

Study with us

## About your course

### Courses covered

Code	Title	UCAS Code
CTDANM	BA (Hons) 3D Games Art and Design	W280

You can find full details of your course in the *Programme Specification*.

### Important points

From design, model and texture to exporting to real-time engines, level creation, gameplay design and creating games with playable levels, this course teaches all of the skills a games artist needs to work in the industry.

### Academic Year

#### Academic Year 2018 - 2019

The University's academic year is made up of 3 Semesters. For most undergraduate/postgraduate students the academic year is split into two Semesters (A & B). Each of these is made up of teaching weeks followed by exams (the re-sit period falls within Semester C).

- Semester A runs from Monday 17th September 2018 to Friday 11th January 2019
- Semester B runs from Monday 14th January 2019 to Friday 17th May 2019
- Semester C runs from Monday 20th May 2019 to Friday 13th September 2019

The above schedule includes two "Independent School Study Weeks": 5th – 9th November 2018, and 11th – 15th March and a University Study Week 14th – 18th January 2019.

### Expected workload

In the UK, a full time student is expected to spend 1200 hours on their studies each year. Please find below an estimate of how your time will be spent on this course during each year of study.

	Lectures, seminars, tutorials	Independent study	Placement
Year 1	41%	59%	0%
Year 2	37%	63%	0%
Year 3	16%	84%	0%

## Method of assessment

	Written Exam	Coursework	Practical
Year 1%	0%	100%	0%
Year 2%	0%	100%	0%
Year 3%	0%	100%	0%

## Additional expenses

Please see below a list of expected materials you will need for your studies. You will be given detailed lists when the course starts. These materials can all be bought from the school's Art Shop.

Description	Year	Mandatory/Optional	Estimated cost
Initial kit including scissors, A2 cartridge pad, pencils, masking tape, eraser, 30cm metal ruler, pastels or conte crayons, charcoal (compressed), ink, pencil sharpener, assorted brushes, USB memory stick, A3 black portfolio, writing pen, fine line drawing pens.	1	Mandatory	£40
Consumable art supplies, including A4 hardback sketchbooks, A3 hardback sketchbooks, A4 lined notepad, glue, masking tape, eraser, basic set of acrylic paints, coloured pencils, Sellotape, double sided tape, basic set of drawing pencils, highlighter.	ongoing	Mandatory	£50.00*
Contribution towards final year degree show costs and promotional materials for Animation Exposé (Film Day).	3	Optional**	£25.00

\* This is an indicative cost – how much you use and need to replace these supplies will depend on your own style of working and process.

\*\* Taking part in the final year degree show is optional. If opting to take part, this cost then becomes mandatory.