



## Games, Animation and VFX Skills Extended Diploma - P125

Since 2020, the Games industry has made well over £21 billion in the UK alone, and continues to grow with over 2,000 active games companies based all over the UK. The Extended Diploma in Games, Animation and VFX Skills will help to equip you with the skills, theory and practical knowledge on how to take a game, animation idea or VFX project from initial concepts through the creative pipeline to a completed project. This course is suitable for anyone wanting a career in the games, animation or VFX industries.

### COURSE DETAILS

This course is intended for students who want to progress to a career in the games, animation or VFX industries, with content such as the following:

#### YEAR 1

- Art Fundamentals for the Games, Animation and VFX Industries
- Core Principles of Games Design
- Fundamental Animation Skills for the Games, Animation and VFX Industries
- Fundamental Product Programming Skills
- Maths and Logic Fundamentals for the Games, Animation and VFX Industries
- 3D Tools: Creative and Technical 3D Modelling

#### YEAR 2

- Emerging Technologies/Trends in the Games, Animation and VFX Industries
- Story/Playboarding
- Working in the Games, Animation and VFX Industries

This qualification is supported by the following companies: Blue Zoo Animation, Creative Assembly, Double Negative, Framestore, Imaginarium, Microsoft, MPC and Sony Interactive Entertainment Europe

## ENTRY GUIDELINES

This is a Study Programme for students who are 16-18 years of age.

To study a Level 3 qualification, you will need:

A minimum of 5 GCSEs at Grades 4-9 including Maths (or L2 Functional Skills in Maths)

OR

A relevant Level 2 qualification and Maths at Grade 4 or above (or L2 Functional Skills in English and/or Maths)

If English is not your first language, you may need an assessment before enrolling on this course. To discuss further, please contact the ESOL department on 0151 551 7144.

## ASSESSMENT METHOD

All student work is assessed through portfolios that are generated for each assignment and marked internally by tutors, except for a mandatory Core Principles Exam, which is externally marked.

## ADDITIONAL INFORMATION

*Are you aged 16-18?*

Study programmes are full-time courses for 16-18 year olds which include:

- A qualification such as BTEC Extended Diploma
- Meaningful work experience or preparation for work
- English and maths, if you don't already have GCSE grade A\*-C in English and maths (grade 4 and above)
- Non-study activities such as tutorials, voluntary work, fund-raising/charity work, sport or trips.

## WHEN DOES THIS COURSE RUN?

CAMPUS	ATTENDANCE	COURSE CODE	PLANNED TIME TABLE
	Full Time	P125Q002	

**If you are aged 16-18:**

This study programme will be FREE for most students who are aged 16-18 on 31 August, or students aged 19-24 with an Education, Health & Care Plan.

**If you are aged 19 or over:**

For advice and guidance, please contact Student Services via our [online enquiry form](#)

This information was current on 31st May, 2025 and may be subject to change.