

GAMES ART & DESIGN

BTEC Level 3 National Extended Diploma in Art & Design Practice - Games Art & Design

WHAT WILL I STUDY?

Explore both the creative and technical side of Games Art and Design through concept art, animation, and game creation. You'll develop skills in 2D and 3D Art, character and environment design, modelling, texturing, lighting, and animation. Traditional art techniques, digital illustration, and industry-focused research will strengthen your creative skills and help you build a professional portfolio for the future.

HOW IS THE COURSE STRUCTURED AND ASSESSED?

The BTEC Level 3 Extended Diploma in Art and Design Practice is a full-time two-Year course. In Year 1, you'll focus on 2D skills and concept art, progressing to 3D modelling and portfolio website creation. Year 2 builds on advanced 3D skills, leading to the development of a fully playable game project in Unreal Engine, where you'll design immersive environments, detailed characters, dynamic animations, and high-quality visual effects. You'll refine your portfolio, prepare for university or industry applications, and showcase your work through a professional demo and cinematic trailer. All units are internally assessed and moderated by Pearson.

HOW WILL I STUDY?

You'll work on hands-on, project-based assignments that mirror real studio practice, using professional software such as Photoshop, Krita, Construct, 3DS Max, Blender, Substance Painter and Unreal Engine. Collaboration, time management, and professional presentation are key, helping you build confidence, technical ability, and an industry-ready portfolio.





CREATIVE, DIGITAL & PERFORMING ARTS
ACADEMY



ARTS DIGITAL

GAMES ART & DESIGN - Pathway

www.boa-academy.co.uk

Digital Arts | [Performing Arts](#) | Creative Arts

POST 16