Computer Animation Arts

University of the West of Scotland

Venues

Paisley Campus

Content

The BSc Computer Animation Arts combines traditional and digital animation techniques, and covers all elements of the animation production pipeline.

Computer animation, modelling and effects require both artistic and technical approaches to complex visual problem-solving.

Fusing traditional skills with cutting-edge technology, this dynamic and innovative course provides you with the skills to work in a wide range of areas within the computer animation industry.

This course provides the skills required for work in animation, 3D modelling, visual effects, visualisation, and computer games. It will also encourage you to specialise in a chosen area and stretch your technical and artistic abilities.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

GW48

Course Length

4 years

Faculty

School of Computing, Engineering and Physical Sciences

Department

Computing

Entry Requirements

2026 entry requirements

Standard entry:
4 Highers at BCCC including Art and Design, Graphic Communication or Photography. A portfolio of your work must be submitted.

Direct entry to year 2 may be possible with 3 Advanced Highers at CCD including Art and Design.

Widening access entry:
3 Highers at CCC including Art and Design, Graphic Communication or Photography. A portfolio of your work must be submitted.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

Address

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Website

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