

Medical Visualisation and Human Anatomy

University of Glasgow

Venues

Gilmorehill Campus

Content

This programme is the first taught Masters programme in medical visualisation in the UK. Offered jointly by The University of Glasgow and The Glasgow School of Art, it combines actual cadaveric dissection with 3D digital reconstruction, interaction and visualisation.

Start Date

September

Qualification

Postgraduate Master's

Study Method

Full time

Award Title

MSc

Course Length

12 months

Faculty

College of Medical, Veterinary and Life Sciences

Department

Life Sciences

Entry Requirements

An Honours degree in life sciences, medical or biomedical science; or computer science, 3D visualisation, computer graphics, health informatics, mathematics, physics; or medical illustration, 3D design, product design, digital media, digital arts, 3D modelling and animation.

SCQF Level

11

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