3D Computer Animation

City of Glasgow College

Venues

City Campus

Content

This sector-leading course* helps you develop the skills needed to become a 3D Digital Developer, incorporating live industry-related projects in a range of different 3D animation disciplines.

This course is aimed at creative individuals with an interest in 3D and 2D animation, video games, digital art and architectural visualisation.

You will develop skills in 3D character modelling and animation, environmental modelling, textures and surfacing, special effects, lighting and camera work. You will learn how to develop your presentation skills and how to produce a portfolio of work.

You will be introduced to industry-standard software including 3D Studio Max, Mudbox, Substance Painter, After Effects and Photoshop. The course also incorporates 3D printing and VR Headsets into the learning experience.

During the Year 2 programme you will have an opportunity to participate in Glasgow Caledonian University and the University of the West Coast of Scotland affiliation and transition programmes. You will also have an opportunity to compete at Worldskills UK and continue on with the courses excellent track record.

Start Date

August

Qualification

HND

Study Method

Full time

Course Length

2 years

Department

Computing and Digital Technologies

Entry Requirements

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

SCQF Level

8

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