

3D Modelling

Glasgow School of Art

Venues

Main Campus

Content

3D Modelling - A specialist pathway of the BSc in Immersive Systems Design.

The programme will provide 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.

Visualisation and Virtual Reality has been an area of excellence for the School of Simulation and Visualisation since its formation (as the Digital Design Studio) almost 20 years ago, and is an area that is now seeing a surge of rapid development and adoption worldwide. With the entertainment market driving costs down, new opportunities are emerging for VR in broadcast and entertainment, medical, engineering and other domains, with major investments from companies as varied as Sky Broadcasting, Sony, Facebook, Amazon and Microsoft.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

W617

Course Length

4 years

Department

School of Simulation and Visualisation

Entry Requirements

2024 entry requirements

Standard entry: 4 Highers at ABBB (first sitting) or AABB (two sittings) and English or another English based subject and preferably Maths or Computing Science. Digital portfolio of work.

Widening access entry: 4 Highers at BBCC including an English or another English based subject and preferably Maths or Computing Science. Digital portfolio of work.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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Website

www.gsa.ac.uk