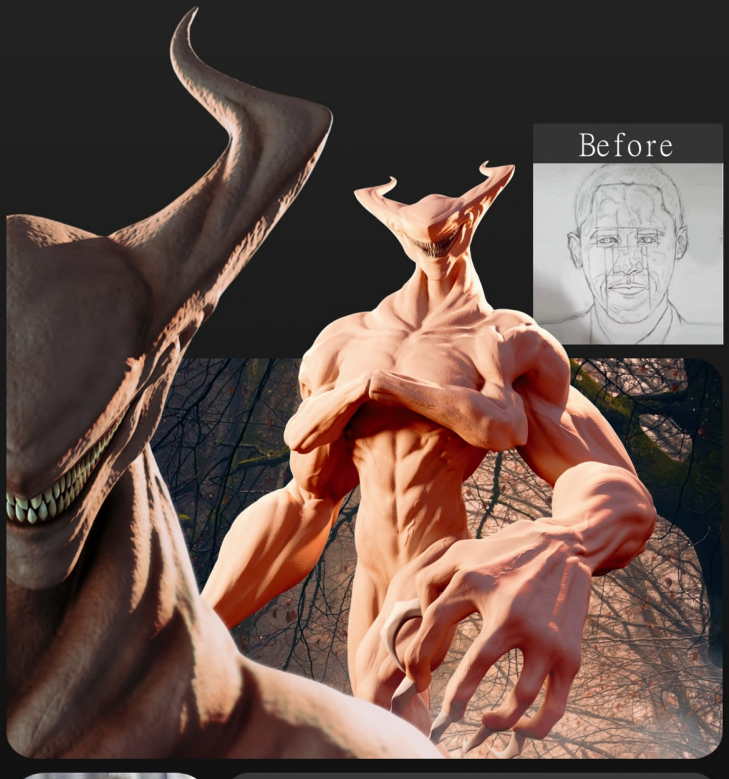




Student Name : Cashyn Loh

UNDO学习氛围非常好。在众多良师益友的帮助下，我可以更好的跟上市场的需求，向梦想迈进。

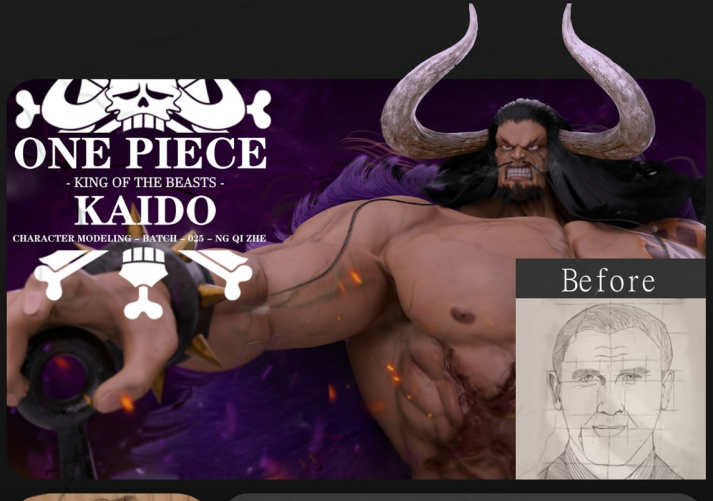
人生不能undo，但是你可以选择UNDO，这个绝对会是让你不想undo的选择！





Student Name : Chow Yi Wong

UNDO lecturers reach with precision and tailor their approach to the needs of students and the job market.The comfortable and relaxing environment allows me to study without stress, enabling me to improve my skills and techniques to meet market demands and move on step closer to my dream.





Student Name : Ng Qi Zhe

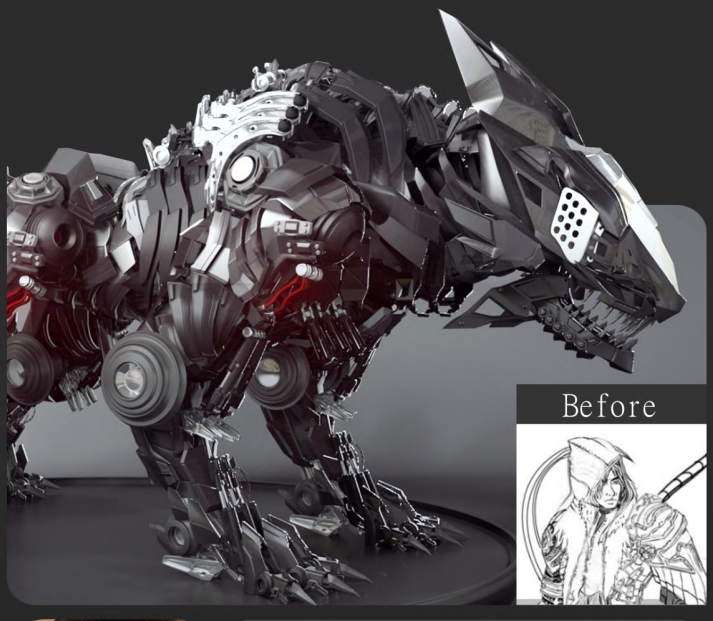
I would like to deepest gratitude to my teachers for imparting their knowledge and expertise in this field.Your unwavering guidance and encouragement throughout the course has been instrumental in shaping me into the professional that I am today.





Student Name : Issac Kho Tong Fook

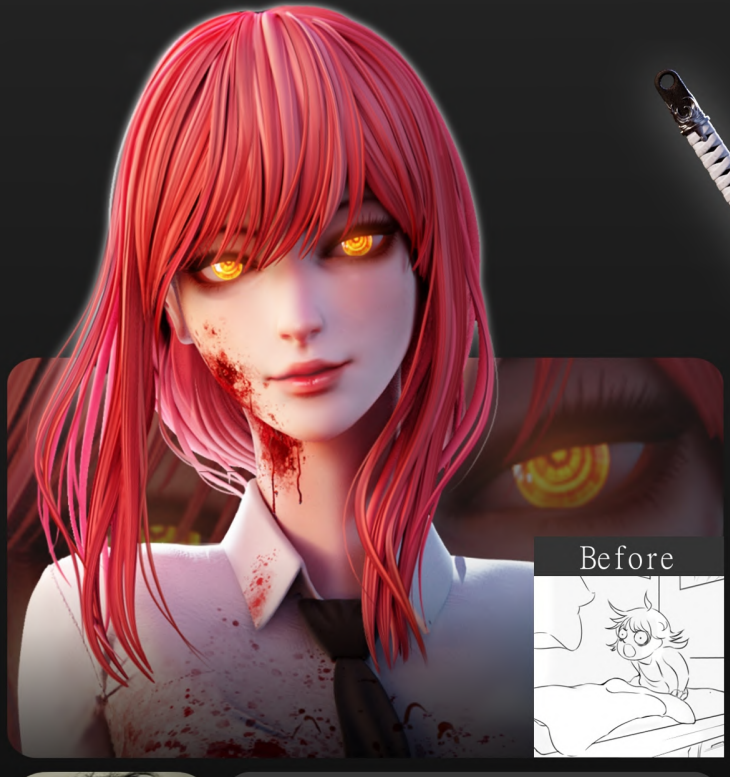
Made a correct decision to study at UNDO Academy, learn from basic and proceed to advance level. The lecturers and tutors are passionate to teach and share a lot. Thanks a lot XDXD





Student Name : Lee Chun Hong

在这两年内也学习了很多，非常感谢每个老师付出以及细心的教导。





Student Name : Ivan Wong Man Fei

在UNDO的这两年里上课的过程很享受，学到了很多新东西以及完成作品时很有成就感。

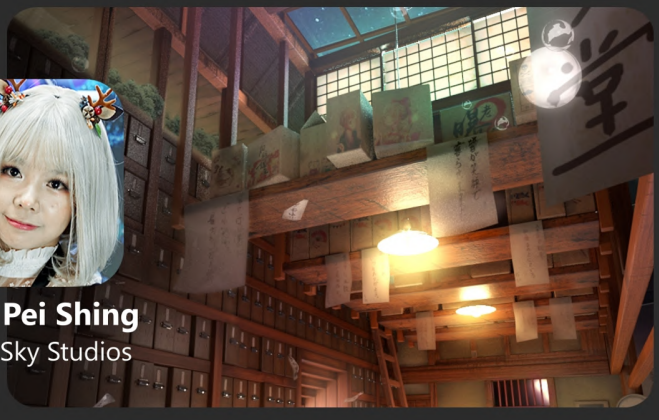




Student Name : Chia Jun Hong

I thoroughly enjoyed my experience at Undo Academy due to the welcoming environment, knowledgeable lecturers, and the opportunity to meet many new friends.

ALUMNI



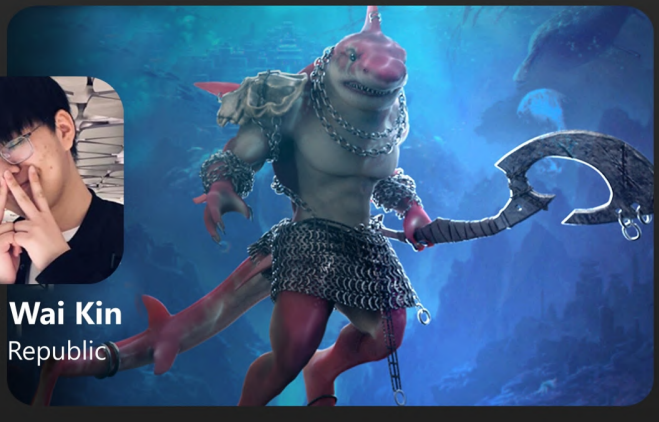


Heng Pei Shing
Lemon Sky Studios





Kong Chi Lem
Bandai Namco





Ngew Wai Kin
Passion Republic





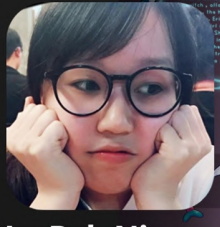
Eng Zhi Le
Illusionist





Leng Myan Wei
Virtuos Games





Lu Poh Ning
Glow Production





Hor Kar Mun
Freelancer





Ng Yi Heng
Ten Ten Studio

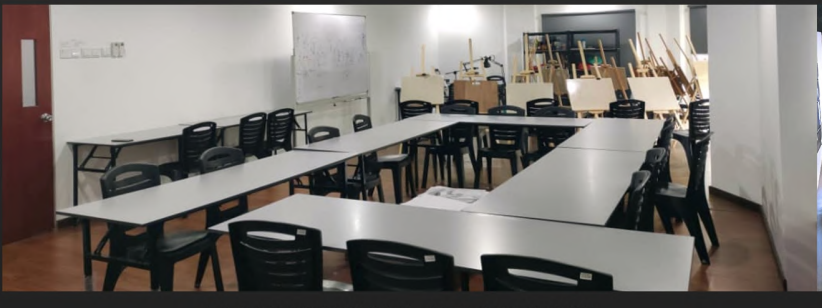
FACILITIES



UNDO ACADEMY MAIN LOBBY
UNDO Academy 前台接待处



MINI LIBRARY & REST ROOM
小型图书馆 & 休息室



TRADITIONAL ART ROOM
传统美术室



EVENT HALL
活动大厅



COMPUTER LAB A
电脑室 A



COMPUTER LAB B
电脑室 B



COMPUTER LAB C
电脑室 C



COMPUTER LAB D
电脑室 D

ACCOMMODATION

Link : ibilik.my

- The school is nearby the accommodation, making it easily accessible by walking or public transport.



A Palm Spring

RM 600 - RM 1000



B Strand Mall

RM 1500 - RM 2000

C The Strand

RM 700 - RM 1200



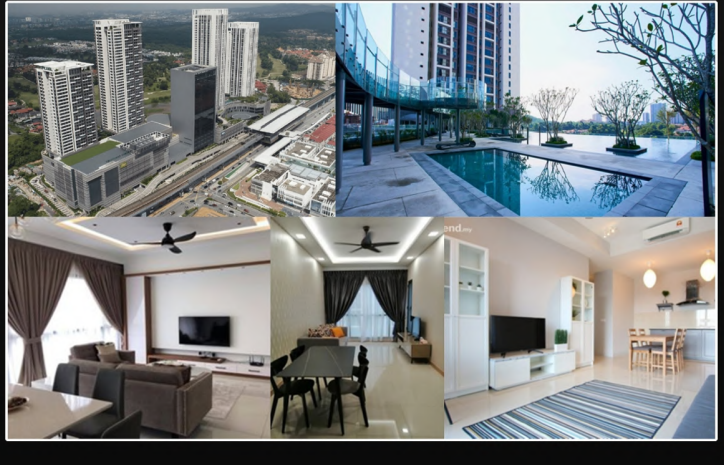
D Casar Indah 1 & 2

RM 650 - RM 900

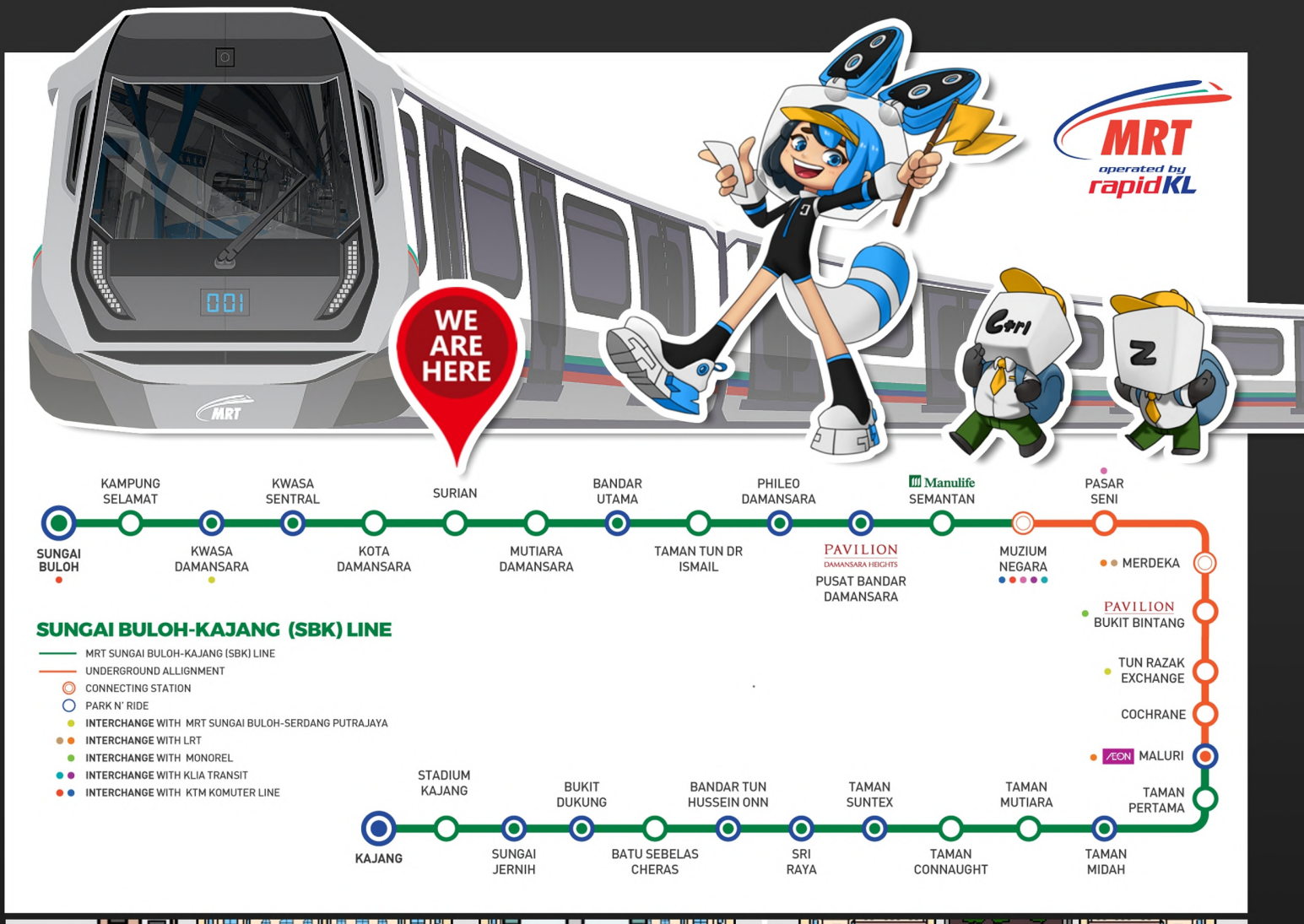


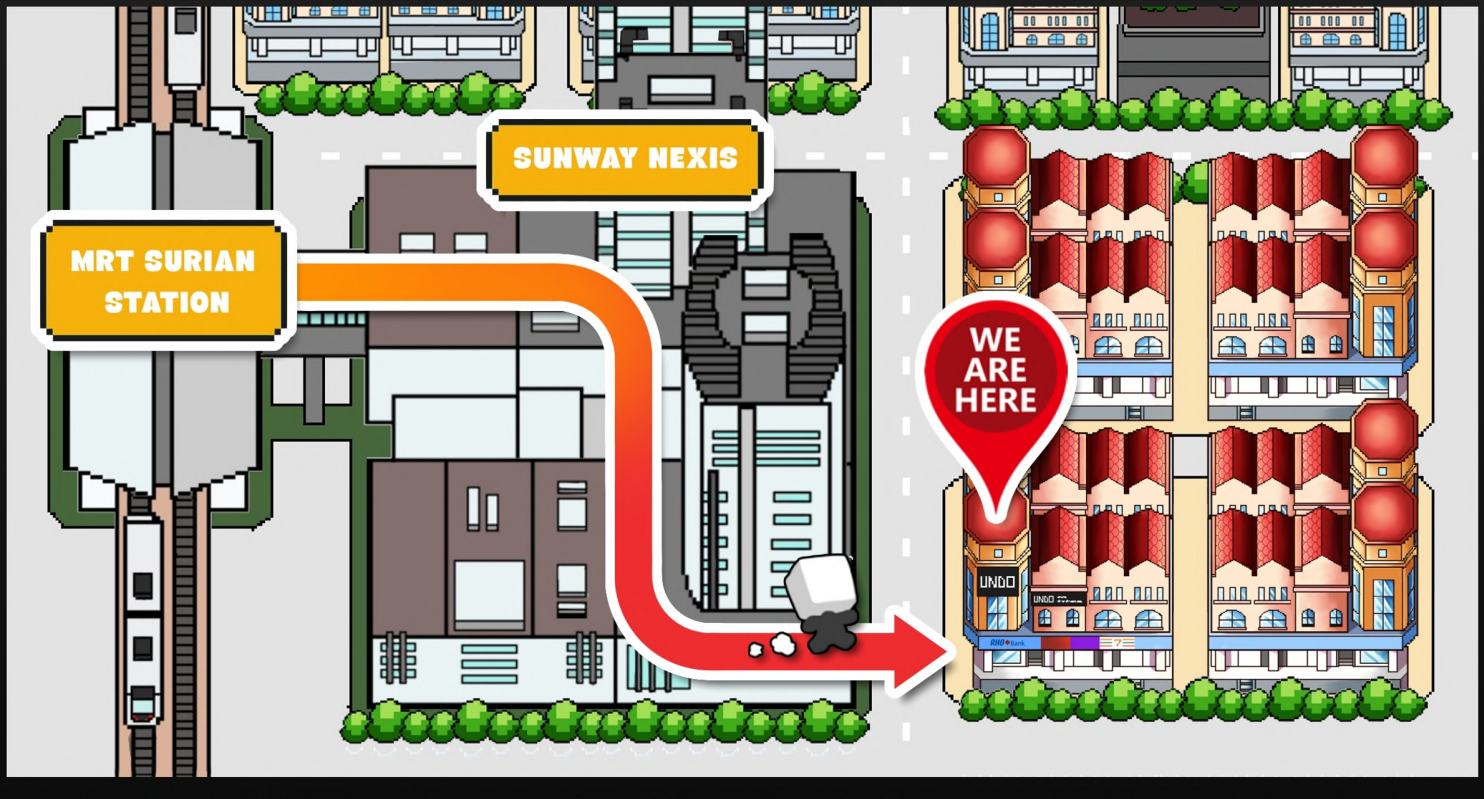
E Tropicana Garden

RM 2200 - RM 2600

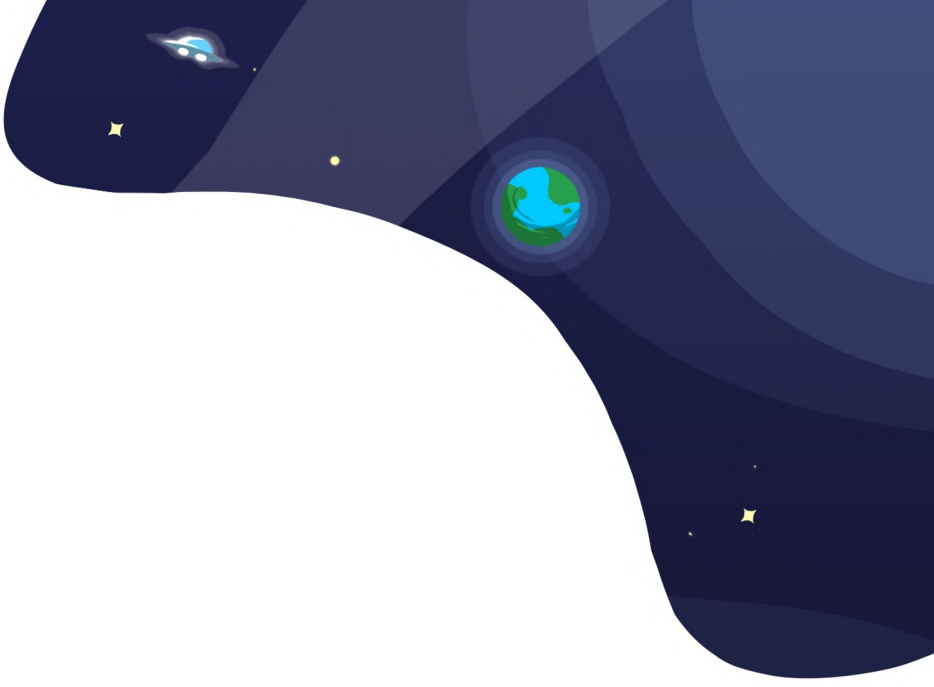


TRANSPORT





- The Sunway Nexis link bridge connects the MRT Surian Station with Sunway Nexis. UNDO Academy is located near the MRT Surian Station just 3 minutes walking distance from the station.
- Sunway Nexis行人天桥连接着 MRT Surian Station 和 Sunway Nexis。 UNDO学院位于 MRT Surian Station 附近，距离车站只3分钟步行距离。



UNDO

ACADEMY

Every action deserves a second chance,
correct our missteps and stay on the path to success.
Erase regret, embrace opportunity

018-9588633 / 018-9199813

03 - 61515162

info@undo.com.my

@undo_academy

www.undo.com.my

www.facebook.com/UndoSchool

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