

## Computer Arts

Abertay University

### Content

You'll be immersed in 2D and 3D art techniques, creating characters, environments, and animation using industry-standard software and hardware.

Join Abertay's vibrant, multi-disciplinary community, with industry and creative professionals who'll support and guide you all the way. You'll access networking, collaboration, and mentorship opportunities with leading game studios. Through individual and team projects you'll develop industry-ready work, showcasing your artistic, professional and technical abilities.

Transform your creative drive into a rewarding career, using your contemporary and practical skills to shape immersive experiences for audiences everywhere.

### Start Date

September

### Qualification

Degree

### Study Method

Full time

### Award Title

BA Hons

### UCAS Code

GW42

### Course Length

4 years

### Faculty

Faculty of Design, Informatics and Business

### Department

Games and Arts

## Entry Requirements

2027 entry requirements:

Standard entry: 4 Highers at ABBB including Art and Design, Graphic Communication, Photography or a technological subject. Portfolio of work to be submitted.

Widening access entry: 3 Highers at ABB including Art and Design, Graphic Communication, Photography or a technological subject. Portfolio of work to be submitted.

For entry to second year, you must have 3 Advanced Highers at AAB including Art and Design and Computing Science or Graphic Communication.

## SCQF Level

10

## Progression Routes

«ProgressionRoutes»

## Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

## Address

Bell Street  
Dundee  
DD1 1HG

## Website

[www.abertay.ac.uk](http://www.abertay.ac.uk)