IMPORTANT INFORMATION ABOUT YOUR COURSE

BA (HONS) GAME ART

COURSE DESCRIPTION

Our Game Art degree is a practical skills-based course tailored to meet the demands of creating professional art and assets for the games industry. The course utilises a mix of lectures, hands-on workshops, tutorial classes, and practical exercises, to give you a rounded education in the creative arts.

We start by focusing on your existing traditional artistic abilities, covering areas such as still life, life drawing and other observational art, including essential concepts such as proportion, anatomy, and composition. This involves classes, projects, lectures, and field trips and helps you to develop these non-digital aspects of your creative work.

At the same time, we start to bring your work into the digital realm, working with industry standard hardware and software. You will explore 2D concept art, 2D design, 3D art, Digital sculpting, digital painting, and game engines which including lighting.

There is a heavy emphasis on professional workflows, collaborative feedback and foundational knowledge, this programme covers a wide range of subjects from fundamentals such as drawing, perspective, shape language, colour theory digital painting and 3D modelling, to complex subjects such as anatomical sculpting, PBR texturing, game engine integration and transferable skills such as self-promotion, networking, and C.V. writing.

By the time you reach your third year, you will be ready for the challenge of your honours project. You will work with your tutor to define a project that will make the most of the abilities you have developed, while keeping it focussed on the career and specialisms that you hope to pursue

ENTRY REQUIREMENTS

To be considered for this course, you will require 104-120 UCAS points.

This could be gained via a number of qualifications, for example:

- BCC or above at A2 Level

- DMM or above at Extended Diploma Level
- M or above at UAL Level 3 Extended Diploma Level
- A proven interest in this area

If you're unsure how many points you have you can use the UCAS tariff calculator.

Remember that qualifications such as Graded Examinations in Music Performance and Arts Award (Gold) can also count towards your UCAS points – check the tariff calculator!

All applicants are expected to have at least a Level 4 or grade 'C' in GCSEs Maths and English Language or equivalent. Non-UK applicants will need to have an English Language qualification at International Level B2 or higher, such as an IELTS of 6.0 or better (with no component below 5.5). Students with equivalent qualifications will also be accepted.

If you are from a country classified as English-Speaking by the UK government or have studied a degree or postgraduate diploma (taught in English) you may not be required to present other evidence of English language ability.

Applications from individuals with non-standard qualifications, relevant work or life experience will be equally considered.

You will be asked to provide a portfolio of your work. The portfolio should consist of 8-10 pieces of work, and must include some observational drawing, ideally life drawings.

MODULES (CREDITS)

YEAR 1

Art Fundamentals (40 credits) – An introduction to the fundamentals of applied artistic knowledge, covering core principles such as form and volume, perspective, figure, gesture, light, and colour, alongside observational and life drawing workshops.

Introduction to 3D Modelling for Game Art (40 credits) – Designed to introduce you to basic modelling techniques with an industry-standard 3D modelling package and familiarise you with 3D modelling workflows. It aims to provide a solid foundation of game engine ready asset creation and enable you to create a portfolio of 3D modelled work.

Visual Design Fundamentals (20 credits) – This focuses on the foundational concepts of design, analysis successful practices, the theories behind good design, shape language, environmental design, character design and prop design which are all used in the creation of concept art. Framing the learning around constant iteration and development of ideas, formulating good design ideas and peer to peer feedback.

Historical Contextual Studies (20 credits) – This module encourages you to engage with the history of their mediums, with a chronological study of the history of art and their movements (placing the techniques you are learning against the backdrop of their historical development) and how these movements have influenced the visuals of games. Key skills like writing, research, referencing, and presentation skills are also developed.

YEAR 2

3D Character Art (40 credits) – You will explore the forms of the human body, familiarising yourselves with the creation of a character through digital sculpting, detailing, retopologising, baking and texturing phases. This both strengthens the core understanding of anatomy as well as enriches the appreciation of how the production pipeline works.

3D Environment Art (40 credits) – Enhance your practical skills in 3D modelling and texturing software and analyse the process for preparing game art assets for use within a game engine. You will construct a level using a game engine, incorporating modular modelling, trim sheets and PBR (physics-based rendering) texturing.

Intermediate Visual Design (20 credits) – This module expands your visual design skills and introduces more advanced levels of concept design methodology and theory as well as allowing you to specialise in your chosen field within the realm of visual design and concept art.

Game Art Specialism (20 credits) – In this module you will be tasked with taking a project from beginning to end, writing your own brief, creating a project schedule and working independently. You will be guided through an independent brief which you will negotiate with your tutor which will allow you to choose your own game art specialism. This module will teach you how to write briefs, formulate schedules and manage your project.

YEAR 3

Practical Research (20 credits) – To best prepare for the production elements of your Final Year Project (FYP), you will write your FYP brief along with rigorous research, testing, development, and self-education, relating to your brief requirements and developing skills sets. Along with this, you will write an academic journal, tracking their progression and reflect on their decisions and progress.

Major Project (40 credits) – This module is the actual execution of what was researched, developed, and practiced in the Practical Research module. Continuing to enforce the importance of project management, scheduling, and risk assessments, you will utilize all the practice from the previous module to create your best work. Effectively you will undertake work in this module that you want to pursue professionally in industry.

Professional Set Brief (20 credits) - You will choose from a variety of professional set briefs, either co-written with an external games development studio, or written by your tutor. The assignment would be an example of how briefs maybe written in that studio, with the specified requirements,

terminology, milestones, expected deliverables. Briefs would be split into categories to allow you to follow your chosen specialisation but would run with the same strictness that would be expected in a studio environment.

Advanced Visual Design (20 credits) – This module aims to investigate and evaluate game art created by contemporary artists, building upon your visual design skills through the creation of a professional 2D game art portfolio. It enables you to create your own project briefs that are appropriate for and complement your chosen specialism and provides an opportunity to prepare portfolios in readiness for job interviews for game art roles within the industry.

Professional Development (20 credits) – A module focusing on getting you a job: everything from CVs, websites, showreels and portfolios, to how and where to network, interview practice and how to find work as a freelancer.

WHAT ARE CREDITS?

As a guide, 20 credits typically represents around 52 hours of tutor contact time (e.g. lectures/workshops/feedback) and 148 hours of self-study time (usually over the course of a semester). These numbers may increase or decrease depending on the nature, length and level of the module, especially towards the end of the course.

LOCATION OF DELIVERY

Your primary location of study will be at our Riverside Campus, which is located on New Bailey Street in Manchester.

TEACHING STAFF

Futureworks recognises that the skills, competencies and contribution of its staff are vital to the delivery of high-quality Higher Education. All programmes are managed by a dedicated Programme Leader and team of experienced tutors, and our excellent links with industry employers mean you'll have access to exciting guest lectures and fantastic opportunities to gain experience on real-world projects. All our staff are active within the industry and teach you the skills that you'll need to gain employment after graduating.

METHOD OF ASSESSMENT

We want to do everything we can to prepare you for working within the creative industries, and this is reflected in the way we teach and assess you. The programme is mostly coursework based, which means your tutors will be able to give you regular, constructive feedback. Presentation techniques will give you valuable experience of how to present your thoughts and ideas successfully and enthusiastically, so you are better at selling your ideas to prospective employers.

The written work is an important part of assessment and will improve your communication skills. A combination of lectures, tutorials, peer reviews, discussions and observations will ensure that you're

industry ready. External trips will present you with a wider range of topics and the opportunity to expand your portfolio, whilst guest speakers will help you to understand the world of games, how it works and how you can make your mark on it.

The principal methods of assessment will be:

Essays
Presentations, individual and group
Sketchbooks
Interactive Game Levels
Projects
Project Plans
Portfolios
2D and 3D game assets
Timed examinations
Personal Development Plans
Reflective journals
Digital Showreels

The centrality of vocational skills throughout the programme results in all assessments being directly or indirectly related to employability and personal development.

Formative assessment supported by tutor feedback will be employed throughout the programme.

COURSE DETAILS

Award to be received on successful completion: BA (Hons) Game Art

Length of course: 3 YEARS (FULL TIME)

Regulator: Office for Students (OfS)

Awarding Institution: to be confirmed April 2026

FEES / COSTS

TUITION FEES

Home Students: £9,790 per year

International Students: £17,000 per year

You may be eligible to apply for a student loan from Student Finance. Please see our Tuition Fees page for more information.

EQUIPMENT & ACTIVITIES

We provide PCs to work on onsite, with Cintiqs, Wacom tablets and digital camera capture stations; all of which can be signed out from facilities. We have onsite licenses for Toonboom Storyboard Pro, Adobe Creative Cloud and TV Paint that means you can use them on campus.

You may find it beneficial to invest in additional equipment and/or study resources to support your learning. Example costs are:

- Pens, pencils and notebooks: around £50
- Adobe Creative Suite license (for home use): £16.24 per month (with student discount)
- Graphics tablet (for home use) -£80 upwards depending on size and model
- Portable HD or SSD - £40 upwards depending on size
- Maya/Substance package - free but requires sign up