

# Computer Games and Animation

City of Glasgow College

## Venues

City Campus

## Content

This introductory level creative computing course provides an overview of the key elements of computer games development, computer modelling and animation (2D and 3D).

Content:

Computer Games Design; Computer Games Development (Programming); 3D Computer Modelling; 3D Computer Animation; 2D Computer Animation; Drawing Techniques; Mathematics.

## Start Date

August

## Qualification

NQ

## Study Method

Full time

## Course Length

1 year

## Department

Applied Computing and Digital Technologies

## Entry Requirements

3 subjects at National 4 including English, Maths and preferably Art and Design or a science or technological subject; or relevant qualifications at SCQF Level 4. All applicants will be invited for interview.

## SCQF Level

5

## SCQF Points

«SCQFPoints»

## Progression Routes

Entry-level positions in the industry or further study.

## Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

## Address

City Campus  
190 Cathedral Street  
Glasgow  
G4 0RF

## Website

[www.cityofglasgowcollege.ac.uk](http://www.cityofglasgowcollege.ac.uk)