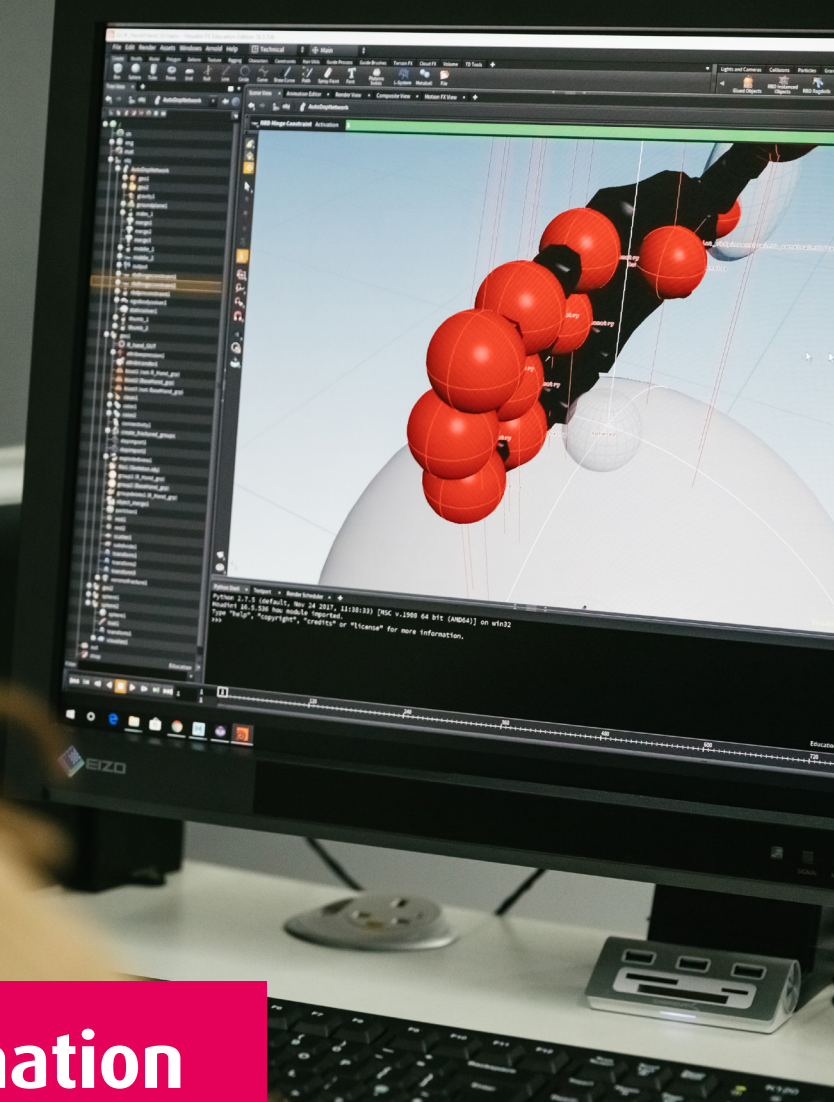




**Middlesex
University
London**



BA (Hons) 3D Animation for Games and Film

We are a multi-pathway programme designed to align with an industry landscape transformed by significant technological developments where the range of areas of application of 3D is ever expanding. Whether your ambitions originate in a passion for film, animation or games, the potential career pathways are numerous and our programme offers a learning journey of discovery that should open up new career pathway opportunities you may not yet have even imagined.

Therefore we welcome applicants with a wide range of interests, a passion for visual storytelling, good communication skills and interesting, original ideas. Applicants should have a broad knowledge of contemporary and historical practice in one or more areas

of animation, film or games production, but in addition we like students to have a passion for all forms of visual and performing art - including painting, sculpture, cinema, photography, theatre, music and dance.

An interest in complementary subjects such as history, philosophy and psychology, politics, current affairs and even sport are also encouraged.

3D is more than just technology for animation and game art, and the tools and techniques are becoming part of the production pipelines across all areas of the entertainments industry, but the skills involved are all fundamentally rooted in storytelling, so having an interest in all forms of literature including comics, and even perhaps platforms for experimental formats and explorations of immersive experience and is also very important.

Contact: John Cox

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Web Link: mdx.ac.uk/courses/undergraduate/3d-animation-for-games-and-film-ba-honours



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Your current career interest and pathway aims should be reflected in your portfolio:

An animation and game art-orientated portfolio should above all demonstrate originality, imagination and drawing ability. Please include scans and photos of as many sketchbook pages, life drawings and observational drawings as possible.

We also want to see examples of character, background and concept design, and are very interested to see examples of visual and contextual research, conceptual and narrative work as well as any sound design and music you might have produced.

A visual effects-orientated portfolio may contain photography, storyboards and concepts, as well as any examples of previsualisations or renders of shots showing experiments in cinematography (lighting and camera work).

We should see some examples of experiments with digital image manipulation and we highly recommend you include examples of some basic use of Photoshop.

For all applicants:

Above all we want you to show us where your passion lies, and to demonstrate your specific focus of interest and where that has taken you so far in the way of your own explorations: Show us where you feel your strengths lie right now.

Any examples of animation, compositing and other video-based work should be provided as clickable links to the work on a YouTube or Vimeo channel and should come with a short description of the content.

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