

3D Design: Model Making for the Creative Industries

City of Glasgow College

Venues

City Campus

Content

This Model Making course is aimed at students who have some practical skills in crafts, art and design and who have an interest in working in the fields of model or prop making for TV, film and theatre, architecture, product design, prototypes, museums, cosplay etc.

You'll develop skills in the design and construction of a wide variety of types of model through project-based units designed to be relevant to future employment and study routes. Projects are varied to cater for a broad range of interests and to allow as much individual creative input as possible. In addition, by the end of the course, you will be encouraged to have a strong online presence to facilitate networking within the industry.

What you will study:

Projects will cover many areas of commercial model making such as props and sets for TV, film and theatre, architectural, product, prototype, display, museum etc.

You'll develop your model making skills using a wide variety of traditional hand-tools and specialist equipment and materials in dedicated workshops. There will also be the opportunity to use 2D and 3D software linked to laser cutting and 3D printing. The emphasis will be on design creativity, high-quality making skills, problem-solving and time management.

Start Date

August

Qualification

HND

Study Method

Full time

Course Length

2 years

Department

Design

Entry Requirements

Higher Art and Design, Design and Manufacture or Graphic Communication plus English at National 5; or NQ Model Making for TV and Film (Level 6); or other relevant national qualifications at SCQF Level 6. Portfolio of work should be submitted. Interview.

SCQF Level

8

SCQF Points

«SCQFPoints»

Progression Routes

Degree level study or work in model making

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

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