3D Computer Animation

City of Glasgow College

Venues

City Campus

Content

The course is designed for creative individuals interested in 3D and 2D animation, video games, digital art, and architectural visualisation. Throughout the program, you will acquire 3D character modelling and animation skills, environmental modelling, texturing and surfacing, special effects, lighting, and camera work. You will also enhance your presentation skills and learn how to create a professional portfolio.

You will be trained in industry-standard software, including 3D Studio Max, Mudbox, Substance Painter, After Effects, and Photoshop. Additionally, the curriculum incorporates 3D printing and VR headset experiences.

Over the course of this 1-year program, you will have the opportunity to progress to Year 2 of the HND in 3D Computer Animation or transition to Glasgow Caledonian University and the University of the West of Scotland through articulation partnerships.

Start Date

August

Qualification

HNC

Study Method

Full time

Course Length

2 years

Department

Computing and Digital Technologies

Entry Requirements

1 Higher plus 3 subjects at National 5 preferably including Computing Science or Graphic Communication; or relevant national qualifications at SCQF Level 6. Interview.

SCQF Level

7

SCQF Points

«SCQFPoints»

Progression Routes

Entry to 3rd year of relevant degree programme or relevant employment.

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

Address

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Website

www.cityofglasgowcollege.ac.uk