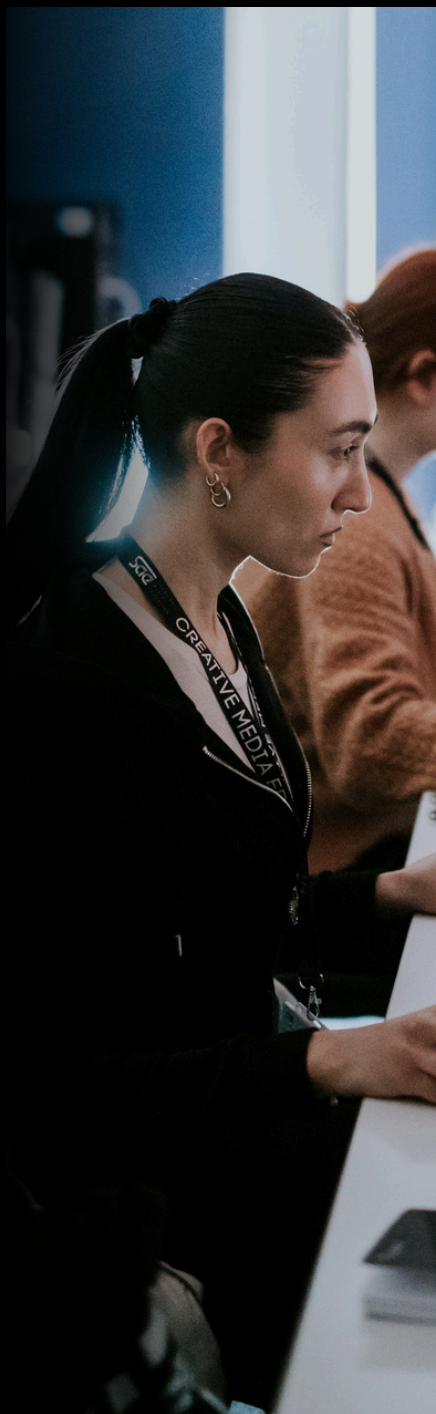


# BA/BSc (HONS) GAME ART & ANIMATION

2 Year Accelerated & 3 Year Courses Available



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## Why choose this course?

At SAE, you'll learn the fundamentals of 3D game art from concept to in-engine - building characters, creatures, props, and environments for real-time engines through sculpting, modelling, texturing, and animation.

You'll work with industry-standard software and studio workflows, including Autodesk Maya, Substance Painter, Unreal Engine, ZBrush, and the Adobe Creative Suite, and collaborate cross-discipline with Games Design, Programming, VFX, and Audio students. Alongside your creative practice, you'll develop project management and professional workflow skills, and build a portfolio of work you're proud to show. Taught by industry-active artists and animators.

Graduate in two years on the accelerated route, with a portfolio employers can review instantly.

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## Industry relevance

Games is now one of the largest creative industries in the world - and the demand for skilled artists who can work across the full art pipeline continues to grow. At SAE, you're training with the same tools and workflows used in professional studios, developing well-rounded abilities across technical artistry, research, intellectual property, and real-world problem solving. You'll graduate career-ready, with tangible experience working in a professional environment and a portfolio that speaks for itself.

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## Career outcomes

Our graduates enter roles including Character Artist, Environment Artist, Animator, Texture Artist, Lighting Artist, 3D Generalist, and Technical Artist - with skills that transfer equally into VFX, film, TV, VR, architectural visualisation, simulation, and digital media.

# BA/BSc (HONS) GAME ART & ANIMATION

## MODULE BREAKDOWN

The purpose of this module breakdown is to provide a concise summary of the main topics covered on the Game Art & Animation programme offered at SAE.

## Trimester 1/Semester 1

Your learning journey begins with you developing fundamental 2D and 3D skills that will provide a framework for your studies and future career.

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### Animation (T1) - 2D Fundamentals

In this module, you'll explore the basics of classical drawing and digital imaging for the creation of 2D assets, along with associated workflows and pipelines.

You'll also learn the conventions of academic writing, and how the concepts of intellectual property and copyright impact the creative industries.

Topics include:

- Principles of design and composition
- Colour theory
- Image acquisition
- Drawing
- Digital image editing
- Academic writing and referencing
- Intellectual property and copyright

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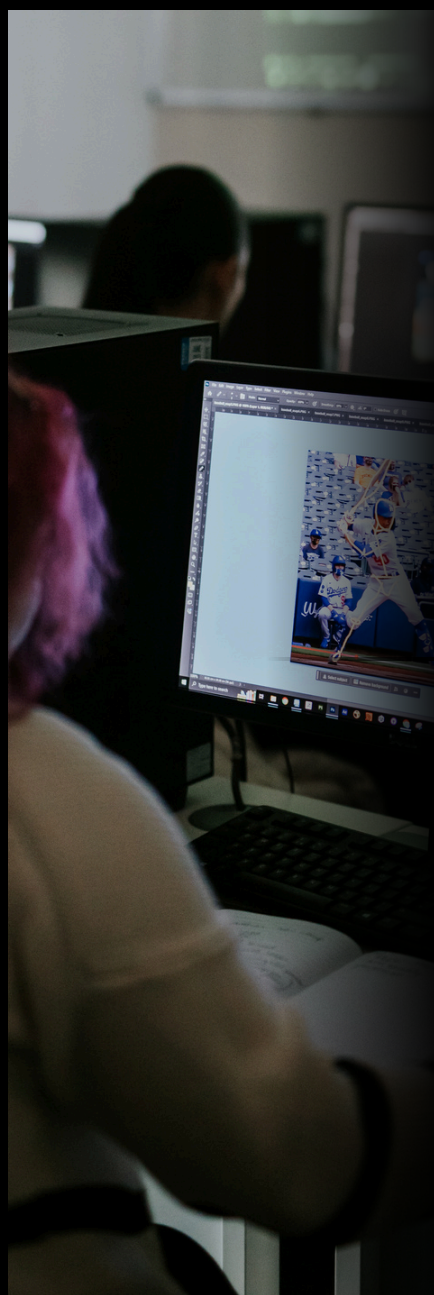
### Animation (T1) - 3D Fundamentals (Game Art)

In this module, you'll be introduced to the theories and practice of 3D artwork for games. You'll explore the 3D pipeline, centred on modelling and texturing, along with exploring how to effectively use geometry for performance and workflow optimisation.

You'll also learn how to present your work to others in an engaging manner, plus ways of effectively managing your time when undertaking creative work.

Topics include:

- Principles of 3D
- Low-poly and high-poly modelling
- Texturing and texture baking
- Asset creation pipeline
- Presentation skills
- Time management



## Trimester 2/Semester 2

Throughout your second trimester, you'll broaden your relevant industry skills to include sculpturing, texturing, animation and rendering.



### Animation (T2) - Digital Sculpting and PBR texturing

In this module, you'll explore the technical aspects of the 3D production pipeline, including lighting, texture and camera setups for real-time rendered scenes.

You'll learn to implement digital sculpting techniques and optimise geometry, topology and edge flow, all while developing contemporary workflows across industry-standard software packages.

You'll also create digital assets using AAA and independent console title workflows.

Topics include:

- Digital sculpting
- Physically based rendering
- Real-time rendering fundamentals
- Optimising 3D models for real-time applications
- Texture baking
- Asset design and development
- Production briefs
- Project management

### Animation (T2) - Game Art Animation and Rendering

Across this module, you'll cover the theory and practice of animation and rendering – including the technical processes involved in lighting and rigging – as you create a simple animation.

You'll gain hands-on insight into the animation process as you explore standard workflows used in 2D and 3D animation, with the result presented in a rendered scene.

Topics include:

- Rigging
- Animation
- Lighting
- Rendering



## Trimester 3/Semester 3

During the third trimester, you'll be introduced to the professional working environment via real-world project briefs. Our immersive 'creative studio' module enables you to advance your skill set with hands-on assessment activities which mirror current industry practices.

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### Animation (T3) - Creative Studio 1: Overview

In Creative Studio 1, you'll research and analyse the works of a particular group, individual or movement in the game art and animation industry. You'll then use this research to implement production techniques, create a game-ready character and build an asset based on an existing game or film franchise.

As well as learning the technical process for designing and creating game assets, you'll explore the importance of working to guidelines, identifying techniques and approaches, and understanding the cultural context of relevant media.

Topics may include:

- Modelling for environments
  - Texturing for environments
  - Game optimisation techniques
  - Environment texturing
  - Animation
  - Real-time lighting and rendering
  - Teamwork
  - Planning for animation projects
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## Trimester 4/Semester 4

Your focus this trimester will be on developing your understanding of professional workflows for environment creation and real-time animation.

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### Animation (T4) - Creative Studio 2: Overview

You'll research industry-relevant techniques for game engine modelling, texturing and optimisation, with a focus on efficiency, aesthetics and style. You'll also explore marketing and planning considerations for animation projects and will collaborate with your games art degree peers and students from other SAE creative disciplines to bring your projects to life.

Topics may include:

- Digital sculpting PBR texturing
  - Organic baking
  - Lighting and rendering
  - Hard surface sculpting
  - Organic sculpting
  - Hard surface modelling
  - Texture baking
  - Weapon design
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## Trimester 5/Semester 5

As you approach the end of your degree in game art and animation, you'll begin to specialise in your chosen area of the industry.

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### Animation (T5) - Advanced Specialised Production

During this module, you'll build on what you've learned to date, creating professional-standard work in your chosen area. You may decide to engage in live projects through work placements, collaborate with other SAE students from any creative disciplines, work on simulated briefs or develop your own projects. This module is the perfect opportunity to refine your skills, build industry connections and develop a portfolio that showcases your talents.

Topics may include:

- Character art
- Environment art
- Technical art
- Prop/asset creation
- Animation
- Rendering

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### (T5) Research and Professional Development in Creative Media

In this module, you'll create the proposal for your final Major Project with guidance from our Experts. You'll also develop a variety of academic and professional skills as you prepare to progress to postgraduate studies or embark on your career journey.



## Trimester 6/Semester 6

In the last module of your animation and game art degree, you'll demonstrate the practical and academic game animation course skills you've developed during your 2 years at SAE via a large- scale advanced-level project.

### Animation (T6) – Major Project

During your last trimester you'll complete your Major Project, having crafted your project plan in Trimester 5. This module allows you to hone skills within your selected field and create something unique from start to finish.

As well as forming part of your impressive portfolio, the Major Project sees you connect with industry professionals and could even lead to employment opportunities further down the track.



## WANT TO KNOW ABOUT GAMES AT SAE?

If you need help at any point during your application process, our friendly Admissions Team are here to help at every step of the way.

0333 011 2315  
ukenquiries@sae.edu



**READY FOR THE NEXT STEP?  
APPLY TODAY!**

Scan the QR code to begin your application for our BA/BSc (Hons) Game Art & Animation at SAE.