STUDY ANIMATION

- BA/BSc (Hons) Game Art Animation
- BA/BSc (Hons) Visual Effects and Animation
- Diploma in Game Art 3D Animation
WHAT WE OFFER

From an explosive planetary invasion, to the fire-breathing dragon from your favourite video game - you can nurture your artistic talents with our practice-based animation degrees. At SAE, we offer Visual Effects and Animation, and Game Art Animation: two degrees that will allow you to shape your future and learn the key techniques to take your ability to the next level.

On day one you will immerse yourself in the world of 2D, and from there you will explore 3D, rendering, advanced character animation and more, deepening your theoretical knowledge while creating your own projects along the way.

FACILITIES

- Top spec PC lab
- PCs equipped with nVidia GTX 1080 Graphics processors
- Industry-standard 2D and 3D software
- Graphic tablets
- Green screen with infinity curves
- Virtual Reality Headset
- LED lighting rig

NB: The equipment listed may not be available at the campus of your choice. Visit our website to learn more about the equipment and facilities available at each of our campuses.

CAREERS

- Environment Artist
- Senior Environment Artist
- Character Artist
- Art Director
- Motion Capture Technician
- Concept Artist
- Gameplay Animator
- Motion Graphics Specialist
- Lighting Artist
- Creature Animator
- Architectural Visualisation Artist
- VFX Artist
- Engineering Animator

TUTOR SPOTLIGHT

“The philosophy at SAE is about practical work, getting your hands dirty straight away. From traditional artwork to 3D, this is how we teach. Passion is what you want from your teachers. It gets the students engaged and produces better work and as far as I’m concerned, that’s definitely what makes SAE the best choice for aspiring animators.”

Aidan Coughlan
Animation Lecturer
HOW TO APPLY

UCAS applications

School or college students are invited to submit their application through UCAS.com. When we receive your application from UCAS we will consider your academic profile (i.e. your educational qualifications).

You will then receive a notification with either a decision on your application or a request for further information. Your application status will also be updated at ucas.com/track.

For all course or admissions enquiries, email enquiries@sae.edu or call 03330 112 315.

Applying direct

If you are no longer attending school or college, you can apply direct at www.sae.edu/gbr/apply-now.

If you have any questions about the application process or would like any of our documents in a different format, simply email enquiries@sae.edu or call 03330 112 315.

Fees and funding

At SAE Institute you study and graduate in only 2 years, saving you a considerable amount on tuition fees and living costs when compared to traditional 3 and 4 year programmes.

Funding is available for students wishing to study at SAE Institute in England via the government funded student tuition fee loan from Student Finance England. From 1st August 2019, the yearly tuition fee will be covered in full, for eligible students living in the UK/EU, via student finance. Applicants may also qualify for a maintenance loan to help with the day-to-day living costs. For students wishing to study at SAE Institute in Scotland, there may be partial funding available to eligible students from the Student Awards Agency for Scotland.

Go to www.sae.edu/gbr/fees-and-funding for further detail of what is available and where to find more information.
**BA/BSc (Hons) Visual Effects and Animation**

**TRIMESTER 1**
- 2D Fundamentals
  - Information, Communication and Professional Media Practice

**TRIMESTER 2**
- 3D Fundamentals
  - Rendering and Animation Fundamentals

**TRIMESTER 3**
- Introduction to VFX
- Elective module
  - Creative Production
  - Practical Mobile App Design
  - Dynamics for Visual Effects
  - Advanced Compositing and Motion Graphics Applications

**TRIMESTER 4**
- Advanced Character Animation and Production Rendering
- Marketing, Business Planning and Law

**TRIMESTER 5**
- Research Practice and Society
- Elective module
  - Industry Engagement
  - Advanced Specialised Project
  - Advanced Rigging Applications
  - Advanced Character Creation
  - Cinematics for Games

**TRIMESTER 6**
- Major Project (BA or BSc)

For a full list of electives see our website [sae.edu/gbr/animation](http://sae.edu/gbr/animation) Electives are subject to availability.

**WHERE WE’RE AT**

- **Glasgow**: Bursting with creative and digital media businesses and boasting an excellent night life, it is the prime location for young talent to build a successful career.

- **Liverpool**: With 1,790 creative businesses generating over 17,176 jobs for creative professionals in independent gaming, film, audio and design, Liverpool is a fantastic hub of impressive creativity.

- **Oxford**: Oxford is widely recognised as one of the UK’s top 10 ‘hot-spots’ for creative industries, home to over 3,000 creative businesses and known for its eclectic art and music scene.

- **London**: London is a truly cosmopolitan city offering inspiration and opportunities to all that live and work there.
Alumni

“My final project was very helpful in landing me my first gig in the Industry, so some advice for future students, spend as much time as possible working on your projects, as they will be vital in helping you land your first Industry job.”

SAE graduate Miriam Sandra Sarbu is currently freelancing as a character artist having worked for Gameloft, ArenaNet and Ubisoft.

Industry Links

At SAE we are constantly adapting to keep up with industry developments to ensure our students are in the best possible position when they graduate. Whether you decide to study Visual Effects and Animation or Game Art Animation, you will consistently benefit from our expert tutors’ connections to the industry.

Not only will your lecturers be able to share their first-hand experience in the animation profession, but we also hold regular masterclasses, workshops and guest lectures with key industry professionals that you will benefit from. Recent guests include: Johann Frenschock - Special FX Artist, Michelle Obayda - Environment Artist - Rockstar Games, Matteo Sala - Creature Artist - Double Negative, Jess Hider - VFX Artist and Francesca Pesce - Post Supervisor at Blue-Zoo Animation.
What do you want to create? The only limit is your imagination. Creative individuals who embark on one of our animation degrees develop their craft to become industry-ready once they graduate.

SAE alumni have gone on to enjoy illustrious careers in the animation industry. For example, Animation graduate Billy Butler went on to win both an Oscar and a BAFTA for his work as Lead Modeller at Framestone CFC.

Throughout your time studying with us, there will be plenty of opportunities for you to network, build connections and find out where you want your degree to take you in the animation industry.

“Studying Visual Effects and Animation at SAE Liverpool showed me that VFX is more than just explosions and monsters, it’s about the storytelling. It has given me the confidence to pursue a career in compositing and allowed me to build vital industry contacts.”

Morghann Linnett-Richardson, Animation student SAE Liverpool

Contact Us
03330 112 315
www.sae.edu/gbr
enquiries@sae.edu

24% of the UK workforce is in creative employment

87% of highly creative occupations at low risk of being automated in the future

The creative industries contribute over £77 billion a year to the UK’s economy and £15.5 billion of exports