Visual Effects for Games and Real-Time Media

Abertay University

Content

Develop real-time visual effects (VFX) and join this rapidly growing job sector.

Unlike other VFX degrees, this course focuses on real-time methods. Real-time VFX, like the ones you see in games, are being used across film, TV, virtual production, advertising and immersive experiences.

You'll create effects that you can see, hear and feel using game engines such as Unreal and VFX tools like Houdini. You'll explore topics such as visual storytelling, game programming, graphics, sound design and real-time production techniques. Plus you'll gain hands-on experience through studios collaborations, developing a portfolio that mirrors professional practice and pipelines.

With demand for real-time VFX expertise increasing, you'll graduate ready to join this exciting and evolving industry.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BSc Hons

UCAS Code

G460

Course Length

4 years

Faculty

Faculty of Design, Informatics and Business

Department

Games Technology and Mathematics

Entry Requirements

2027 entry requirements

Standard entry: 4 Highers at ABBB plus Maths at National 5 at B.
Widening access entry: 3 Highers at ABB plus Maths at National 5 at B.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse» «htmlCombinationUCASCode»

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