3D Animation and Visualisation

Glasgow Caledonian University

Content

If you want to be an artist and animator for the next generation of games, apps, movies and streaming shows, this course is for you.

Bring ideas to life as you build immersive virtual worlds and compelling characters for 3D games and film.

We aim to develop your traditional art skills with the latest creative technologies for games, film and VFX industries.

You'll learn using the latest industry software and hardware, working in open plan studio spaces. We also have a VR lab and green screen and audio facilities.

Develop skills and techniques in: 3D modelling; digital sculpting; surfacing and texturing; rigging; animation; lighting; rendering; VFX compositing.

You'll gain valuable advice from industry professionals, with a strong focus on practical, real-world outcomes and career-ready skills.

You'll be working on live briefs and hands-on projects that mirror professional practice. You'll also have opportunities to take your experience further through internships and placements, helping you step confidently into the industry.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

3DAV

Course Length

4 years

Faculty

School of Computing, Engineering and Built Environment

Department

Applied Computer Games

Entry Requirements

2027 entry requirements

Standard entry: 4 Highers at BBCC including Art and Design or Graphic Communication.

Widening access entry: 4 Highers at BCCC including Art and Design or Graphic Communication.

You would be expected to submit a digital portfolio.

A Foundation Apprenticeship is accepted as equivalent of a non-essential Higher at B.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

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