3D Computer Animation

Fife College

Venues

Glenrothes Campus

Content

This course enhances 3D computer modelling and animation skills using industry-standard software like Autodesk Maya, Adobe Suite, and others. Participants engage in creative projects to refine conceptual thinking and digital skills. Candidates will proficiently create 3D models and animations applicable across various industries like gaming, film, and architecture.

Topics Include:
3D Modelling techniques; Character Modelling; Environment Modelling; Rigging and Kinematics for animation; Fundamentals of Morph and Key Frame animation; Mapping, Lighting and Texturing techniques; Digital and traditional drawing skills and visualisation; Graded Unit; Drawing Skills and concept art.

Start Date

August

Qualification

HNC

Study Method

Full time

Course Length

1 year

Department

Computing and Digital Technologies

Entry Requirements

Higher English, Art and Design, Computing Science, Graphic Communication or Physics plus 4 subjects at National 5, Advanced Certificate: Computer Games Design & Animation (Level 6) or other relevant qualifications at SCQF Level 6. Interview and portfolio.

SCQF Level

7

SCQF Points

«SCQFPoints»

Progression Routes

Relevant degree programme.

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

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Website

www.fife.ac.uk