

3D Game Art and Animation

City of Glasgow College

Venues

City Campus

Content

This creative computing course provides an overview of the key elements of computer modelling and animation (3D and 2D), giving you the practical and theoretical knowledge you need to progress to higher level courses in a range of areas, including 3D Computer Animation and Games Development.

What you study:

2D Computer Animation; 3D Computer Animation; 3D Computer Modelling; Still Image Acquisition (Bitmap and Vector); Developmental Drawing; Audio/Video Acquisition and Editing; Creating Media Assets.

Start Date

August

Qualification

NQ

Study Method

Full time

Course Length

1 year

Department

Computing and Digital Technologies

Entry Requirements

3 subjects at National 5 including English, Maths and preferably Art and Design or a science or technological subject; or relevant qualifications at SCQF Level 5. All applicants will be invited for interview.

SCQF Level

6

SCQF Points

«SCQFPoints»

Progression Routes

Entry-level positions in the industry or further study.

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

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Website

www.cityofglasgowcollege.ac.uk