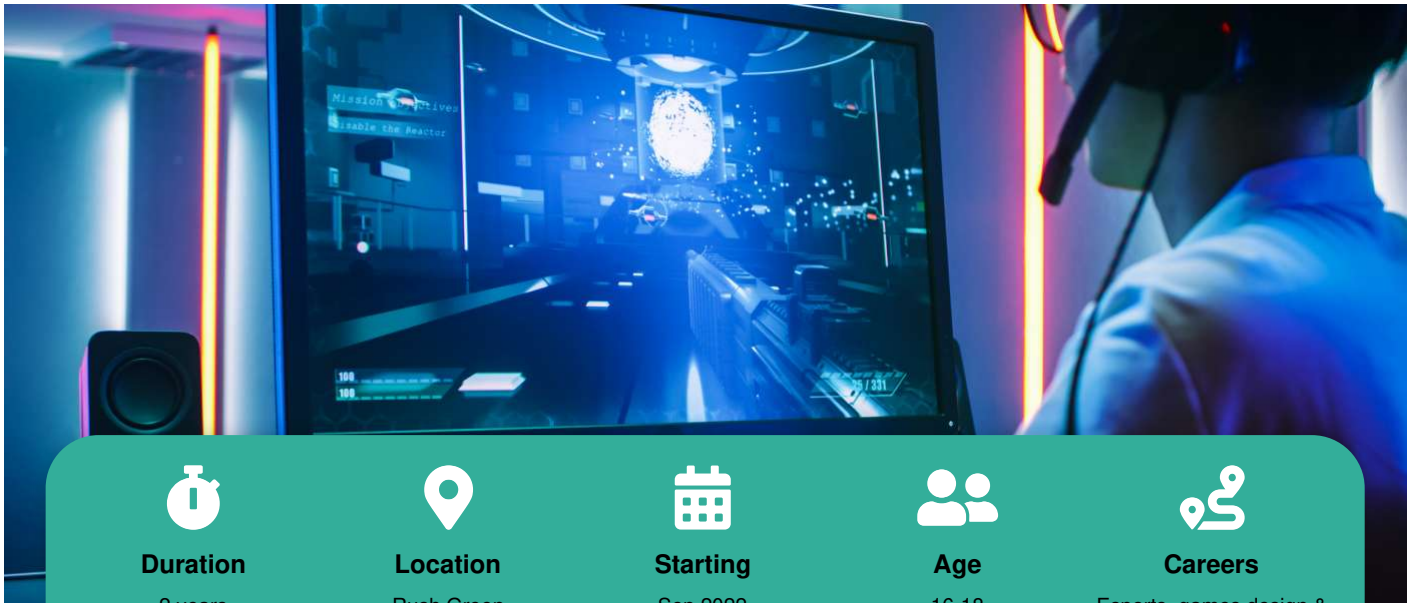







Level 3

Creative Media Practice - Games Art and Animation

BTEC National Extended Diploma



				
Duration	Location	Starting	Age	Careers
2 years	Rush Green	Sep 2022	16-18 Adult 19+	Esports, games design & animation

How much does this course cost?

AGE 16-18	ADULT 19+
FREE	£6,462

The above fees include tuition and exam fees. You may be eligible for an Advanced Learner Loan to help with the course fees. Contact us to discuss what Financial support is available.

Overview

This course is ideal for anyone looking to be part of the exciting and fast growing games animation industry.

You will learn various art and animation techniques and apply these in the game making process.

What you'll learn

This qualification is intended for students wanting to progress into the gaming industry and develop skills using art and animation techniques.

Additionally, the breadth of optional content in this qualification allows learners to widen their opportunities to progress to several different higher education courses.

Whilst on this course you will develop skills in problem solving, technical skills, professional practice, communication and

being able to inform ideas.

Assessments / Exams

You will complete practical assignments and develop your theory, skills and knowledge 100% internally assessed and through a portfolio of work.

Core Units will be:

- Exploring and Developing Creative Media Skills this includes an exploration of the fundamentals of creative media practice from a gaming art/animation perspective developing practical skills. You also undertake a art/animation project combining all your skills developed whilst taking this course.
- Advanced Creative Practice this includes Personal progression which will help you to develop your understanding of this industry, employment roles and higher education routes within the gaming animation industry and other creative pathways.

A typical week

3 days a week working in a designated art/animation classroom on site and also working virtually.

Entry requirements

4 GCSE's at grades 4 or above including English & Maths.

What this course leads to

The primary focus of the Level 3 Games Art & Animation Pathway is to progress into employment and higher education across a range of roles within the industry. Jobs that are available in these areas include:

- Game Artist
- Character Artist
- Lead Animator
- 3D Artist/Animator
- Concept Artist

Visit this course on our website: <https://www.barkingdagenhamcollege.ac.uk/find/courses/0000011082>

For further information please contact the college: <https://www.barkingdagenhamcollege.ac.uk/contact>