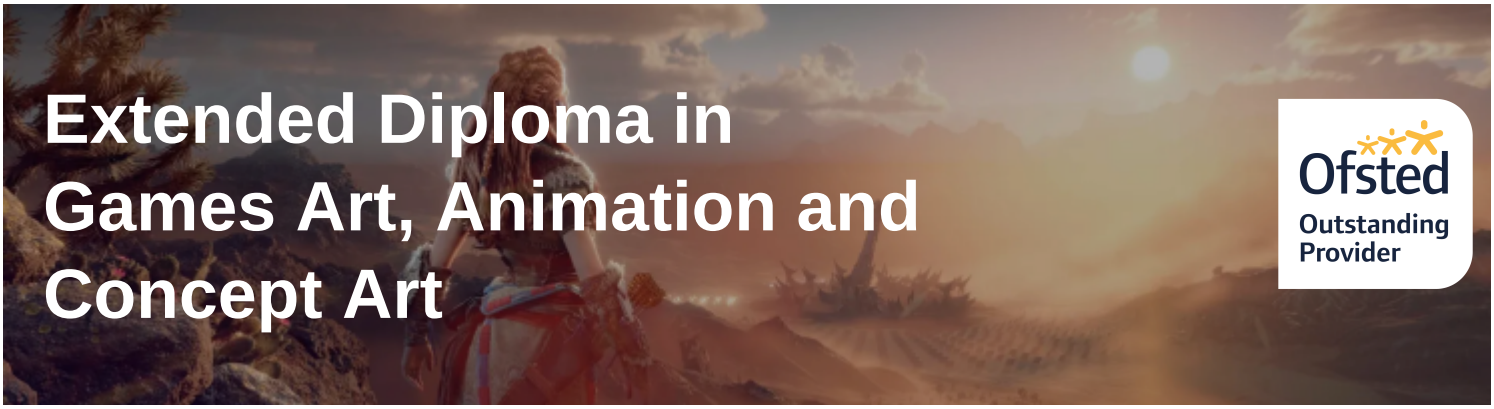


Extended Diploma in Games Art, Animation and Concept Art

Ofsted Outstanding Provider

Course Level: Level 3 | **Campus: Newcastle** | **Subject Type: Creative Arts, Film & Media**

Course Overview:

Immerse yourself in the exciting world of Games Art, Animation and Concept Art. Explore the fundamentals of character and environment design, honing your skills with industry-standard software and techniques. Delve deep into the creative process of conceptualising, designing, and bringing characters and worlds to life. With this diploma, aspiring games artists, animators, and concept artists will gain the expertise and knowledge needed to pursue careers in the thriving gaming and entertainment industry.

What's Covered:

You will learn skills, techniques and tips on how to develop games concepts, 2D and 3D animation, as well as developing artwork, and learn how to utilise many design disciplines and apply what you've learnt to projects which allow you to experiment with a wide range of digital skills and techniques.

Throughout the course you will develop skills and techniques when using industry standard software such as Blender and tools within the Adobe Creative Suite to make exciting concept art and engaging graphic narratives. In addition to this, the course covers structured drawing development, research and analysis with a focus on enhancing your creative skills in the theory and practice of game production.

The course offers many opportunities to produce live project work in collaboration with local and national companies as and when appropriate and involvement in selected regional and national competitions is also encouraged. Work produced by students in the past has been submitted to the World Skills Competition, Newcastle Borough Council, Great Bear, Long Rest Board Game Bar & Cafe, The Brampton, Game Jam and the college Christmas E card.

Entry Requirements:

You will need a minimum of four GCSE's, grade 4-9 in subjects relevant to the course you'd like to study, including maths and/or English Language at grade 4 or above. Alternatively, you'll have a Level 2 Certificate with overall Pass in a relevant subject. If you do not hold an Art related GCSE you will need to present a good portfolio.

If you do not have a minimum GCSE grade 4 for Maths / English, you would study these as a part of your timetabled study programme. These structured weekly sessions will help you to improve your skills in these vital subject/s. In addition, Maths & English development is integrated into practical course sessions and assignments.

You will be expected to bring relevant examples of your artwork to the application interview to help staff assess your suitability for art and design study.

Assessment Information:

This is a hands on, practical qualification and you will be assessed throughout the programme at key assessment points. This will involve research, project work, sketchbooks, practical work, design and drawing sheets, presentations and contextual studies notes and essays. All assessments will be graded Pass, Merit or Distinction.

Fees and Financial Support:

100%

Pass rate

74%

achieved DDD+ in 2026

32%

achieved D*D*D*

This course is free for anyone aged 16 – 18.

College Maintenance Allowance (CMA):
Anyone with a gross household income under £35,000 can receive financial support to cover college related costs such as transport, meals, course equipment and uniform. Bursary support is based on individual circumstances and will be allocated to best suit your individual needs. A range of other financial support is available depending on your personal circumstances. For more details visit nscg.ac.uk/finance

Progression:

The specialist nature of this course ensures rapid development of your creative digital strengths. You can then progress successfully to a specialist Art, Design and Media University course such as Computer Games Design, VFX, Animation, Concept Art, Games Art, Comic Book Art Illustration and Multimedia Design.

How do I find out more?

If you wish to find out more you can contact Shannon Ball-Mulley, Course Leader, by emailing: shannon.ball-mulley@nscg.ac.uk