



De Montfort University

Game Art

Study details

Course type: Bachelor's degree

Degree: BA (Hons) Game Art

Study mode: Full time

Duration: 36 Month

Cost of study

Cost : 16 250 GBP

Reg. fee : N/A GBP

Scholarship :

Insurance : N/A GBP

Intake/s

Sep

Requirements

English language requirements

If English is not your first language an IELTS score of 6.0 overall with 5.5 in each band (or equivalent) when you start the course is essential.

- IELTS 6.0 for Art and Design, Business, Computing and Engineering courses
- IELTS 6.5 for Law courses
- IELTS 6.0-6.5 for Humanities and Media courses
- IELTS 6.5-7.5 for Science courses

Certificate of Secondary School Education

Accommodation

Whether you are hosting an international conference, a live music performance, organising a meeting or arranging a celebration, you'll find the perfect space conveniently located with service to match.

- Dance Studio Hire
- Conferences
- Exhibitions and fairs
- Filming & production locations
- Meetings, workshops & training rooms
- Performances and productions
- Special occasions and celebrations

Speciality

Placement fee: £1,850

Pathways Available

International Foundation Certificate | International Year Zero

Additional information

Degree Overview

This degree offers a combination of creativity and knowledge of specialist technology, coupled with strong industry links, you will graduate with the skills required for roles as an environment artist, character artist, lead artist, technical artist or director.

This specialist art programme, accredited by ScreenSkills, will help you to master high-level 3D modelling skills, develop your existing 2D traditional art skills, through modules including Game Production, Digital Art Practice and Traditional Art Practice. Showcase your talent and creativity by producing an industry-ready portfolio, with support from your academic and technical supervisors. The excellent facilities include a dedicated games studio with a range of industry-standard software and high-spec PCs and consoles for producing 3D game content, a drawing studio and a suite of Cintiq graphics tablets. We also have VR development facilities to support students who wish to work in visualisation and virtual reality.

On this course, you will have the opportunity to take part in national and international creative events and challenges such as The Rookies and Search for a Star.

Recent graduates are working for companies such as Ubisoft, BMW, NaturalMotion, Playground Games, Codemasters, Dambusters Studios, Lockwood, Rockstar North and Jagex

Study Reasons

This degree is recognised by ScreenSkills, the industry-led skills body for the UK's screen-based industries, and carries the ScreenSkills Select quality-mark which indicates courses best suited to prepare students for a career in the screen industries.

From Grand Theft Auto V to Star Citizen and Assassin's Creed, our graduates make the games you play. Many have progressed to work as concept artists, character artists, lead artists, technical artists and directors, for leading companies such as Artificial Life, Rockstar North, SEGA, Sony and Ubisoft.

During this course you will have the option to complete a paid placement year, an invaluable opportunity to put the skills developed during your degree into practice.