

## 3D Design for Virtual Environments

Glasgow Caledonian University

### Content

3D visualisation and animation play a role in many areas, and the popularity of these media just keeps growing. Digital animation provides the eye-catching special effects in the 21st century's favourite films and television shows; 3D design is also essential to everyday work in everything from computer games development, online virtual world development and industrial design to marketing, product design and architecture.

GCU's programme in 3D Design for Virtual Environments will help you develop the skills to thrive in a successful career as a visual designer. The programme is practical and career-focused, oriented towards current industry needs, technology and practice. No prior knowledge of 3D design is required.

### Start Date

September

### Qualification

Postgraduate Master's

### Study Method

Full time

### Award Title

MSc

### Course Length

1 year

### Faculty

School of Computing, Engineering and Built Environment

### Department

Computing

### Entry Requirements

A 2:2 Honours degree (or equivalent) in any subject.

### SCQF Level

11

## Address

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## Website

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