Immersive Systems Design - 3D Modelling

Glasgow School of Art

Venues

Main Campus

Content

D Modelling is a specialist pathway of the BSc in Immersive Systems Design. This programme provides graduates with a highly relevant skill set in practical software and immersive systems (Augmented and Virtual Reality) development, an understanding of how people and technology interact, combined with the creative insight essential to help create the future in immersive systems.

This is a technology-focused degree with a strong art-school foundation, combining rigorous taught components with studio based learning and critical thinking. 3D modelling is a core discipline for the development of content for Immersive Systems and an essential skill in related digital games, animation, VFX and related domains. Students will specialise in 3D modelling while gaining a broader range of technical skills.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

W617

Course Length

4 years

Department

School of Innovation and Technology

Entry Requirements

Standard entry: 4 Highers at ABBB including English or another English based subject. Digital portfolio of work.

Widening access entry: 4 Highers at BBCC including English or another English based subject. Digital portfolio of work.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

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