



HNC in Creative Media Production Games and Animation

Validated by Pearson

Length of course: 1 year FT | **Starts:** 24 September 2018 | **Ends:** 5 July 2019

Delivery site | Tottenham Centre | High Road | London N15 4RU

Typical entry requirements:

- 📄 Level 3 qualification in Creative Media Production – Games and Animation (A-Level, BTEC - Merit or Distinction grades)
- 📄 Excellent reference
- 📄 Level 2 English and Maths

Course Overview

The HNC in Creative Media production (Animation and Games) aims to provide learners with strong sector-specific skills such as 3D modelling, games design and development, animation, compositing, VFX, rendering and lighting. The course is aimed at those aiming for work in the digital media industry as creative artists. This could include roles such as games designer, animation artist, 3D modelling and design, technical games artist, visual FX artist or 2D animator. These skills will prepare you for entry-level jobs in the industry or the foundation to improve and develop your skills further in other higher education establishments. Work is completed using software such as Unity, Maya, Adobe Creative Suite and Z-Brush. A key strategy is to link learners with employers, using real industry briefs for assignments to focus on professional solutions and realistic work cycles.

BTEC Higher Nationals in Creative Media Production (Animation and Games):

- Provide education and training for a range of careers in the games and animation industries
- Provide opportunities for potential workers in the media sector to achieve a nationally recognised level 4 or 5 vocationally specific qualification
- Provide opportunities for full-time learners to gain a nationally recognised vocationally specific qualification to enter employment in the games/animation/media sectors or progress to higher education vocational qualifications in media production
- Develop the knowledge, understanding and skills of learners in the field of media production
- Provide learners with transferable skills that will enable them to progress and move within the media sector
- Provide opportunities for learners to focus on the development of higher-level skills in a media context
- Providing opportunities for learners to develop a range of skills and techniques and attributes essential for successful performance in working life

The learners enrolled on this programme are guided and supported through a personal tutor and career advisor for HE progression. Learners successfully completing the HNC normally progress onto courses or work in areas such as games design or development, animation production and multimedia and SPX.

Average class size would be between 10-15 learners. It is expected that learners will also study independently after given guidance by their lecturers. All teaching staff are well qualified with industry skills and experience. Staff specialities include 2D/3D design and animation, games development, concept art and modelling.

Modules

All students will study these modules:

Unit 1: Contextual Studies for Creative Media Production	Unit 47: 2D Digital Animation for Computer Games
Unit 2: Research Techniques for Creative Media Production	Unit 49: 3D Computer Game Engines
Unit 35: Animation Techniques	Unit 70: 3D Environments for Computer Games
Unit 45: Drawing Techniques for Computer Game Concept Art	Unit 71: 3D Animation for Computer Games (Optional)
Unit 46: 2D Digital Graphics for Computer Games	

Teaching learning and assessment

Learning takes place through a variety of activities on this course. These include:

- Lectures
- Practical workshops in our fully equipped Mac studios
- Student centred assignments
- Projects (including external client projects)
- Presentations
- Participation in our annual show where learners will exhibit their skills and projects
- Online portfolio to show work, build contacts and opportunities for employment

What additional support will I need?

You will have a personal tutor, access to excellent teaching and learning facilities and media software, library resources and onsite support officers to help you with any other issues

How do I apply?

Via the UCAS website, using the UCAS code at the top of this page

Further Information

The course specification is available at:

<http://qualifications.pearson.com/en/qualifications/btec-higher-nationals/creative-media-production-2010.html>

Curriculum Manager contact email - swallace@conel.ac.uk

Contact us on: **020 8442 3055** or visit one of our Open Day Mondays, every Monday from the 30 October, 4 – 6pm during term time.