



The Course

In brief...

Once you have a good foundation in 3D Animation and CGI, either from our own 3D Animation for Film and Games Foundation Degree, or CGI based courses such as FdSc, FdA or HND at other institutions, this top-up course gives you the chance to develop specialist skills and a high level of creative awareness. This course aims to develop and nurture up-to-date talents that will benefit your future career prospects.

The work on this course is assessed through coursework-based units. There is an individual project element central to this particular year of study which will enable you create an amazing portfolio and enhance your future career prospects. You will work in a studio environment with small groups of typically 10-20 students, and where you will practice advanced skills linked to art and visualisation subjects which are taught throughout the course. You will further develop your storytelling techniques, creativity, technical and visual communication skills.

This 3D Animation course is intended for students who wish to create 3D content and animations for film or games. The focus is on creature and character development, animation, game assets and environments, virtual set extensions for films and virtual production techniques. It includes 3D modelling and animation workflow, rigging, texturing and shading, lighting, rendering and post-production.

This is a popular course, providing you with many essential 3D skills, and where successful graduates are employed by some of the UK's leading 3D animation and visualisation studios and industry partners. These partners are influential in the design and development of our courses. They also assist with regular guest lectures and workshops whilst providing feedback and critique on student work. This means you get the most up-to-date career-relevant input from industry experts.

Bournemouth & Poole College is proud to partner with Epic Games as an Unreal Academic Partner and we offer excellent studio-based facilities with the latest industry standard software, and all necessary resources, including a fully operational green screen studio.

This course is subject to validation.

**Who is it for?**

Once you have a good foundation in 3D Animation and CGI, either from our own 3D Animation for Film and Games Foundation Degree, or CGI based courses such as FdSc, FdA or HND at other institutions, this top-up course gives you the chance to develop specialist skills and a high level of creative awareness. This course aims to develop and nurture up-to-date talents that will benefit your future career prospects.

**What the Course Leads to**

**What courses can I do after this?**

Students with the appropriate level of qualification can progress to an MA or a teaching qualification

**What jobs can I get?**

Our graduates work in over 100 different companies including many CGI, visualisation, simulation, animation and VFX studios such as Blue Zoo, Climax Studios, Codemasters, DNEG, Exient, Framestore, Jellyfish, Lionhead Studios, MPC, Prime Focus, Rocksteady,

## Key Information

**Duration**

1 Year

**Attendance**

Full-time

**UCAS Code**

AV3D

**Campus Code**

P

**Qualification Name**

BA (Hons)

**Institution**

Bournemouth & Poole College

**Awarding Body**

Arts University Bournemouth (AUB)

Sony Computer Entertainment Europe, The Mill, Crystal CG, D-Box, Darcstudio, Drilling Systems, F10, Hayes Davidson, Miller Hare, Modus Group, Rockwell Collins, Sanders Shiers, Squire & Partners, The Neighbourhood, TigerX, Uniform, Visualhouse, Vyonyx and Wagstaffs Design.

What do I need to apply

### **To do this course you should have...**

Applications should a relevant Level 5 Foundation degree or HND. Relevant industry experience will also be considered. You will also may be asked to provide evidence of a relevant portfolio of work.

Evidence of GCSE Grade 4 or above or Level 2 Functional Skills Maths and English will also be required.

All applicants will be interviewed in order to assess their suitability to study at Honours level.

### **What about work experience?**

Relevant industry experience will also be considered.

### **International entry requirements**

A minimum of UKVI IELTS 6.0

Course costs

#### **Costs**

£9,250

#### **International Fees**

If you are not from an English Language speaking country, you will need to have a minimum of UKVI IELTS 6.0. We accept a wide range of academic qualifications awarded overseas and use the UK NARIC (National Academic Recognition Information Centre) guidelines for international comparisons. For tuition and accommodation fees please visit [www.thecollege.co.uk/international/courses/tuition-fees](http://www.thecollege.co.uk/international/courses/tuition-fees) and our International Operations team can offer you advice and guidance before and during your studies.

Course Content

#### **Course Content**

##### **Modules**

- 3D Asset Development 3
- Professional Practice
- Evaluative Research
- Major Project

Whilst every effort is made to ensure the accuracy of the programme specification, the information is liable to change to take advantage of exciting new approaches to teaching, learning and industry developments

#### **Next Steps ...**

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Telephone: 01202 205205

Web: [www.thecollege.co.uk](http://www.thecollege.co.uk)

Live chat available on the website

