DISCOVER YOUR CREATIVE ESCAPE

WELCOME TO THE ESCAPEVERSE

Escape Studios is one of the UK's leading animation, games, VFX, concept art and motion graphics schools based in London. We teach a range of undergraduate degrees, supplying the industry with studio-ready talent. Our award-winning students, expert tutors, top industry partners, successful alumni and innovative live events form a creative network that we call **The Escapeverse**!

We not only prepare our students for their dream jobs, but form the centre of a stellar community that helps us to train, support and advise the next generation of talent in line with what's happening in the creative industries right now. Read on to learn more about joining our creative universe.

INDUSTRY PARTNERS

TUTORS

THE ESCAPEVERSE
HERE'S A CLOSER LOOK AT HOW OUR ECOSYSTEM WORKS TOGETHER

Courses developed based on **industry demand** and feedback.
PAGE 06

We help **upskill the industry**, training studios' teams on the latest software and tools.

We're **industry-approved and endorsed**, with accolades and certifications from respected organisations.
PAGE 08

Live briefs set by our partners.

All our tutors have **industry experience**.
PAGE 22

Between teaching **tutors return to industry** to work on the latest projects.

Industry recruiters come to us for **studio-ready talent!**
PAGE 18

Industry speakers join us for events and tutorials.

At our annual **showcase**, students present to **industry professionals**, get feedback and sometimes **get hired!**

Our students get jobs
PAGE 10-17

Talent Development - arranging internships, mock interviews, showreel reviews and networking with industry.
PAGE 20

Some Escapees **return to us as tutors**.

Students receive **industry feedback** on studio project work.

Industry talks and events with Escapee speakers.

Curriculum **designed with industry** input.

Escapees often hire our graduates.

STUDENTS

ESCAPEES
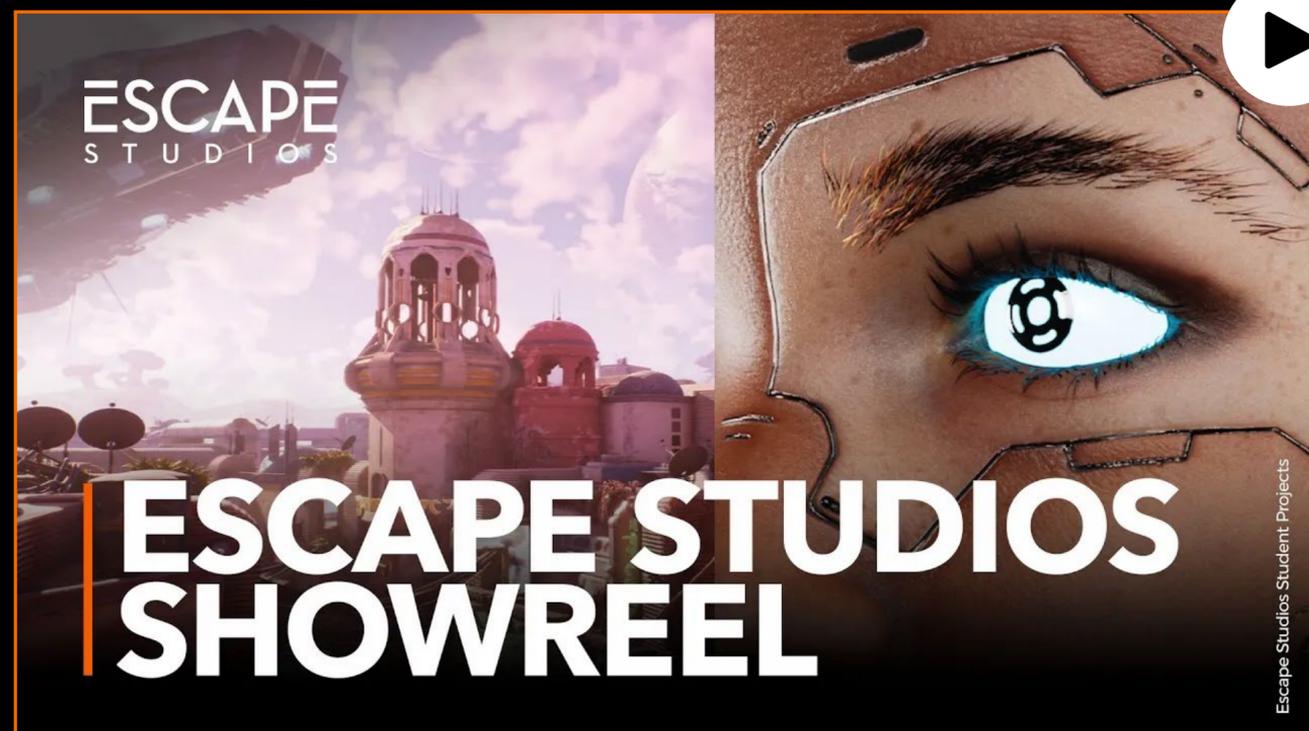
ESCAPEVERSE LIVE

The annual event brings together the Escapeverse to explore the best of the screen industries, share knowledge and expand networks.

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ESCAPE STUDIOS
SHOWREEL

Escape Studios Student Projects

A WORD FROM OUR PRINCIPAL

PROFESSOR IAN PALMER

Here at Escape Studios everything we do is driven by industry. We were founded over 20 years ago by industry professionals who recognised the need for training and education that was designed to prepare students for a successful career.

To stay true to this vision, we work closely with our industry partners to design, develop, and deliver our courses, ensuring they remain relevant and impactful.

Throughout your course, you'll receive feedback on your work from professionals at some of the leading studios in their fields. You'll also have countless opportunities to build a network that will support your career development. Collaboration is at the heart of our approach. You'll work on substantial team projects, following in the footsteps of many Escape Studios students whose work has earned awards and recognition even before graduation.

Whether you aspire to work in games, animation, VFX, motion graphics or one of the emerging sectors like entertainment design or immersive experiences, we have a course tailored to help you on your path to success.

A WORD FROM OUR CHIEF OPERATING OFFICER

DAN LAWSON

At Escape Studios, we're proud to be one of the leading schools for animation, games and VFX, approved and endorsed internationally by The Rookies, Houdini, Unreal Engine and Toon Boom Harmony.

We're laser focused on what we do, offering an education immersed in industry from day one. Based in London's Design District, you'll study a degree created with our world-class industry partners, be taught in small class sizes by experienced Tutors and supported by Studio Assistants. You'll also regularly engage with experts from your dream studios, simultaneously building your knowledge and network and prepping you for your creative career.

Join our community of like-minded creatives and be part of our hall of fame, with students winning notable awards before escaping to work on Oscar and BAFTA-nominated films, TV shows and AAA games. We can't wait to welcome you.

CONNECTED TO INDUSTRY

COURSES DESIGNED AND DEVELOPED WITH INDUSTRY

Industry is at the heart of everything we do. From collaborating with leading studios to design our degrees and incorporating industry feedback into the courses, to having expert tutors with years of industry experience, our focus is on real-world relevance. We're dedicated to helping you develop a network of industry connections, hone your skills, and gain valuable experience to unlock opportunities for your creative career.

OUR INDUSTRY PARTNERS

ATOMHAWK   AXIS STUDIOS   bild   BLACK KITE   BLUEBOLT visual effects   bluezoo   CINESITE

CLIMAX STUDIOS   CREATIVE ASSEMBLY   DBLG   DNEG   DNEG ANIMATION   ETC   FRAMESTORE

Fudge   Glassworks   GOODBYE KANSAS HOLDING   Industrial Light & Magic   JELLYFISH PICTURES   mikros ANIMATION   milk

MPC   outpost   PASSION®   PEERLESS   PXO   Playground Games™   rise visual effects studios

STATE OF PLAY.   technicolor CREATIVE STUDIOS   technicolor GAMES   THE THIRD FLOOR   TIMEBASEDARTS   UNION

RECOGNISED BY INDUSTRY

INDUSTRY-APPROVED AND ENDORSED

CERTIFICATIONS AND ACCOLADES

We're recognised by respected organisations within the creative world.

THE ROOKIES CERTIFIED SCHOOL

TIGA MEMBER

Toon Boom Authorized Training Centre

Academic Partner 2025

ukie

HOUDINI CERTIFIED SCHOOL

ambassador education

Training Partner 2025

Not only do we have official certifications to teach top software such as **Houdini**, **Unreal Engine** and **Toon Boom Harmony**, but we're also approved and endorsed by the **Independent Game Developers Association**, **Animation Career Review** and **The Rookies**!

WHAT OUR RANKINGS MEAN

The Rookies is a respected industry community platform that has been ranking creative media and entertainment schools since 2009, based on student performance and industry readiness.

Animation Career Review is a resource for aspiring animation and game design professionals. The Animation Career Review Rankings have been published every year since 2012 and are designed to serve as a starting point for students to discover the schools that are the best fit for them.

1ST IN THE WORLD
PRODUCTION EXCELLENCE IN IMMERSIVE MEDIA
THE ROOKIES

1ST IN THE UK
GAME DESIGN AND DEVELOPMENT
THE ROOKIES

2ND IN THE UK
VISUAL EFFECTS
THE ROOKIES

3RD IN THE WORLD
PRODUCTION EXCELLENCE - MOBILE GAMES
THE ROOKIES

TOP 5
CREATIVE SCHOOLS IN THE UK
THE ROOKIES

3RD IN THE UK
ANIMATION CAREER REVIEW SCHOOL RANKINGS
ANIMATION CAREER REVIEW

Find out more about our certifications and partnerships:
escapestudios.ac.uk/industrypartners

ESCAPEE SUCCESS: FILM AND TV

OUR STUDENTS GET JOBS!

Follow in the footsteps of our successful Animation and VFX alumni (dubbed 'Escapees').

Here are some of the cool films and tv series they've been working on!

23
Escapees worked on **Guardians of the Galaxy: Volume 3**

Industry partners involved:
Framestore, MPC, Rise Visual Effects, The Third Floor

22
Escapees worked on **Fast X**

Industry partners involved:
Industrial Light & Magic, DNEG, Outpost VFX, BlueBolt

36
Escapees worked on **Avengers: Infinity War**

Industry partners involved:
Industrial Light & Magic, DNEG, Cinesite, Framestore

9
Escapees worked on **The Lord of the Rings: The Rings of Power**

Industry partners involved:
Industrial Light & Magic, DNEG, Outpost VFX

26
Escapees worked on **The Mandalorian**

Industry partners involved:
Industrial Light & Magic

28
Escapees worked on **Black Panther: Wakanda Forever**

Industry partners involved:
Industrial Light & Magic, The Third Floor

47
Escapees worked on **Avengers: Endgame**

Industry partners involved:
Framestore, DNEG, Cinesite

28
Escapees worked on **House of the Dragon**

Industry partners involved:
NVIZ, Outpost VFX, The Third Floor

12
Escapees worked on **Beetlejuice Beetlejuice**

Industry partner involved:
Framestore

9
Escapees worked on **Ghostbusters: Frozen Empire**

Industry partners involved:
DNEG, The Third Floor

20
Escapees worked on **Stranger Things**

Industry partner involved:
Jellyfish Pictures

7
Escapees worked on **The Last of Us**

Industry partners involved:
DNEG, Rise Visual Effects

11
Escapees worked on **Wicked**

Industry partners involved:
Framestore, Industrial Light & Magic, Outpost VFX, The Third Floor

40
Escapees worked on **Thor: Love and Thunder**

Industry partners involved:
Framestore, The Third Floor, Cinesite

25
Escapees worked on **Pokémon: Detective Pikachu**

Industry partners involved:
MPC, Framestore, The Third Floor

OUR ESCAPEES:
ANIMATION AND VFX

TOBY HASLAM
3D MODELLER AND TEXTURE ARTIST AT TERRITORY STUDIO

Escape provided the tools and the software that we would need to be familiar with when our time came to work in industry, and the course really helped us to develop both team working skills and essential pipeline knowledge.

BA (HONS)/MART THE ART OF VISUAL EFFECTS

PRIYA SHAH
JUNIOR LAYOUT ARTIST AT LOCKSMITH ANIMATION

My time at Escape Studios has been a journey of growth, learning, and self-discovery. During my integrated masters in Animation, I had the unique opportunity to direct my own film and manage my own studio as part of our course module.

One of the most exciting experiences in my career so far has been working on Locksmith Animation's newly released Netflix film, That Christmas written by Richard Curtis. It was an amazing opportunity to gain hands-on experience and learn from a talented team of layout artists.

BA (HONS)/MART THE ART OF COMPUTER ANIMATION (3D)

JESSA TIMOG SANTIAGO
3D ANIMATOR AT LIVR

My time at Escape Studios was undeniably one of my best years - I got to work on so many projects and make lifelong friends. The encouragement and guidance from tutors and industry professionals made a huge difference in my journey.

Now, as an Escapee, I'm thrilled to have landed my first job within the VR field at LIVR. There's a real sense of satisfaction in applying the skills I've learnt while continuing to grow as an artist every day!

BA (HONS)/MART THE ART OF COMPUTER ANIMATION (3D)

ALEX MAYNARD
FEATURE ANIMATOR AT DNEG

Three years ago, I had no idea what Maya was, nor had I ever interacted with 3D software. Fast forward to today, and I've made valuable contributions to multiple episodes of a children's TV show distributed by Aardman, as well as to the incredible Netflix adaptation of Roald Dahl's children's book The Twits. Escape Studios provided an ideal setting for networking, collaboration, and creativity. Coupled with the technical expertise I gained in software; this experience has undeniably facilitated my seamless integration into a professional creative team and complex pipeline.

BA (HONS)/MART THE ART OF COMPUTER ANIMATION

RIDMA SURYAGODA
CFX TD (TECHNICAL DIRECTOR)/ GROOM ARTIST AT FRAMESTORE

Escape Studios provided the perfect foundation for my learning to grow and develop as I began my professional journey in the industry.

The tutors at Escape Studios cultivated an environment mirroring industry dynamics, nurturing the development of our artistic instincts and of course, equipping us with the essential building blocks to enhance our technical skills.

BA (HONS)/MART THE ART OF VISUAL EFFECTS

ESCAPEE SUCCESS:
GAMES

OUR STUDENTS GET JOBS!

Our Games Escapees are going places, working at the world's top studios, including:

NDREAMS

Known for: **Phantom: Covert Ops**

ROCKSTEADY STUDIOS

Known for: **Batman: Arkham**

PLAYGROUND GAMES

Known for: **Forza Horizon 5**, **Fable**

ROCKSTAR GAMES

Known for: **Grand Theft Auto**, **Red Dead Redemption**

ELECTRIC SQUARE

Known for: **Assassin's Creed VR**, **Need for Speed**, **Battlefield 2042**

FRONTIER DEVELOPMENTS

Known for: **Rollercoaster Tycoon**, **Disneyland Adventures**

ELECTRONIC ARTS

Known for: **The Sims**, **FIFA**, **Star Wars**

SUMO DIGITAL

Known for: **Vampire The Masquerade: Bloodlines 2**

XR GAMES

Known for: **Zombieland VR: Headshot Fever Reloaded**

UBISOFT

Known for: **Assassin's Creed**, **Star Wars Outlaws**

SUPERMASSIVE GAMES

Known for: **Until Dawn**

CLIMAX STUDIOS

Known for: **Returnal**, **Age of Empires IV**

REBELLION

Known for: **Sniper Elite**, **Zombie Army**

EPIC GAMES

Known for: **Fortnite**, **Rocket League**

OUR ESCAPEES:
GAMES

TRINITY LI
ASSOCIATE GAME ARTIST AT MPG
(THE MULTIPLAYER GROUP)

Escape provided me with the essential skills which aided me in landing my first position. Offering hands-on learning experience with industry professionals, I was able to learn invaluable skills at Escape Studios that helped propel me into the industry setting.

BA (HONS)/MART THE ART OF VIDEO GAMES

GRACE ELLE COLLETT
ENVIRONMENT ARTIST AT AIRSHIP INTERACTIVE

I joined Escape Studios with very little knowledge of creating game assets. Thanks to the guidence and direction I recieved from the tutors, I learnt all of the necessary skills to land my dream job in the industry.

Now, I am proud to say that I have worked on **Fortnite**, as well as some other great titles thanks to the amazing opportunities I have had whilst at **Airship** and the invaluable experience from my time at Escape.

Some of my fondest memories are from the years I attended here, and I will always cherish the unforgettable friendships and connections I made with people along the way.

BA (HONS)/MART THE ART OF VIDEO GAMES

JACK ANDERSON
JUNIOR VFX ARTIST AT NDREAMS

My time at Escape Studios brought immense joy and invaluable connections as I pursued my dream. Despite being initially unsure of my path, I eventually found my niche in Games VFX.

Today, I proudly serve as a full-time VFX Artist in the Games industry. When people enquire about my profession, I simply explain, "Picture a wizard casting a fireball - I'm the one who brings that fireball to life."

BA (HONS)/MART THE ART OF VIDEO GAMES

MOHAMMED ABDUS
JUNIOR ENVIRONMENT ARTIST
AT UBISOFT REFLECTIONS

My first job after Escape was with **Bild Studios**, where I did virtual production. After I worked with them for five months, I joined a start up company working on a small open world game. After receiving feedback from various connections I made at Escape and the tutors, I was able to improve my portfolio to then get an offer from two different studios. One from **Bulkhead** and one from **Ubisoft**. Both required art tests. It was my experience and feedback from the tutors I maintained connections with over the years that helped me throughout the interview stages.

BA (HONS)/MART THE ART OF VIDEO GAMES

GEORGE MORRIS
LIGHTING ARTIST AT PLAYGROUND GAMES

My time at Escape Studios really was illuminating. Thanks to the industry connections I gained through my time at uni I managed to break out into the industry and am now working at a well known AAA studio **Playground Games**, making high quality games with a bunch of talented people.

BA (HONS)/MART THE ART OF VIDEO GAMES

AWARD-WINNING STUDENTS

STUDIO-READY TALENT

We're proud of our students' creativity. During their studies, they've been part of international film festivals and won many prestigious awards, showing that hard work really does pay off!*

CLICK TO CHECK OUT AWARD-WINNING STUDENT WORK

565
AWARD WINS

171
FINALISTS

27
NOMINATIONS

85
HONOURABLE MENTIONS

KIWI'S DREAM
16 WINS INCLUDING 'EXCELLENCE IN ANIMATION' AND 'PEOPLE'S CHOICE' FROM THE ROOKIES

JERICH0
12 WINS INCLUDING **FILM OF THE YEAR: VFX** FROM THE ROOKIES AND MAKING THE SHORTLIST FOR THE STUDENT BAFTA AWARDS

PAPERCUT
11 WINS INCLUDING 'BEST ANIMATED SHORT' AT THE HEART OF EUROPE INTERNATIONAL FILM FESTIVAL

SEA OF MADNESS
7 WINS INCLUDING THE ART FILM AWARDS AND MILAN GOLD AWARDS

X-TERMINATE
4 WINS INCLUDING THE LONDON MOVIE AWARDS

INFESTATION
4 WINS INCLUDING THE GOLDEN PEACOCK INTERNATIONAL FILM FESTIVAL

THE FAIRY TREE
4 WINS INCLUDING THE INTERNATIONAL GOLD AWARDS

CODE NAME DEEP CORE (VR)
WINNER OF **GAME OF THE YEAR: IMMERSIVE MEDIA** IN THE ROOKIE AWARDS 2024

SHAPING STUDIO-READY GRADUATES

TALENT DEVELOPMENT ACTIVITIES

We offer plenty of career-building opportunities to help you graduate studio ready. With personalised one-on-one support and a dynamic lineup of events, our Talent Development programme is designed to equip you with the tools and confidence to land your first role.

Find out more about our talent development programme:

▶ **escapestudios.ac.uk/ talentdevelopment**

"

During my last year at Escape, I approached the Talent Development Team for help to prepare for my interview at Industrial Light & Magic... The Talent Development Team really made me feel a lot more confident when the interview day came around and I felt prepared for all the questions that were asked.

EMMA RICHARDS
Junior Paint and Roto Artist at **Industrial Light & Magic**
BA (Hons) The Art of Visual Effects Escapee

MOCK INTERVIEWS

We've hosted mock interviews with top studios like **Unreal Engine**, **Industrial Light & Magic**, **Framestore**, and **MPC**, providing valuable networking opportunities, with some students even securing positions!

ONE-TO-ONE COACHING

Whatever your ambition, you'll benefit from our one-to-one coaching sessions. Everything from plotting your career path, to help with interviews, reels and beyond.

CV WORKSHOPS

We offer CV workshops throughout the year, giving you personalised feedback from industry-experienced tutors to help land your graduate role.

SHOWREEL CLINICS

Studios including **Passion Pictures** and **Union** have reviewed and critiqued Animation and VFX students' reels.

ESCAPEVERSE LIVE
OUR ANNUAL FESTIVAL

An opportunity to hear from industry professionals and Escapees sharing advice, showcasing blockbusters, and more. In 2025, speakers included experts from top studios including **DNEG**, **Creative Assembly**, **Playground Games** and **BlueBolt**.

GAMES PORTFOLIO REVIEWS

Creative Assembly's Senior Environmental Artist, **Greg Smith** reviewed our students' portfolios.

INSPIRING TALKS

Our "An Evening With..." series brings speakers from top studios to share industry insights and unique stories with our students. Recent guests include **Oscar** winners Paul Franklin (**DNEG**) and Andrew Whitehurst (**Industrial Light & Magic**).

INTERNSHIPS

Internships are a great way to start your career, and we provide coaching on selecting the best scheme, perfecting your application and showreel, and preparing for interviews.

STUDENT SHOWCASE

Final-year students showcase their work to industry professionals from top studios like **UBISOFT**, **The Mill**, **MPC**, and more. Afterward, they enjoy networking opportunities to build valuable connections.

CAREER MAPPING

Our Talent Development Team will help create a tailored career plan, offering coaching, online presence guidance, and networking support throughout your degree.

MEET OUR TUTORS

INDUSTRY EXPERIENCED TUTORS

Learn from the masters. Our tutors are actively involved in industry, so they'll be able to give you real insight into your chosen career. We're a close-knit community of creatives and you'll become part of the Escape Studios network.

For a full list of tutors, visit:
▶ **escapestudios.ac.uk/tutors**

MARC STEVENSON
HEAD OF ANIMATION

Marc has been an Animator in the VFX industry for over 10 years, working on large commercial film projects like **Harry Potter**, **Underdog** and **Beverly Hills Chihuahua**, as well as adverts and previsualisation. His recent work has included educational science resources.

PROFESSOR IAN PALMER
PRINCIPAL

Professor Ian Palmer's long and successful career includes 28 years of teaching experience across various subjects including programming, image processing, computer graphics and games design. He has a **doctorate in Computer Animation** and his work developing courses with industry was recognised with a **National Teaching Fellowship** from the **Higher Education Academy**.

PHILIP MEREDITH
HEAD OF GAMES

Philip has over 10 years' experience working in video games and worked with some of the most successful games studios in the UK including **EA**, **Jagex**, **Rebellion** and **Climax**. He has released 13 video games including, **Harry Potter: Deathly Hallows**, **Silent Hill: Shattered Memories**, **Runescape**, **Overlord** and has also released his own game for iOS called **Dead on Sight**.

ALEX WILLIAMS
DEAN OF ANIMATION AND VISUAL EFFECTS

With 38 years of experience working in the animation industry and 29 teaching in higher education, Alex has some incredible credits including; **The Lion King**, **Robots**, **The Road to El Dorado**, **Who Framed Roger Rabbit** and **The Iron Giant**.

CLEMENT GHARINI
HEAD OF VFX

For over a decade Clement worked behind the lens for high profile productions such as **Harry Potter** and **Mission Impossible**. He then turned to Visual Effects and became a Digital Compositor for the next 10 years, contributing to productions such as **Game of Thrones** and **Doctor Who** as well as the **Oscar**-winning **Ex Machina.** This unique double professional background naturally led him to Virtual Production, to which he now dedicates most of his attention with a keen interest in photo realistic digital humans and motion capture.

SIMON FENTON
DEAN OF INTERACTIVE AND REAL TIME (GAMES)

Simon has over 25 years of experience working in the games industry on titles such as **Sony Playstation Home**, **This is Football** and **Black Monday**, and creating bespoke courses for companies such as **Rare** and the **BBC**. He has also been teaching for 17 years.

KLAUDIJA CERMAK
PROGRAMME LEADER FOR VFX AND 2D VFX TUTOR

With over 30 years in VFX and six years of teaching experience, Klaudija has worked at top studios like **MPC**, **Framestore**, and **DNEG**. Her credits include **Gladiator** (VFX **Oscar**-winner), **Harry Potter**, **Black Mirror**, and **Captain America**. A Nuke specialist, her favorite film is **Gladiator**. Fun fact: her name appears on a Magic Wand Drawer at **Warner Bros. Harry Potter Studios**.

MEET OUR TUTORS

MICHAEL DAVIES
HEAD OF CREATIVE TECHNOLOGY

With over 10 years in the industry and eight years of teaching experience, Michael has worked at top studios like **DNEG**, **Industrial Light & Magic**, and **Prime Focus**. His credits include **Batman vs Superman**, **Doctor Strange**, and **Thor: Ragnarok**. A Maya expert, Michael is also an **Autodesk Certified Instructor**.

REBECCA PERRONE
2D ANIMATION TUTOR

Rebecca is an accomplished Animation Artist whose screen credits include **Mog's Christmas**, **Jentry Chau vs. The Underworld** and the acclaimed TV Series **Love Death and Robots**.

STEVEN SOLE
CHARACTER DESIGN TUTOR

Steven has 12 years of industry experience working in art direction and design roles spanning broadcast, film and games. His credits include **Mr Bean: The Animated Series** and **Claude**, and he has worked in concept art and design at studios including **Sherbert**, **Prime Focus** and **Framestore**.

DANIEL AMOR
MOTION GRAPHICS PROGRAMME LEAD

With 16 years of industry experience, Daniel has collaborated with top companies like **Marvel** and **NBC Universal**. His credits include **Black Panther: Wakanda Forever**, **She-Hulk**, and **The Marvels**. A skilled professional, Daniel specialises in using After Effects and Cinema 4D.

NATHAN JIJA
GAME DESIGN TUTOR

Nathan has nearly 20 years of industry experience in game development, having worked at renowned studios like **Supermassive**, **Hutch**, **EA** and **Sony**. He has developed for AAA, mobile, metaverse, VR and AR platforms, and his credits include **Until Dawn**, **Rebel Racing**, **Deadman's Phone** and the **Harry Potter** game series.

DAVID LY
GAME ART TUTOR

David is a a highly skilled 3D Artist with expertise in creating 3D environments and props for both realistic and stylised projects. David has collaborated with numerous clients and independent game studios worldwide, including **Captilight**, **Wx3 Labs** and **Ice Beam Games**. He has extensive experience using both Unity and Unreal Engine.
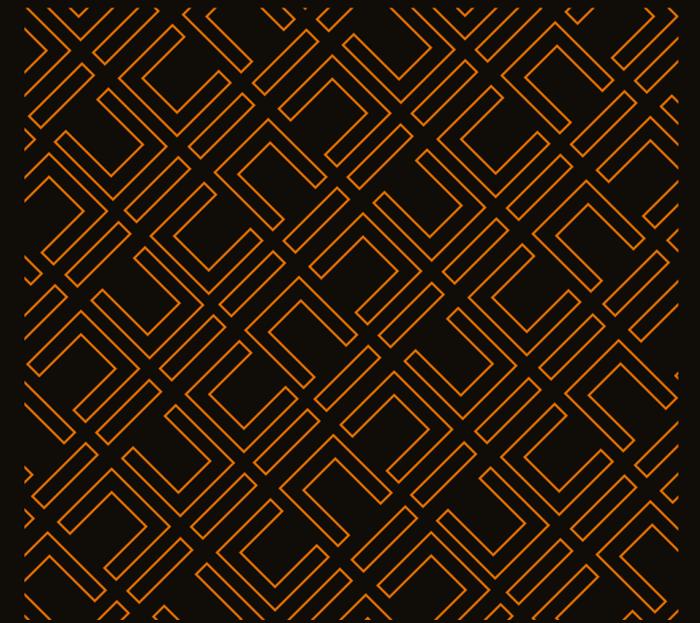
ILARIA COLAVITO
3D VFX TUTOR

Ilaria specialises in tracking, asset creation, texturing and look development. She has experience contributing to projects for film, TV, and commercials, including **Fast X** and the **Netflix** series **Kaos**.

UNDERGRADUTE DEGREES

Escape Studios student project

OUR UNDERGRADUATE DEGREES

Animation
▶ BA (Hons)/MArt The Art of Computer
   Animation (2D) *PAGE 28*
▶ BA (Hons)/MArt The Art of Computer
   Animation (3D) *PAGE 30*

Visual Effects
▶ BA (Hons)/MArt The Art of
   Visual Effects *PAGE 34*

Games
▶ BA (Hons)/MArt The Art of
   Video Games *PAGE 38*
▶ BSc (Hons)/MSci Video Games Design *PAGE 40*

Multi-Discipline
▶ BSc (Hons)/MSci Technical Art for
   Games and VFX *PAGE 44*
▶ BSc (Hons)/MSci Character Creation for
   Animation, Games & VFX *PAGE 46*
▶ BSc (Hons)/MSci Programming
   for Games and VFX *PAGE 48*

Concept Art
▶ BA (Hons)/MArt Concept Art and
   Experience Design *PAGE 52*

Motion Graphics
▶ BA (Hons)/MArt Motion Graphics *PAGE 58*

> "I feel confident in the skills I have developed as I feel that my studies reflect and mimic what working in the animation industry is like: full of practising and learning.

JOHN EDWARD ADARLO
Second year BA (Hons)/MArt The Art of Computer Animation (3D)

ANIMATION

Animation is one of the fastest-growing sectors of the entertainment industry. Now worth billions of dollars, there are creative centres all over the globe, and the UK is home to some of the best animation studios in the world – including **Aardman Animation**, **Blue Zoo** and companies like **Framestore**. Animation is the art of bringing something to life and moving a character or creature – skills that are in high demand across films, TV, advertising and video games.
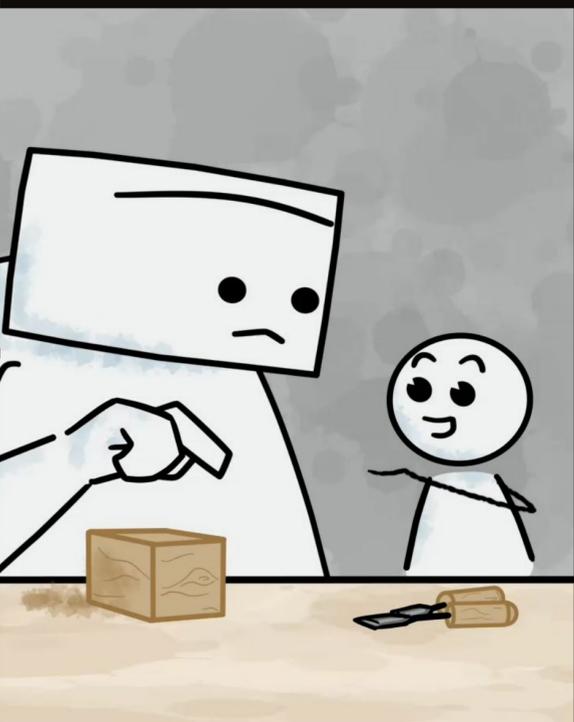
BA (HONS)/MART

THE ART OF COMPUTER ANIMATION (2D)

Bring pen strokes and colours to life to tell a story and create emotions! Developed with top Animators and experts from the likes of **DNEG** and **Framestore**, and taught by tutors who have worked on films including **The Lion King** and **Who Framed Roger Rabbit**, this course is designed to give you the technical, creative and soft skills that the industry is looking for.

COURSE SUMMARY
BA UCAS code: I704
MArt UCAS code: I705
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BA)
4 years full time (MArt)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Maya
ToonBoom Harmony
Adobe Animate
Blender

AWARDED BY
Coventry University

Read our FAQs for more information.

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

TEF 2023 Silver

WATCH 2D ANIMATION STUDENT WORK SHOWREEL

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1   COMMON FIRST YEAR (BA) SEE PAGE 58 FOR MORE INFO
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Creative Foundations - Project *(30 CREDITS)*
▶ Creative Foundations - Craft *(30 CREDITS)*
▶ 3D for VFX - Core *(15 CREDITS)*
▶ Video Game Art - Core *(15 CREDITS)*
▶ Computer Animation - Core *(15 CREDITS)*
▶ Compositing for VFX - Core *(15 CREDITS)*

LEVEL 4/YEAR 2
You'll start to focus on 2D computer animation, developing your specialist skills and working in teams on industry-style projects.
▶ Computer Animation - Advanced (2D) *(30 CREDITS)*
▶ Computer Animation - Pro (2D) *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry Studio Project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Advanced Specialism *(30 CREDITS)*
▶ Professional Practice *(30 CREDITS)*
▶ Professional Studio Project *(60 CREDITS)*

LEVEL 7/YEAR 4   INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT

Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

All imagery courtesy of Escape Studios student projects

BA (HONS)/MART

THE ART OF COMPUTER ANIMATION (3D)

Breathe life into characters and creatures and produce entertaining performances for the world to enjoy. Developed with top Animators and experts from the likes of **DNEG** and **Framestore** and taught by tutors whose credits include **Robots** and **Avatar: The Way of Water**, this degree teaches the skills you need to make your mark in a studio and turn your passion into a successful career.

COURSE SUMMARY
BA UCAS code: I700
MArt UCAS code: I701
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BA)
4 years full time (MArt)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Maya
Premiere Pro
Unreal Engine
ShotGrid
Substance

AWARDED BY

Coventry University

Read our FAQs for more information.

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

TEF 2023 Silver

WATCH 3D ANIMATION STUDENT WORK SHOWREEL

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1 COMMON FIRST YEAR (BA) SEE PAGE 58 FOR MORE INFO
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Creative Foundations - Project *(30 CREDITS)*
▶ Creative Foundations - Craft *(30 CREDITS)*
▶ 3D for VFX - Core *(15 CREDITS)*
▶ Video Game Art - Core *(15 CREDITS)*
▶ Computer Animation - Core *(15 CREDITS)*
▶ Compositing for VFX - Core *(15 CREDITS)*

LEVEL 4/YEAR 2
You'll start to focus on 3D computer animation, developing your specialist skills and working in teams on industry-style projects.
▶ Computer Animation - Advanced (3D) *(30 CREDITS)*
▶ Computer Animation - Pro (3D) *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry studio project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Advanced Specialism *(30 CREDITS)*
▶ Professional Practice *(30 CREDITS)*
▶ Professional Studio Project *(60 CREDITS)*
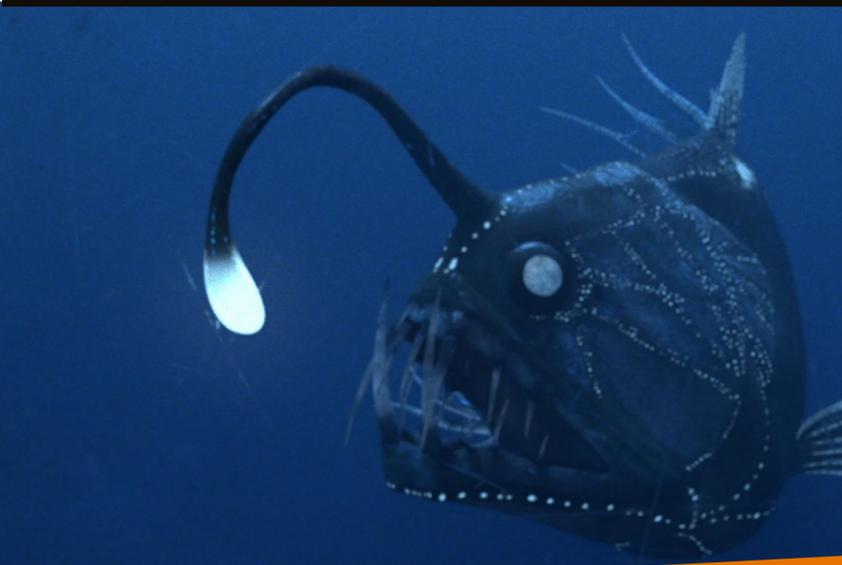
LEVEL 7/YEAR 4 INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT
Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

All imagery courtesy of Escape Studios student projects

> "
> I have loved learning to work with Maya and Unreal Engine so far. I wasn't too familiar with them in the beginning but I have learnt so much in such a short space of time and created some really cool projects and I cant wait to make more and work with other software such as Houdini too.
>
> **NESSIE NASCIMENTO**
> First year BA (Hons)/MArt The Art of Visual Effects

VISUAL EFFECTS
(VFX)

The Visual Effects industry is global, with studios operating across the world. VFX work appears in a wide variety of media: TV shows, promotional spots, advertising, video game trailers, music videos, product design and architectural visuals. There's a high demand for VFX, which means there is a wide range of career options for budding Artists.
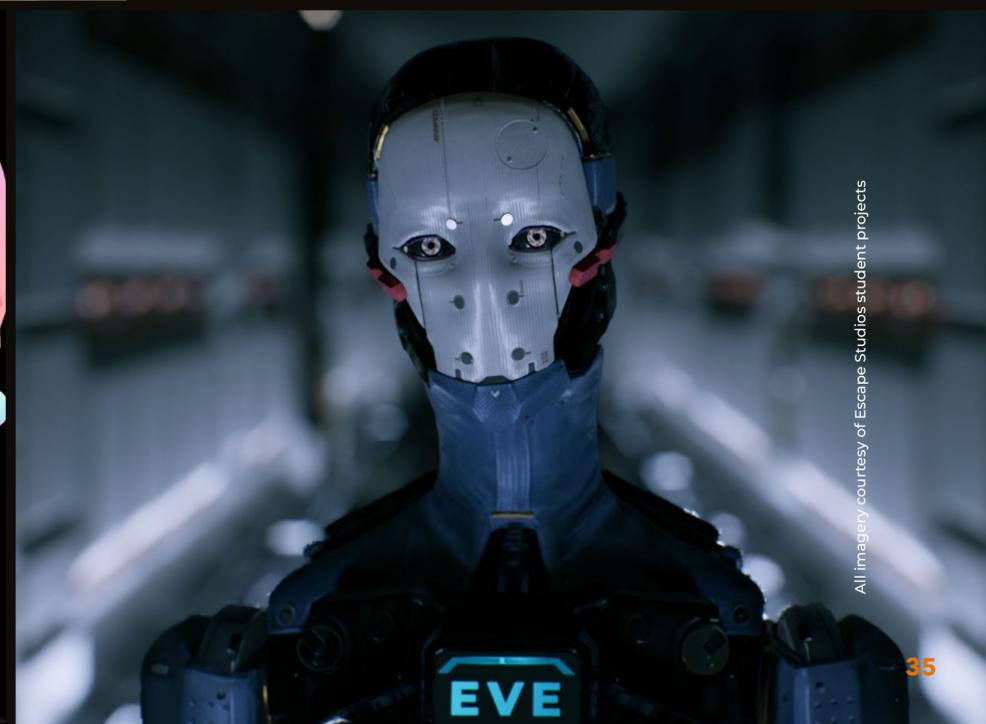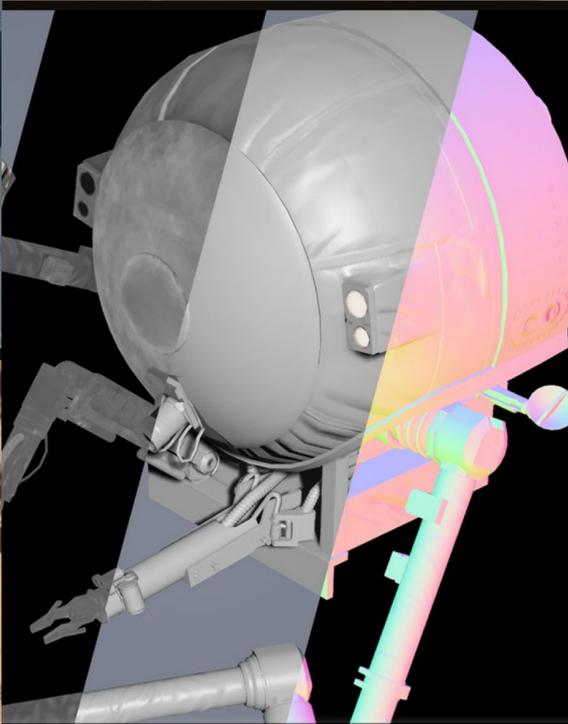
BA (HONS)/MART

THE ART OF VISUAL EFFECTS

Do you dream of working on the next major film or TV series? This programme has been developed with professional VFX Artists and experts from the likes of **DNEG** and **Framestore**, and is taught by experienced tutors who have worked on projects such as **Gladiator**, **Mission Impossible** and **Doctor Who**. On this degree you will learn 3D VFX and 2D compositing, providing you with the technical and creative skills that the industry is looking for.

COURSE SUMMARY
BA UCAS code: I702
MArt UCAS code: I703
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BA)
4 years full time (MArt)

TUITION FEES
UK students: £9,535 per year
International students: £17,995 per year

SOFTWARE
Nuke
Maya
Houdini
ZBrush
3D Equalizer
Arnold
Photoshop
Unreal Engine

AWARDED BY

Coventry University

Read our FAQs for more information.

TEF 2023 Silver

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1 COMMON FIRST YEAR (BA) SEE PAGE 58 FOR MORE INFO
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Creative Foundations - Project *(30 credits)*
▶ Creative Foundations - Craft *(30 credits)*
▶ 3D for VFX - Core *(15 credits)*
▶ Video Game Art - Core *(15 credits)*
▶ Computer Animation - Core *(15 credits)*
▶ Compositing for VFX - Core *(15 credits)*

LEVEL 4/YEAR 2
You'll start to focus on VFX, developing your specialist skills and working in teams on industry-style projects.
▶ 3D for VFX - Pro *(30 credits)*
▶ Compositing for VFX - Pro *(30 credits)*
▶ Specialism *(15 credits)*
▶ Industry Studio Project *(45 credits)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Advanced Specialism *(30 credits)*
▶ Professional Practice *(30 credits)*
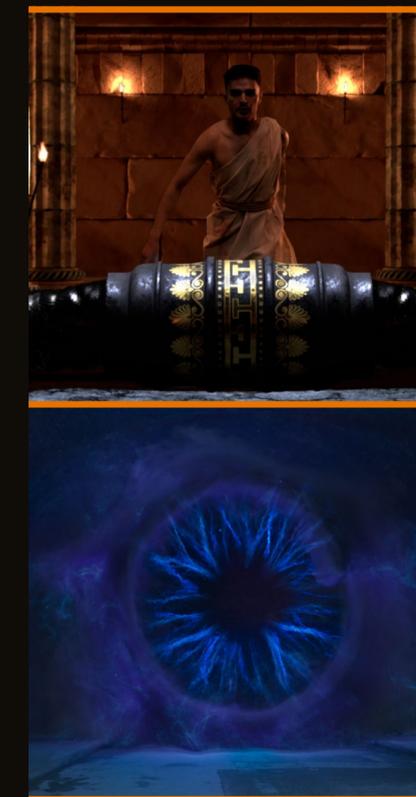▶ Professional Studio Project *(60 credits)*

LEVEL 7/YEAR 4 INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 credits)*
▶ Commercial Studio Project *(60 credits)*
▶ Business of Innovation *(30 credits)*

ASSESSMENT

Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

SPECIALISMS: 2D vs 3D

In second year, you'll be introduced to both 2D Compositing for VFX and 3D for VFX. Your first term will provide the opportunity to try each specialism, so you can decide which you enjoy most and which best lends itself to your skill set. You'll receive full support from our tutors and feedback from industry professionals to guide your decision.

In professional VFX studios, collaboration between 2D Compositors and 3D Artists is essential. This is exactly how we run our projects. So whichever specialism you choose, you'll work closely with those who've chosen a different pathway – a real taste of life in the industry.

All imagery courtesy of Escape Studios student projects
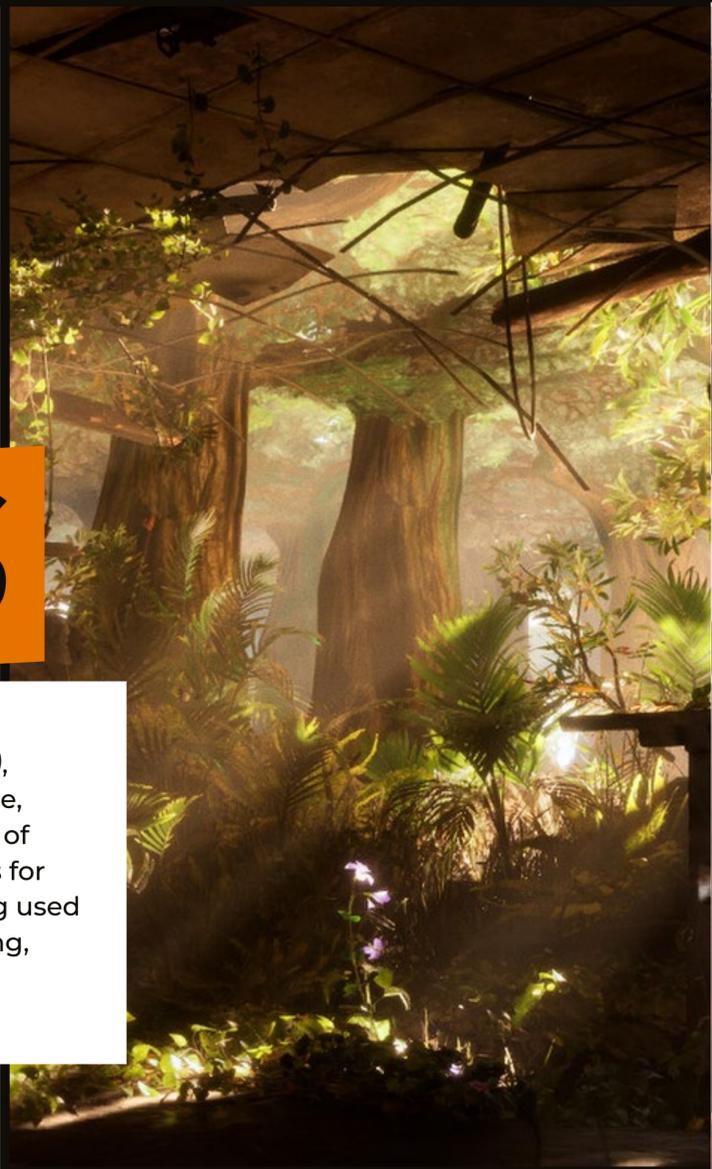
GAMES

Video games are everywhere. There are over 2.6 billion gamers worldwide *(STATISTA, 2024)*, using many different platforms such as mobile, PC, **Xbox**, **PlayStation** and **Nintendo**. The use of computer games is diverse and opportunities for employment are widening. They're now being used in a range of industries, including broadcasting, education, entertainment, architecture, learning and development, and marketing.

> "
> The most significant thing I have learned on this course so far was how to use Unreal Engine and the pipelines. My favourite project at Escape has been the Diorama Project, which allowed me to choose what game I wanted to focus on. Recreating the textures closely to the game was pretty hard but it is still really fun when the results show in the end.
>
> **ELA SALIH**
> Second year BA (Hons)/MArt The Art of Video Games

All imagery courtesy of Escape Studios student projects

BA (HONS)/MART

THE ART OF VIDEO GAMES

Create the games you want to play. Designed with industry experts from **Sony Computer Entertainment Europe**, this course develops your creative, technical, and professional skills. Learn from tutors with experience from **EA**, **Rebellion**, and **Jagex** while specializing in areas like advanced modelling, lighting, texturing, real-time FX, and foliage. Build industry connections and graduate ready for a career in games.

COURSE SUMMARY
BA UCAS code: I630
MArt UCAS code: I631
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BA)
4 years full time (MArt)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Unreal Engine
Maya
Substance Painter
Substance Designer
ZBrush
Photoshop
Reality Capture

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

TEF 2023 Silver

AWARDED BY
Coventry University
Read our FAQs for more information.

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1 — COMMON FIRST YEAR (BA) SEE PAGE 58 FOR MORE INFO
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Creative Foundations - Project *(30 credits)*
▶ Creative Foundations - Craft *(30 credits)*
▶ 3D for VFX - Core *(15 credits)*
▶ Video Game Art - Core *(15 credits)*
▶ Computer Animation - Core *(15 credits)*
▶ Compositing for VFX - Core *(15 credits)*

LEVEL 4/YEAR 2
You'll start to focus on video games, developing your specialist skills and working in teams on industry-style projects.
▶ Video Game Art - Pro *(30 credits)*
▶ Video Game Art - Advanced *(30 credits)*
▶ Specialism *(15 credits)*
▶ Industry Studio Project *(45 credits)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Advanced Specialism *(30 credits)*
▶ Professional Practice *(30 credits)*
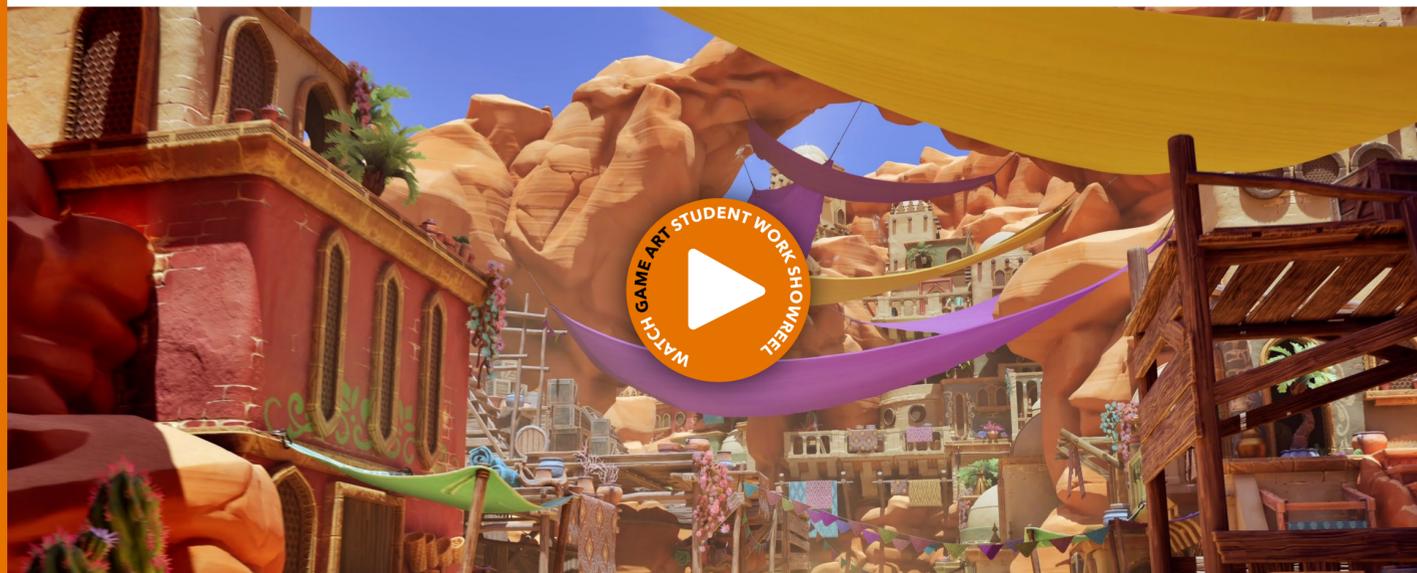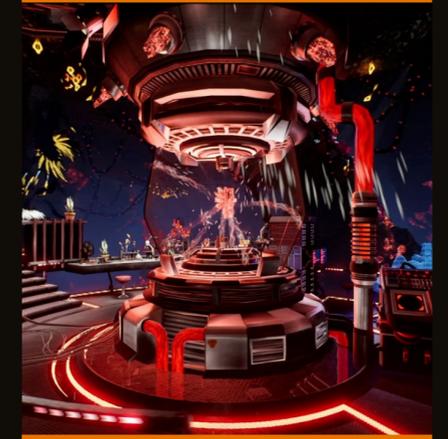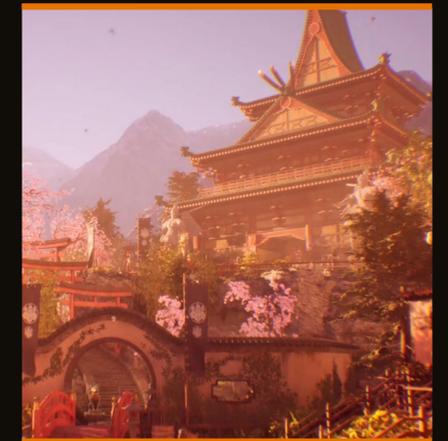▶ Professional Studio Project *(60 credits)*

LEVEL 7/YEAR 4 — INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 credits)*
▶ Commercial Studio Project *(60 credits)*
▶ Business of Innovation *(30 credits)*

ASSESSMENT
Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

WATCH GAME ART STUDENT WORK SHOWREEL

All imagery courtesy of Escape Studios student projects

BSC (HONS)/MSCI

VIDEO GAMES DESIGN

Design games from concept to completion, creating engaging gameplay, immersive environments, and seamless user experiences. Developed with industry experts from **Creative Assembly**, **Framestore**, **nDreams** and **PlayStation London Studio**, this focused degree blends theory with technical approaches. Learn from tutors with experience from **Supermassive Games**, **Supercell London** and **Outplay Entertainment**, and graduate ready to bring your dream game to life.

COURSE SUMMARY
BSc UCAS code: I802
MSci UCAS code: I803
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BSc)
4 years full time (MSci)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Houdini
Unreal Engine
Maya
ZBrush
Figma
Adobe XD

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

AWARDED BY
Coventry University

Read our FAQs for more information.

WATCH GAME DESIGN STUDENT WORK SHOWREEL

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1 COMMON FIRST YEAR (BSC) SEE PAGE 58 FOR MORE INFO
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Art Direction and Visual Language *(15 CREDITS)*
▶ Introduction to 3D Graphics *(15 CREDITS)*
▶ Introduction to Technical Scripting *(15 CREDITS)*
▶ Worldbuilding *(15 CREDITS)*
▶ Introduction to Games Design *(15 CREDITS)*
▶ Character Control *(15 CREDITS)*
▶ Real-time FX *(15 CREDITS)*
▶ Interactive - Jam Group Project *(15 CREDITS)*

LEVEL 4/YEAR 2
You'll develop your specialist skills and work in teams on industry-style projects.
▶ Conceptual Games Design *(30 CREDITS)*
▶ Applied Games Design *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry Studio Project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Advanced Specialism *(30 CREDITS)*
▶ Professional Practice *(30 CREDITS)*
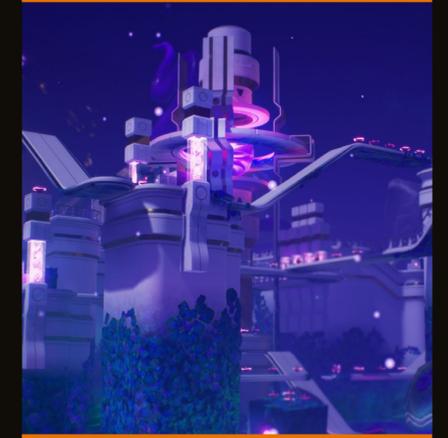▶ Professional Studio Project *(60 CREDITS)*
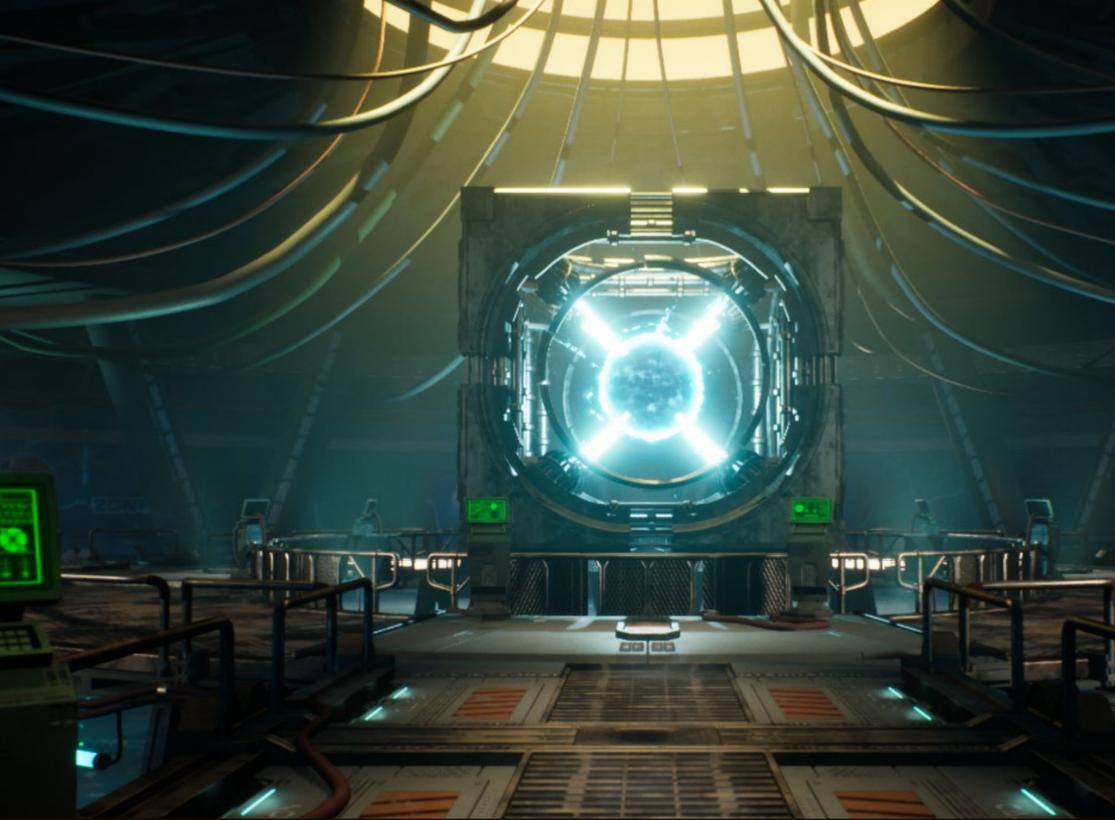
LEVEL 7/YEAR 4 INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT
Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

All imagery courtesy of Escape Studios student projects

MULTI-DISCIPLINE

If you're creative and enjoy both art and technology, we think you'll love our Multi-Discipline degrees. Designed with experts from **Creative Assembly**, **Framestore**, **nDreams** and **PlayStation London Studio**, these degrees are developed to teach the skills that are in demand now from creative organisations spanning animation, VFX and games.

> "In college, I liked coding a lot and I did a bit of art. Then I researched what could be an in-between and found out about Technical Art, which was pretty much perfect for what I wanted to do!
>
> **DENZEL BOATENG**
> Second Year, BSc (Hons)/MSci
> Technical Art for Games & VFX

All imagery courtesy of Escape Studios student projects

BSC (HONS)/MSCI

TECHNICAL ART FOR GAMES & VFX

Passionate about games, films, and animation? Technical Artists bridge the gap between art and code, creating innovative solutions for graphics and FX. Designed with industry experts from **Creative Assembly**, **Framestore**, **nDreams** and **PlayStation London Studio**, on this course you'll learn scripting, coding, and problem-solving from experienced tutors to support teams in games, VFX, and animation. You'll graduate with the technical and artistic skills needed for this highly in-demand role.

COURSE SUMMARY
BSc UCAS code: I800
MSci UCAS code: I801
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BSc)
4 years full time (MSci)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Houdini
Unreal Engine
Python / VS Code
Maya
Substance Designer
Substance Painter

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

AWARDED BY
Coventry University

Read our FAQs for more information.

WATCH TECHNICAL ART STUDENT WORK SHOWREEL

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1 — COMMON FIRST YEAR (BSC)
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Art Direction and Visual Language *(15 CREDITS)*
▶ Introduction to 3D Graphics *(15 CREDITS)*
▶ Introduction to Technical Scripting *(15 CREDITS)*
▶ Worldbuilding *(15 CREDITS)*
▶ Introduction to Games Design *(15 CREDITS)*
▶ Character Control *(15 CREDITS)*
▶ Real-time FX *(15 CREDITS)*
▶ Interactive - Jam Group Project *(15 CREDITS)*

LEVEL 4/YEAR 2
You'll develop your specialist skills and work in teams on industry-style projects.
▶ Programming for Games & VFX Production *(30 CREDITS)*
▶ Proceduralism for 2D and 3D *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry Studio Project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Advanced Specialism *(30 CREDITS)*
▶ Professional Practice *(30 CREDITS)*
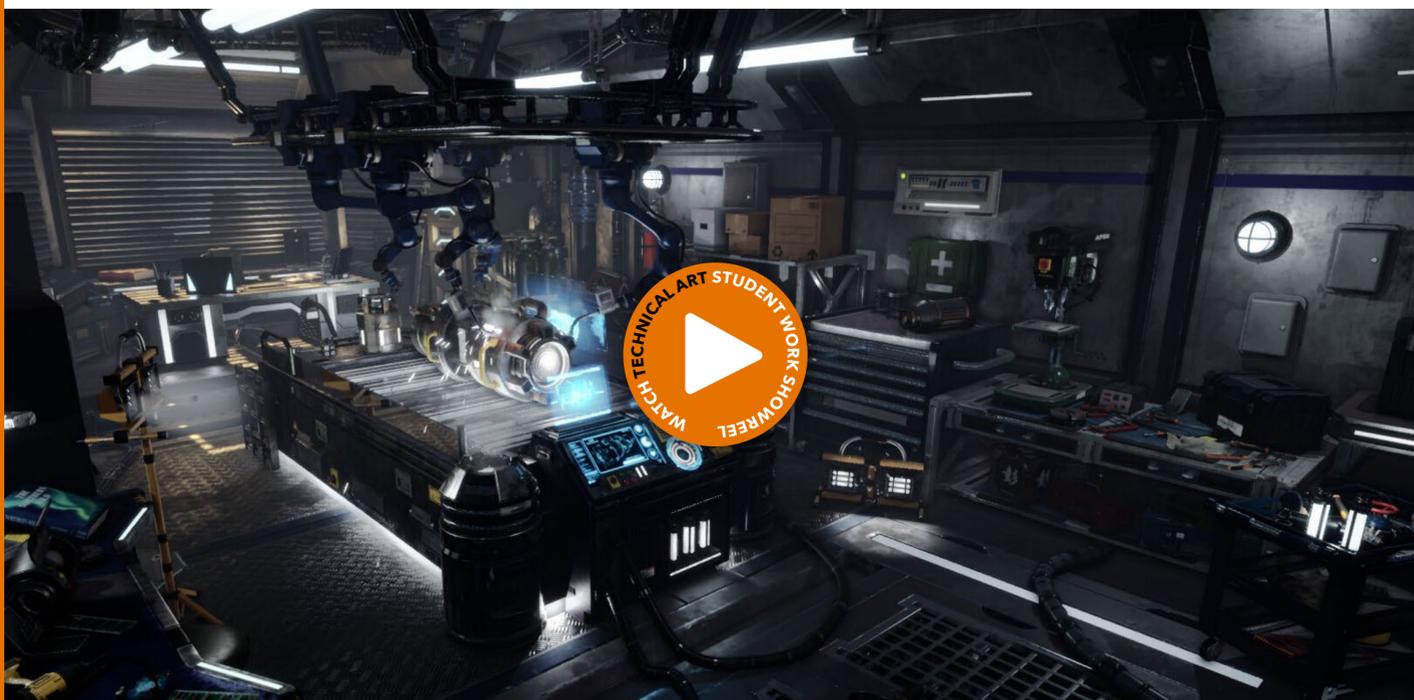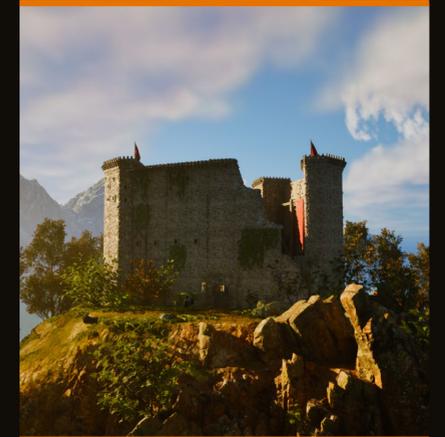▶ Professional Studio Project *(60 CREDITS)*

LEVEL 7/YEAR 4 — INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT
Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

All imagery courtesy of Escape Studios student projects

BSC (HONS)/MSCI

CHARACTER CREATION FOR ANIMATION, GAMES & VFX

If you feel a passion for storytelling and creating characters with rich backstories that are a part of vast and detailed worlds... then this cutting-edge course, designed with industry experts from **Creative Assembly**, **Framestore**, **nDreams** and **PlayStation London Studio**, is for you. Learn the character creation pipeline from concept to implementation from tutors who have worked at top studios such as **Rise Visual Effects** and **MPC**, and develop characters using models, character rigs and FX.

COURSE SUMMARY
BSc UCAS code: I804
MSci UCAS code: I805
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BSc)
4 years full time (MSci)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Houdini
Python / VS Code
Wrap3D
ZBrush
Unreal Engine
Marvellous Designer
Substance Painter
Mari
Adobe Suite
Maya

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

AWARDED BY
Coventry University

Read our FAQs for more information.

[WATCH CHARACTER CREATION STUDENT WORK SHOWREEL]

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1 COMMON FIRST YEAR (BSC) SEE PAGE 58 FOR MORE INFO
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Art Direction and Visual Language *(15 CREDITS)*
▶ Introduction to 3D Graphics *(15 CREDITS)*
▶ Introduction to Technical Scripting *(15 CREDITS)*
▶ Worldbuilding *(15 CREDITS)*
▶ Introduction to Games Design *(15 CREDITS)*
▶ Character Control *(15 CREDITS)*
▶ Real-time FX *(15 CREDITS)*
▶ Interactive - Jam Group Project *(15 CREDITS)*

LEVEL 4/YEAR 2
You'll develop your specialist skills and work in teams on industry-style projects.
▶ Character Creation *(30 CREDITS)*
▶ Technical Direction *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry Studio Project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Advanced Specialism *(30 CREDITS)*
▶ Professional Practice *(30 CREDITS)*
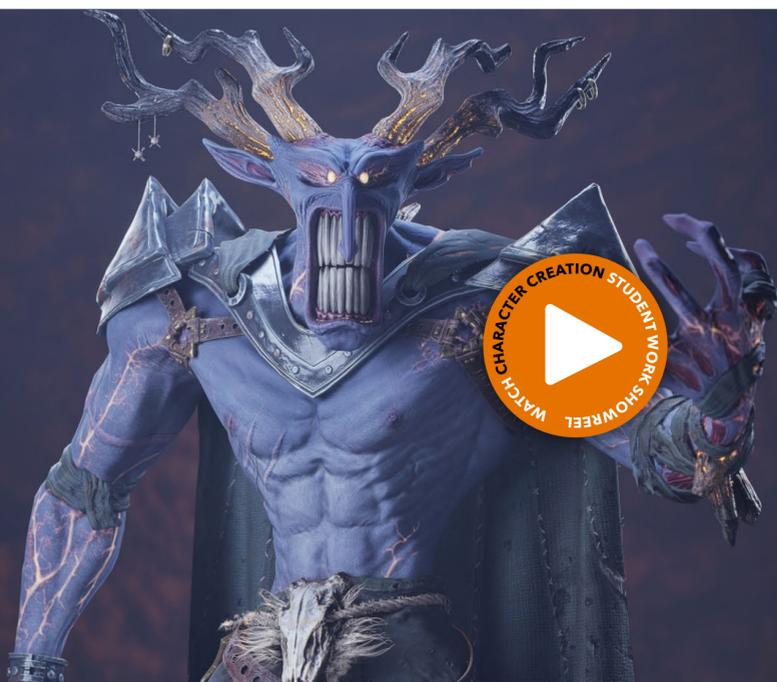▶ Professional Studio Project *(60 CREDITS)*

LEVEL 7/YEAR 4 INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT
Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

All imagery courtesy of Escape Studios student projects

BSC (HONS)/MSCI

PROGRAMMING FOR GAMES & VFX

Love games, films and animation and passionate about coding and problem-solving? This course, designed with industry experts from **Creative Assembly** and **PlayStation London Studio**, equips you with the skills to collaborate with creative teams and bring their visions to life. You'll learn from experts in a studio-based environment with high-spec equipment. With industry mentoring and hands-on projects, you'll graduate ready for this highly in-demand role in games, VFX and animation.

COURSE SUMMARY
BSc UCAS code: I904
MSci UCAS code: I905
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BSc)
4 years full time (MSci)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Houdini
Unreal Engine
Python/VS Code
Maya

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

AWARDED BY
Coventry University
Read our FAQs for more information.

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1
An introduction to programming, software development and the creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Introduction to Programming *(30 CREDITS)*
▶ Computer Graphics Fundamentals *(30 CREDITS)*
▶ Programming for Games Design *(15 CREDITS)*
▶ Programming for VFX *(15 CREDITS)*
▶ Software Development for Games and VFX *(30 CREDITS)*

LEVEL 4/YEAR 2
You'll develop your specialist skills and work in teams on industry-style projects.
▶ Applied Artificial Intelligence in Games and VFX *(30 CREDITS)*
▶ Distributed Systems for Games and VFX *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry Studio Project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Professional Studio Project *(60 CREDITS)*
▶ Professional Practice *(30 CREDITS)*
▶ Advanced Specialism *(30 CREDITS)*

LEVEL 7/YEAR 4 `INTEGRATED MASTERS`
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your skillset. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT
Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**
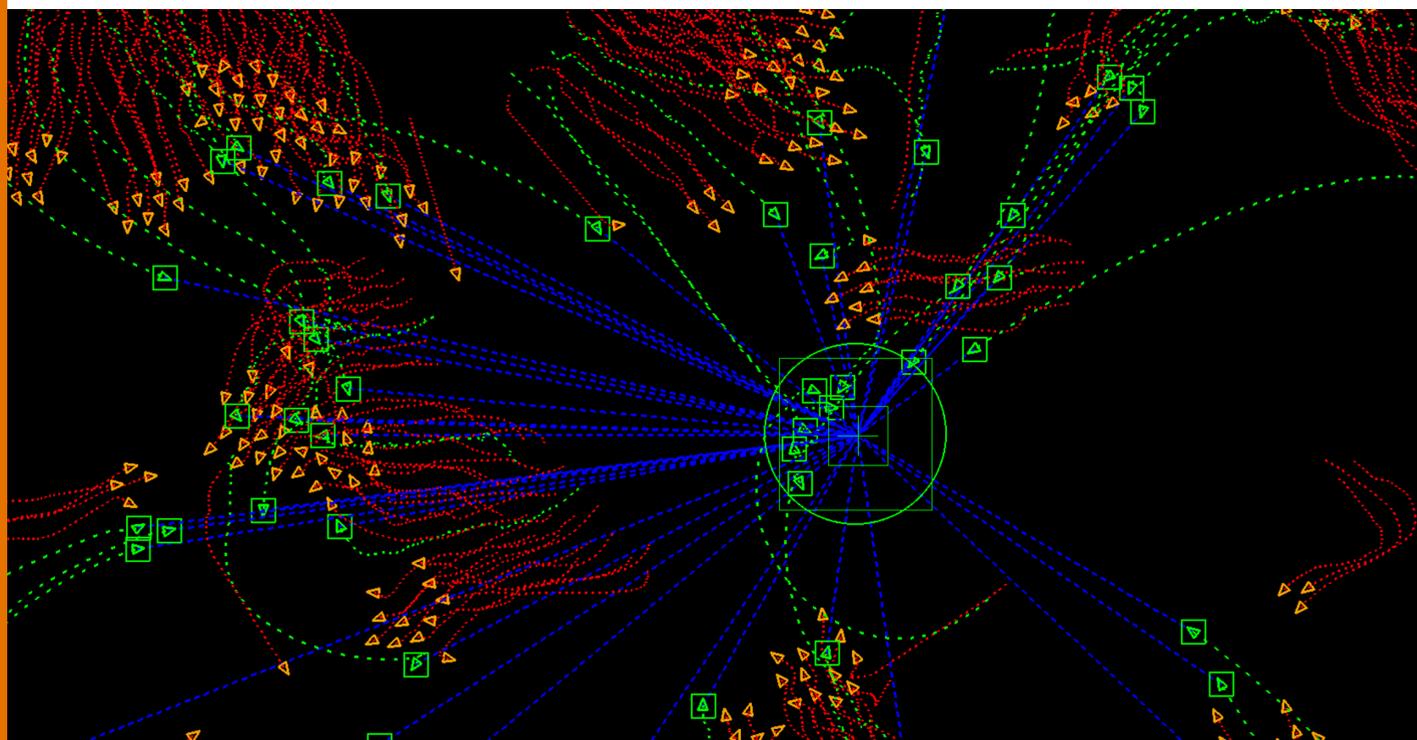
Image courtesy of Atomhawk

Escape Studios tutor project

Escape Studios tutor project

WHAT ADVICE WOULD YOU GIVE SOMEONE LOOKING TO BECOME A CONCEPT ARTIST?

"

Draw as much as possible (both from life and from your imagination), look at reference – study how things look but also analyse how they are constructed and why they are designed, or have evolved, to look the way that they do. Go outside and look at stuff!

JIM RUSSELL
Concept Art Tutor and **Total War: Warhammer** Concept Artist

Escape Studios tutor project

Escape Studios student project

Image courtesy of Atomhawk

Escape Studios student project

Escape Studios tutor project

CONCEPT ART

Concept Art is used across a wide range of screen industries including games, film and animation. It's also used for thematic design and experience design for brand experiences, museums and theme parks.

BA (HONS)/MART

CONCEPT ART AND EXPERIENCE DESIGN

Gain the skillset to take on diverse roles in concept art, from digital design for games, animation, and film to creating real-world thematic environments for events, theme parks, and museums. On this degree, designed with industry experts from **Atomhawk** and **Framestore**, you'll develop core skills in traditional and digital drawing, digital painting, and design while mastering 2D and 3D techniques. You'll graduate equipped with the skills and tools to thrive in the ever-evolving world of visual storytelling and design.

COURSE SUMMARY
BA UCAS code: I900
MArt UCAS code: I901
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BA)
4 years full time (MArt)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Photoshop
Unreal Engine
Blender

AWARDED BY

Coventry University

Read our FAQs for more information.

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

Escape Studios student project

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Creative Foundations - Craft *(30 CREDITS)*
▶ Creative Foundations - Project *(30 CREDITS)*
▶ Digital Drawing *(15 CREDITS)*
▶ Digital Painting *(15 CREDITS)*
▶ 3D and Paint-overs *(15 CREDITS)*
▶ Concept Art and Real-time Engines *(15 CREDITS)*

LEVEL 4/YEAR 2
You'll develop your specialist skills and work in teams on industry-style projects.
▶ Character and Costume Design *(30 CREDITS)*
▶ Thematic Environment Design *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry Studio Project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Professional Studio Project *(60 CREDITS)*
▶ Advanced Specialism *(30 CREDITS)*
▶ Professional Practice *(30 CREDITS)*

LEVEL 7/YEAR 4 INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT

Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**
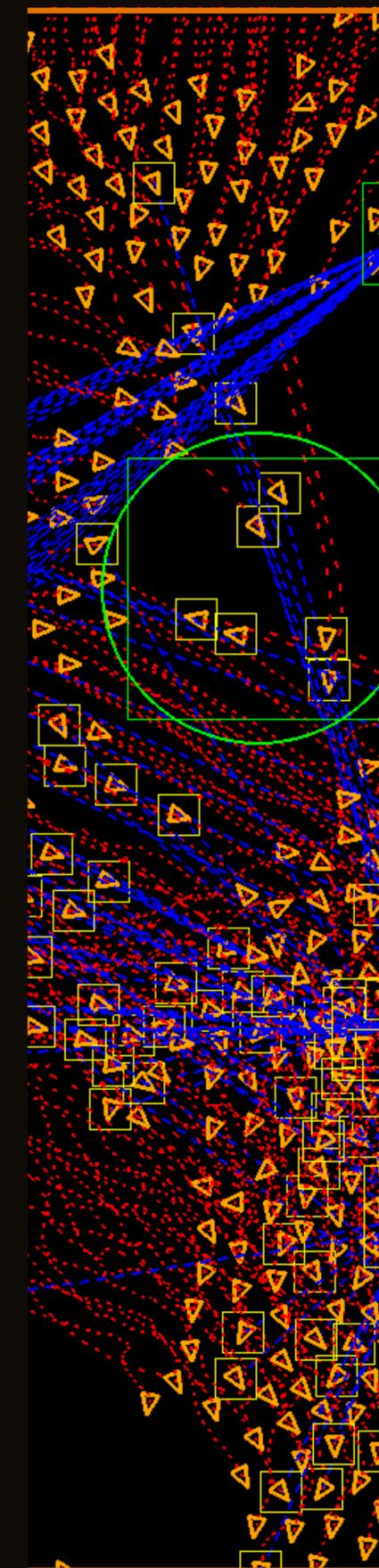
Image courtesy of Atomhawk
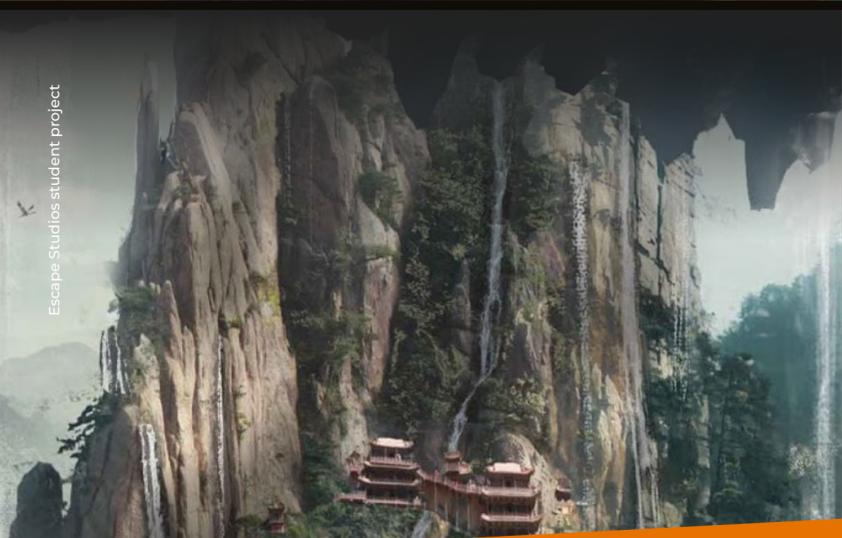
All imagery courtesy of Escape Studios student projects
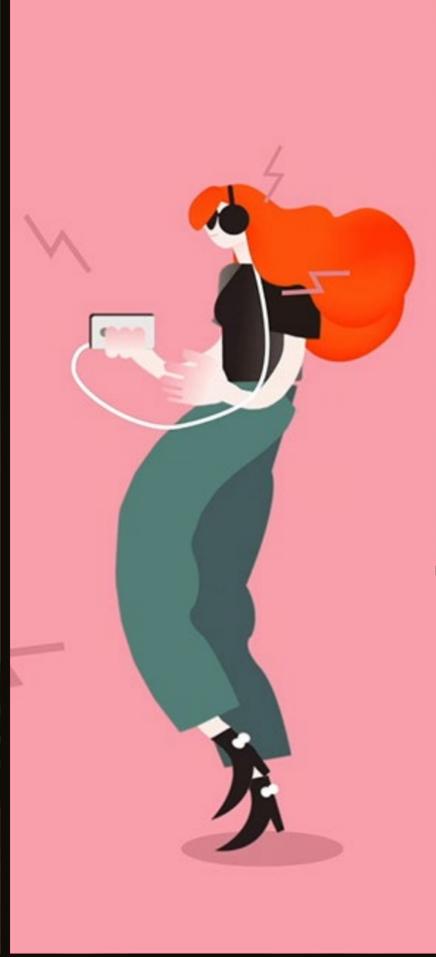
> In our day-to-day lives we are surrounded by motion graphics. Walking on the street, watching television, on our mobile and tablet, playing video games, watching films, even talking on the tube, screens all around us contain videos full of graphics where we cannot avoid watching images in motion

ADAM BENNETT
Motion Graphics tutor

MOTION GRAPHICS

Motion Graphics (or Motion Design) is a versatile discipline in today's creative industries. Demand for digital design has never been higher, with roles across film, TV, advertising, web, apps and games.

Think of motion graphics like animated graphic design: shapes, objects, or texts that are set in motion. While these design elements are moving, they might not follow a specific narrative. This makes them ideal visuals in contexts such as advertising or marketing, taking the form of infographics, animated logos or icons, title sequences and explainer videos.
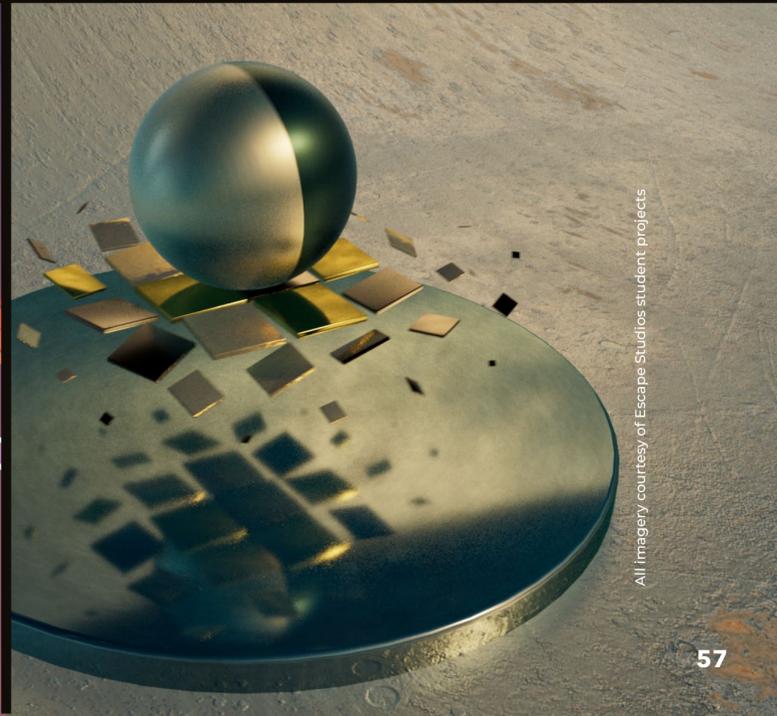
BA (HONS)/MART

MOTION GRAPHICS

Blend 2D, 3D and live action to create striking moving visuals for the creative industries. Motion Graphics Designers work across industries like animation, films, games, advertising, graphic design, and more. Taught by expert tutors who've worked on the likes of **Black Panther: Wakanda Forever** and **The Marvels**, this degree combines theory with technical and artistic approaches, preparing you to design motion graphics from concept to completion, mastering animation, typography, and user experience to produce dynamic, engaging experiences.

COURSE SUMMARY
BA UCAS code: I902
MArt UCAS code: I903
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points plus a portfolio

START DATE
September

DURATION
3 years full time (BA)
4 years full time (MArt)

TUITION FEES
UK students:
£9,535 per year
International students:
£17,995 per year

SOFTWARE
Adobe Photoshop
Adobe AfterEffects
Cinema 4D

AWARDED BY
Coventry University

Read our FAQs for more information.

CONTACT HOURS
Your overall workload will be approximately 40 hours per week. You'll spend 15 hours in workshops and 20-25 hours on self-study learning and working on your projects.

WATCH MOTION GRAPHICS STUDENT WORK SHOWREEL

WHAT YOU WILL STUDY

LEVEL 4/YEAR 1 — COMMON FIRST TERM (BA) SEE PAGE 58 FOR MORE INFO
An introduction to the disciplines, pipelines and creative industries, giving you the all-round skills you'll need on your journey to becoming a professional.
▶ Creative Foundations - Project *(30 CREDITS)*
▶ Creative Foundations - Craft *(30 CREDITS)*
▶ Motion Graphics - Core *(15 CREDITS)*
▶ Computer Animation - Core *(15 CREDITS)*
▶ 3D for VFX - Core *(15 CREDITS)*
▶ Compositing for VFX - Core *(15 CREDITS)*

LEVEL 4/YEAR 2
You'll build your entrepreneurship skills and organise yourself to work as a digital studio on commercial standard projects.
▶ Motion Graphics 2D - Pro *(30 CREDITS)*
▶ Motion Graphics 3D - Advanced *(30 CREDITS)*
▶ Specialism *(15 CREDITS)*
▶ Industry Studio Project *(45 CREDITS)*

LEVEL 6/YEAR 3
You'll hone your skills and begin to demonstrate the level of knowledge needed to be a professional artist.
▶ Professional Studio Project *(60 CREDITS)*
▶ Advanced Specialism *(30 CREDITS)*
▶ Professional Practice *(30 CREDITS)*

LEVEL 7/YEAR 4 — INTEGRATED MASTERS
Keen to further refine your skillset, considering working freelance, or one day dream of starting your own studio? As part of a team, you'll work like a real outsourced studio, each taking on different roles relevant to your expertise. You'll learn about business, entrepreneurship and the know-how for an impressive portfolio career.
▶ Creative Research & Development *(30 CREDITS)*
▶ Commercial Studio Project *(60 CREDITS)*
▶ Business of Innovation *(30 CREDITS)*

ASSESSMENT
Your work is assessed through practical assignments and retrospectives by a mix of tutor, peer, industry and self-review. **In fact, industry professionals often review your project modules and share their personalised feedback with you.**

All imagery courtesy of Escape Studios student projects

YOUR BURNING QUESTIONS: ANSWERED

WHAT DOES THE COMMON FIRST YEAR MEAN? CAN I SWITCH COURSE IF I CHANGE MY MIND?

Some of our undergraduate courses share a common first year which allows you to switch from one of these courses to another if you change your mind before the end of year one (subject to availability).

UNDERGRADUATE DEGREE	COMMON FIRST YEAR
The Art of Computer Animation (2D)	**BA (Hons)/MArt** common first year
The Art of Computer Animation (3D)	
The Art of Video Games	
The Art of Visual Effects	
Character Creation for Animation, Games & VFX	**BSc (Hons)/MSci** common first year
Video Games Design	
Technical Art for Games & VFX	

Exceptions:
- ▶ The **BSc (Hons)/MSci Programming for Games and VFX** does not share any common modules with the above courses and there is no switching available.
- ▶ The **BA (Hons)/MArt Motion Graphics** and **BA (Hons)/MArt Concept Art and Experience Design** courses share only the first term with the above BA courses. Switching is possible to/from these courses before the end of term one, subject to availability as well as approval from the Programme Leader.

WHAT'S THE CONNECTION BETWEEN ESCAPE STUDIOS AND COVENTRY UNIVERSITY?

Escape Studios has a validation agreement with Coventry University. This means that our undergraduate and postgraduate degrees are awarded through Coventry University. Coventry University's validation, combined with our industry-approved content, ensures our qualifications are rigorous and internationally recognised.

No Escape Studios teaching takes place at Coventry University or in Coventry. All on campus classes and the graduation ceremony are run by Escape Studios in London.

WHAT ARE THE ENTRY REQUIREMENTS FOR UNDERGRADUATE DEGREES AT ESCAPE STUDIOS?

Minimum academic requirements:
- ▶ GCSE English at grade 4/C or equivalent
- ▶ GCSE Maths at grade 4/C or equivalent (BSc/MSci courses only)
- ▶ Have or be predicted a minimum of 80 UCAS points.

Conditional offers are made based on applicant's predicted grades (but we do not set conditions above 120 UCAS points even if your predicted grades are higher than this).

UCAS POINTS	A-LEVEL	BTEC	UAL LEVEL 3 EXTENDED DIPLOMA	INTERNATIONAL BACCALAUREATE (IB)
80-120	CDD-BBB	MMP-DMM	M	27-30

Portfolio submission
Once we receive your UCAS application, you'll be invited to submit an online portfolio of your work. We take students who have the talent to succeed, and we know the best way to judge this is not necessarily by just a set of academic grades. Our tutors will review your portfolio to determine whether we can offer you a place.

Your portfolio can be submitted to your applicant portal in the form of an online link (e.g. ArtStation, Google Drive, Dropbox etc.). You can also include an optional supporting statement (written, video or audio) to be reviewed with your portfolio.

▶ **CHECK OUT OUR PORTFOLIO GUIDE FOR DETAILED GUIDANCE**

WHAT CAN I EXPECT FROM STUDYING AN INTEGRATED MASTERS COURSE?

Our integrated masters option provides an extra year of modules, taking your degree from three years to four, so you can further refine your skillset. This is designed for those who might want to one day start their own studio or work freelance. Additionally, if you're funding your degree through Student Finance, all four years are covered by the undergraduate tuition fee student loan.

FUTUREPROOFING CREATIVITY:
EMBRACING AI AND EMERGING TECHNOLOGIES

> " Students at Escape develop a strong foundation in both artistic and technical principles, empowering them to harness AI as a tool to enhance their creativity. By mastering these essential skills, they seamlessly merge technology with artistic vision, transforming it into a powerful ally that drives truly innovative and meaningful work.

SIMON FENTON
Dean/Director of Interactive and Real Time

The creative industries are constantly evolving. We work closely with leading studios to futureproof our courses - from our Advisory Board to Degree Concept Teams to mentors and speakers. We want our students to explore the potential of new technologies whilst maintaining their artistic vision.

We want you to understand the potential and impacts of AI, real-time, virtual-production and augmented reality within your discipline. We work closely with our industry partners to make sure we incorporate the latest tools and methods into our programmes and equip our graduates with the critical and creative skills to harness the potential of AI.

We bring real-world learning into the classroom. As an example, students are encouraged to use AI tools for ideation, inspiration and storyboarding - saving time in the pre-production stage of projects, but in a considered way that uses students' creative skills to analyse the outcomes. Ultimately, we aim to equip you with the confidence to embrace new technologies and prepare you with the skills that employers are looking for.
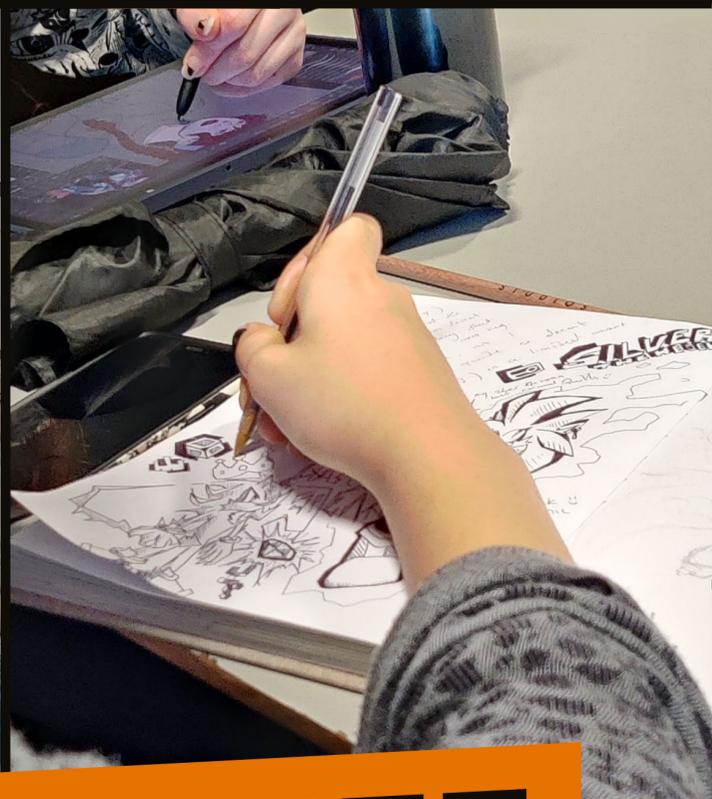
> My proudest achievement so far has been the connections I have made. I have found Escape to be a home away from home, where like-minded people can come together and be authentically themselves without a fear of judgement. Escape is truly a unique place, where everyone embraces the weird and wonderful. And around every corner is a person with a shared interest with you. I'll forever be grateful to Escape for leading me to the amazing friends that I have made.

PARMIS ASILI
First year BA (Hons)/MArt The Art of Video Games

STUDENT LIFE

We understand that student life goes beyond the classroom. Read about some of the ways we work to make your time at Escape Studios a fun, supportive and memorable experience!

STUDENT COMMUNITY

ESCAPE STUDENT ASSOCIATION (ESA)

Founded by students for students, we're here to represent you at Escape and ensure your higher education needs are met. Each member plays a unique role and is dedicated to helping you make the most of life in the big city. Every year, elections bring fresh ideas and new energy to our team!

SOCIETIES

A fantastic way to meet new people, master a new hobby or skill and get involved in student life.

Our societies vary each year and have previously included:

- Basketball
- Badminton
- Skating
- Gaming
- Cosplay
- Cinematics
- Bouldering
- Dance
- Film & Media
- Tabletop Games
- Book Club
- Motor
- Afro-Caribbean
- Music
- Anime
- Islamic
- Asia
- Chess

The best part is, if you want to be involved in a society that isn't already catered for, our Escape Studios Student Association will help you set it up!

SOCIAL EVENTS

From parties and pub quizzes to game nights, the Students' Association and Student Community Team host events just for you. Whether it's Freshers' Week, Halloween, or holiday celebrations, they plan a variety of socials to help you make friends, celebrate your achievements, and most importantly, have fun!

dance society

freshers week

tabletop society

student showcase

climbing society

drawing club

STUDENT SUPPORT

We're a friendly, inclusive, and supportive community, with a dedicated team ready to help you excel in your studies and enjoy a great student experience.

STUDIO ASSISTANTS

As Escapees, our Studio Assistants have experienced it all, making them the perfect people to help you understand every step of your course.

Our team of Studio Assistants offer extra support to the tutor and provide students support with software questions, work feedback, shot/portfolio advice and problem solving.

PERSONAL TUTORS

You'll meet your own Personal Tutor regularly for pastoral support, and to discuss your progress each term.

HEALTH AND WELLBEING

Spectrum.Life provides students with an innovative, enhanced, and flexible 24/7 wellbeing and Student Assistance Programme. Offering confidential, real-time support and counselling referrals, **Spectrum.Life** also features a wide range of wellbeing tools, including fitness plans, recipes, eLearning content, and much more to support your overall wellness.

ATTENDANCE

We actively monitor attendance because it plays a crucial role in your success. We're also here to support you if you're facing any challenges. If you miss more than a couple of classes, we'll arrange a meeting to discuss things and find a way forward together.

OPEN-DOOR POLICY

Just ask! We have an open-door policy, so you can arrange to talk to your Personal Tutor, course leader or a member of staff at any time.

HELP TO COPE IN UNEXPECTED SITUATIONS

We have several initiatives to help you cope with day-to-day life, so you can concentrate on your studies. For instance, if you need unexpected and immediate financial support for a particular reason, our hardship fund may be able to help.

Find out more about our wellbeing policies online:
▶ **escapestudios.ac.uk/policies**

CARE EXPERIENCED STUDENTS

If you have been in care, we offer a designated member of staff to coordinate academic and pastoral support. We can meet with you prior to your arrival and offer a specialist induction to help you settle in, and ensure all support is in place.

For more information, contact:
▶ **access@escapestudios.ac.uk**

STUDENTS WITH DISABILITIES

We welcome candidates with disabilities or additional learning needs, and we have a range of support available. If you have special requirements, please tell us as soon as possible so we can discuss your needs and the support we can put in place.

For more information, contact:
▶ **learningsupport@escapestudios.ac.uk**
or visit our website

ADDITIONAL SUPPORT

Whether you've lost your student ID card, need help to set up a bank account, have a question about assessments or need feedback on your assignments, there'll be someone to help!

Reach out:
▶ **studentservices@escapestudios.ac.uk**

INTERNATIONAL STUDENTS

Read on for information about accommodation, fees and finance, and how to contact us.

At Escape Studios, we have a proud tradition of welcoming top international talent. We're excited to continue growing our global community, welcoming a diverse range of skills, experiences and ideas to our supportive community.

INTERNATIONAL ADMISSIONS

Entry requirements differ depending on the country you are applying from.

Undergraduate applicants will usually need good high school grades and an undergraduate portfolio.

For specific entry requirements, head to our **international hub:**
▶ **escapestudios.ac.uk/international**

ENGLISH LANGUAGE REQUIREMENTS

All our courses are taught in English. If your first language is not English, you may need to complete an English language test to demonstrate you have the language skills needed to complete your degree.

QUALIFICATION	SCORE REQUIRED
IELTS for UKVI (Academic)	6.0 IELTS (with a minimum of 6.0 in Reading and Writing and 5.5 in Speaking and Listening).
PTE Academic UKVI	62 including 60 in each subtest.
LanguageCert for UKVI (SELT)	65 overall (with a minimum of 65 in Reading and Writing, and 60 in Speaking and Listening).

VISA AND IMMIGRATION

Obtaining a student visa means you will be able to live and study in the UK for the duration of your course.

VISA REQUIREMENTS AND ELIGIBILITY

You can apply for a Student Visa to study in the UK if you're 18 and over, and you:
▶ Have been offered a place on a course by a licensed Higher Education provider.
▶ Have enough money to support yourself and pay for your course.
▶ Can speak, read, write and understand English.

When you apply for your student visa, you must provide:
▶ A current passport or other valid travel documentation.
▶ A Confirmation of Acceptance for Studies (CAS).

Please note, as Escape Studios works towards becoming a higher education provider with a track record of compliance, there are limitations that apply to those studying on a student visa. You will not be permitted to work or volunteer in the UK while studying an Escape Studios course. Students will be eligible for the Graduate route visa upon completion of their studies (subject to Escape Studios gaining a track record of compliance).

INTERNATIONAL AGENTS

We work with international agent representatives who can support you with your application journey, including advice on visas, travel and accommodation.

Find an agent from your region:
▶ **escapestudios.ac.uk/international/agent-information**

OUR CAMPUS

VIEW OUR STUDIO TOUR

Find out more:
▶ **escapestudios.ac.uk/campus**

LOCATION

We're located in London, the centre of the UK's creative industries. Our campus is a 3-minute walk from North Greenwich tube station, in London's **Design District**. We're in the heart of the Greenwich Peninsula with amazing views of the River Thames and Canary Wharf.

"

The campus is in a fantastic location, opposite North Greenwich Tube and right next to the O2 in an area that's fast becoming a hub for technology and design.

PROFESSOR IAN PALMER
Principal at Escape Studios

STUDENT COMMUNITY

There's a vibrant student community with restaurants, shops, bars and pop-ups close by, including **The O2 arena**, **Canteen Food Hall**, **The Tide** – London's first elevated park, **Icon Outlet Shopping Centre** and **NOW Gallery**.

A STUDIO ENVIRONMENT

Our classrooms are designed to mirror a studio environment. Facilities are equipped with the same software and workstations used by the real pros, as well as our green screen and cinematography technology.

Studio classrooms
(With 12-40 seat capacity) featuring industry-standard software found in top studios.

Student Services hub
To assist you during your studies.

Breakout spaces
For collaboration or relaxation.

Multi-faith prayer room
For prayer or reflection.

Stunning views
Views of London from our 10th and 11th floors, with the addition of our new 6th-floor space!

Kitchen
With fridges, microwaves and facilities for tea and coffee including milk alternatives.

Green screen
Access to green screen technology and camera equipment.

ACCOMMODATION AND COMMUTING

North Greenwich has a vibrant student community and there are many places to live only a short journey away.

Well Street Hall, Hackney

WELL STREET HALL, HACKNEY

Run by a charitable association (Affordable Accommodation for Students), providing one of the most affordable student living options in London for first year undergraduates.

▶ **40 minutes to campus on the Overground and Tube.**
▶ **Single rooms from £183 per week.**

MCMILLAN STUDENT VILLAGE, GREENWICH

Based near the centre of Greenwich, with its famous market, museums and Greenwich Park are a short walk away.

▶ **25 minutes to campus on the 188 bus to North Greenwich.**
▶ **Ensuite rooms from £280 per week.**

McMillan Student Village, Greenwich

Flinders House, North Greenwich

FLINDERS HOUSE, NORTH GREENWICH

Flinders House offers private studios for a premium student living experience and is the closest accommodation option.

▶ **Just a short 10-minute walk to campus.**
▶ **Private studios from £355 per week.**

UNIVERSITY OF LONDON HOUSING SERVICES

UNIVERSITY OF LONDON
HOUSING SERVICES

The ULHS is a free housing advice service available to our current students and those with an offer to study with us. They offer help to find your accommodation and check your contract, as well as legal advice.

▶ **www.housing.london.ac.uk**
▶ **housing@london.ac.uk**
▶ **+44 (0)207 862 8880**

COMMUTING

The easiest way to travel to Escape Studios is by Tube, though you can also travel by bus, boat or cable car! Our nearest Tube station, North Greenwich, is served by the Jubilee Line and under a 5-minute walk from our campus.

Most of our undergraduate students are scheduled for in-person teaching two days a week, so commuting is manageable and affordable. Our undergraduate students can also apply for travel discounts such as a Student Oyster Card and a 16-25 Railcard.

For more information:
▶ **escapestudios.ac.uk/accommodation**

WHAT NEXT?

DOWNLOAD OUR PORTFOLIO GUIDE

For more information on entry requirements, get in touch with our Applicant Advisors:

- **hello@escapestudios.ac.uk**
- **+44 (0)203 441 1303**
- **live chat on our website**

STEP 1

APPLY THROUGH UCAS

Apply online and track your progress through the UCAS Hub.

STEP 2

SUBMIT YOUR ONLINE PORTFOLIO

Eligible applicants are invited to provide a link to your portfolio of work in an online format our tutors can access.

STEP 3

RECEIVE YOUR OFFER

Our Admissions Team will be in touch after our tutors have reviewed your portfolio!

STEP 4

POST-OFFER APPLICANT DAY

Come along in the spring to meet your fellow applicants and future classmates!

STEP 5

CONFIRM YOUR PLACE

Once you receive all of your responses, you'll need to make your firm and insurance choices in UCAS. We hope to be your number one!

STEP 6

GET READY FOR SEPTEMBER

If you haven't already, now is the time to apply for accommodation and student finance.

STEP 7

GET YOUR RESULTS

Most applicants will receive a conditional offer based on achieving your predicted grades. We wish you the best of luck!

STEP 8

BEGIN YOUR CREATIVE ESCAPE

Your exciting journey kicks off at your induction and welcome week in September. We can't wait to welcome you!

> "Everyone's here because they want to be and they've worked hard for it, they've earned that place. It's nice to have that community of people who are driven and are striving for the same things. Everyone's just really nice!

SOFIE MALPELI
BSc (Hons)/ MSci Character Creation for Animation, Games & VFX student

Find out more:
escapestudios.ac.uk/apply

FEES AND FINANCE

2026 fees*:
- ▶ **UK students: £9,535 per year**
- ▶ **International students: £17,995 per year**

BURSARIES

We offer targeted financial assistance to support students.
- ▶ **The Escape Bursary**
  A bursary of £1000 per year is available to students who are eligible for free school meals.
- ▶ **The Access to Learning Bursary**
  £500 per year (max three years), available to students with disabilities, care responsibilities, care-experience, or those estranged from their families.
- ▶ **Applicant Travel Expense Bursary**
  We can reimburse up to £75 to help with costs travelling to open days, taster days and applicant days for eligible students (check website for eligibility).
- ▶ **Postgraduate Escapee Discount**
  Eligible Escape Studios graduates can enjoy up to 20% off tuition fees for our postgraduate masters degrees (terms apply).

FINANCIAL ASSISTANCE FUND

Available to all students who experience unforeseen financial and other hardships impacting your studies. The fund can award between £250 and £1500 (awards above £250 are in exceptional circumstances only).

*Fees are provisional and subject to change. The tuition fee will not change during the course of the academic year. However, if you are undertaking a programme of more than one year's duration, you should note that the tuition fees for subsequent years of your programme are likely to increase for each year, in line with the limits set by the Office for Students.

SCHOLARSHIPS

UK home students
Our industry scholarships offer the opportunity to get your portfolio reviewed and hand-picked by our panel of acclaimed industry professionals from the likes of **DNEG** and **Cinesite**. Industry scholarship recipients will have the first year's tuition fees paid (awarded as a fee waiver) to help launch your future in the creative industries.

International students
We have dedicated scholarships available for international students.

For more information:
▶ **escapestudios.ac.uk/ugscholarships**

TUITION FEES

Student loans are the most common way for students to fund your undergraduate studies. As a graduate, you don't start paying anything back until the April after you leave your course, and you don't have to make any repayments until your earnings reach a certain threshold (at the time of going to print, this is £25,000 for undergraduate students with a home address in England, starting degrees after August 2023). Repayments are automatically deducted from your salary through the tax system, and if your yearly income falls below the threshold, payments should be suspended.

MAINTENANCE LOAN

Eligible students studying our full-time undergraduate degrees may also be able to apply for a Maintenance Loan, to help towards living costs while studying.

For more information, visit the GOV.UK website:
▶ **www.gov.uk/student-finance**

WE'RE HERE TO HELP

We know that investing in your future is a big decision, and we're here to help you navigate the student loans system.

Contact our Applicant Advisors:
hello@escapestudios.ac.uk
or **+44 (0)203 4411 303**
or via **live chat on our website** for support.

STUDY IN
THE CAPITAL

Camden Market

The Regent's Park

King's Cross

Euston

Oxford Street

Carnaby Street

Covent Garden

China Town

St Paul's Cathedral

Liverpool Street

Spitalfields Market

Shoreditch High Street

Victoria Park

East Bank/ Olympic Park

Stratford

West Ham Park

Queen's Market

Fish Island, Hackney Wick

London Stanstead Airport

Buckingham Palace

Big Ben and Palace of Westminster

London Eye

Waterloo

Tate Modern

Borough Market

London Bridge

Tower of London

Tower Bridge

Bermondsey

Canada Water

ExCel

London City Airport

Royal Docks

Gallions Reach Shopping Park

The O2

WE ARE HERE!

Woolwich Works

Victoria

Burgess Park

Canary Wharf

Canary Wharf

North Greenwich

Mudchute Park and Farm

London Heathrow Airport

Peckham Rye

Greenwich

Cutty Sark

Greenwich Park

Clapham Common

London Gatwick Airport

Peckham Rye Park & Common

Lewisham Shopping Centre

BIG BEN AND PALACE OF WESTMINSTER

The Gothic splendor of Westminster and the towering presence of Big Ben make it a dream reference for artists interested in architectural rendering and historical world-building.

Image courtesy of Travel Guide

CAMDEN MARKET

A vibrant hub of creativity, Camden Market is packed with indie boutiques, vintage treasures, and quirky street food. A must-visit for artists and designers, its graffiti-covered alleys and alternative energy inspire unique visual storytelling.

Image courtesy of Camden Market

OXFORD STREET

London's iconic shopping street is a visual overload of lights, billboards, and high-fashion displays. It's the perfect place to study commercial design, branding, and motion graphics in action.

Image courtesy of Canva

CARNABY STREET

The heart of London's fashion and music revolution, Carnaby Street blends heritage with cutting-edge trends. Its bold street art and independent brands offer endless inspiration for character and environment design.

Image courtesy of This Is Soho

CHINA TOWN

A feast for the senses, Chinatown's glowing lanterns, neon signs, and ornate details are a masterclass in atmospheric lighting and cultural storytelling—ideal for concept artists and animators.

Image courtesy of China Town

BUCKINGHAM PALACE

A symbol of British history and grandeur, the Palace and its iconic Changing of the Guard ceremony showcase regal architecture, perfect for studying traditional and digital environment design.

Image courtesy of Wikipedia

LONDON EYE

This giant observation wheel is not just a skyline icon but a marvel of motion and engineering—ideal for those fascinated by mechanical animation and cinematic cityscapes.

Image courtesy of Britannica

COVENT GARDEN

A hotspot for street performers, boutique shops, and creative energy, Covent Garden is the perfect place to explore the intersection of entertainment, art, and commerce.

Image courtesy of This Is Soho

ST PAUL'S CATHEDRAL

The breathtaking dome of St Paul's Cathedral has dominated the London skyline for centuries. A masterpiece in symmetry and light, it's an essential reference for environment artists and VFX students.

Image courtesy of London Museum

BOROUGH MARKET

A paradise of colors, textures, and flavors, Borough Market is a lively setting that teaches visual storytellers about cultural diversity, composition, and dynamic scene-building.

Image courtesy of Jono Photography / Shutterstock

TATE MODERN

Home to world-class contemporary art, Tate Modern is an essential visit for anyone studying the creative arts. Its immersive exhibitions and experimental works challenge artistic conventions and inspire new ideas.

Image courtesy of Come To London

SPITALFIELDS

A melting pot of history and modern creativity, Spitalfields Market combines vintage aesthetics with contemporary design, making it a great spot for texture studies and architectural storytelling.

Image courtesy of Spitalfields

TOWER OF LONDON

A fortress of legends, the Tower is a rich source of medieval inspiration, perfect for those designing historical or fantasy worlds in games, animation, or VFX.

Image courtesy of Lodon Perfect

TOWER BRIDGE

This striking landmark blends Victorian engineering with bold aesthetics, offering endless inspiration for mechanical design, matte painting, and cinematic cityscapes.

Image courtesy of Britannica

CUTTY SARK

A stunning 19th-century tea clipper frozen in motion, Cutty Sark is a must-see for artists studying maritime history, detailed prop modeling, and storytelling through historical artifacts.

Image courtesy of Royal Museums Greenwich

FISH ISLAND, HACKNEY WICK

A raw and creative hotspot, this graffiti-covered area is home to artists, indie studios, and underground galleries—perfect for immersive world-building and street art influences.

Image courtesy of J S Wright

Camden Market

The Regent's Park

Euston

Oxford Street

Carnaby Street

Covent

Ch

Buckin
Pala

Victoria

London Heathrow Airport

Clapham Common

East Bank/ Olympic Park

Strat

Fish Island, Hackney Wick

Victoria Park

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eet

Tower of

Canada Water

Greenwich

Canary Wharf

Canary Wharf

Mudchute
and Fa

Cutty Sar

Lewisham Shopping Centre

Gallions Reach Shopping Park

Woolwich Works

STUDY IN
THE CAPITAL

OLYMPIC PARK

A fusion of futuristic architecture and vast open spaces, the Olympic Park is a great study in large-scale event design, interactive spaces, and cutting-edge visual branding.

Image courtesy of Where To Run In London

LONDON EXCEL

A hub for gaming, tech, and pop-culture events like Comic-Con, ExCeL is the place to witness industry trends in motion, from immersive VR to cutting-edge motion graphics.

Image courtesy of London Wiki

THE O2

A beacon of entertainment, The O2 hosts massive concerts, esports events, and digital showcases, making it an exciting case study in lighting design, projection mapping, and large-scale VFX.
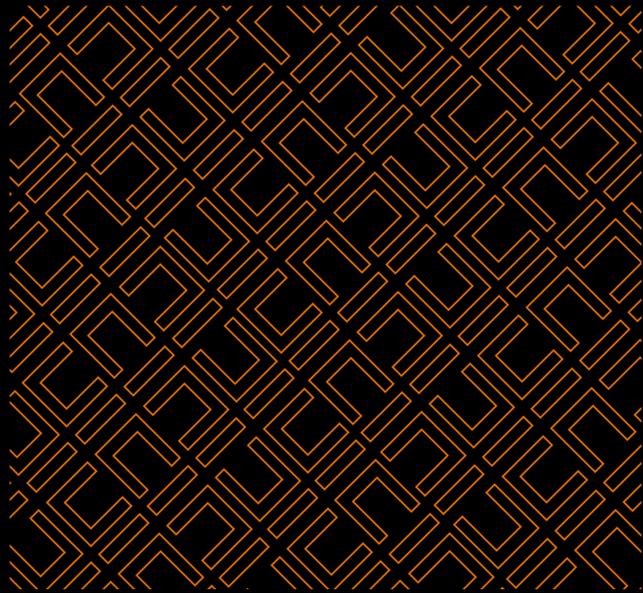
Image courtesy of The O2

WOOLWICH WORKS

A dynamic new cultural space celebrating performance, digital arts, and experimental creativity—perfect for students looking to connect with the future of motion graphics, animation, and visual storytelling.

Image courtesy of Woolwich Works

Camden Market
West Ham Park
Victoria Park
East Bank/ Olympic Park
Stratford
The Regent's Park
Eus
Fish Island, Hackney Wick
Oxford Street
Carnaby Street
Covent
Chi
Bucking Palac
Gallions Reach Shopping Park
Canary Wharf
Tower of don
Victoria
Canary Wharf
Canada Water
Woolwich Works
Burgess Park
Mudchute Park and Farm
London Heathrow Airport
Greenwich
Cutty Sark
Greenwich Park
Clapham Common
Peckham Rye
London Gatwick Airport
Peckham Rye Park & Common
Lewisham Shopping Centre

MEET US

There is no better way to experience Escape Studios than to see it for yourself!

OPEN DAYS

Open days are the perfect way to get a full insight into Escape Studios. Meet our industry-expert tutors and current students, and have all your burning questions answered!

▶ **Saturday 12th April 2025**
▶ **Saturday 21st June 2025**
▶ **Wednesday 16th July 2025**
▶ **Saturday 27th September 2025**
▶ **Saturday 25th October 2025**
▶ **Saturday 22nd November 2025**

TASTER DAYS

Taster days are a great intro to the software and skills taught on our degrees. You'll get to try out some professional software and get a taste of our expert tutors' teaching styles!

Check out our full range of events and book your place:
▶ **escapestudios.ac.uk/events**
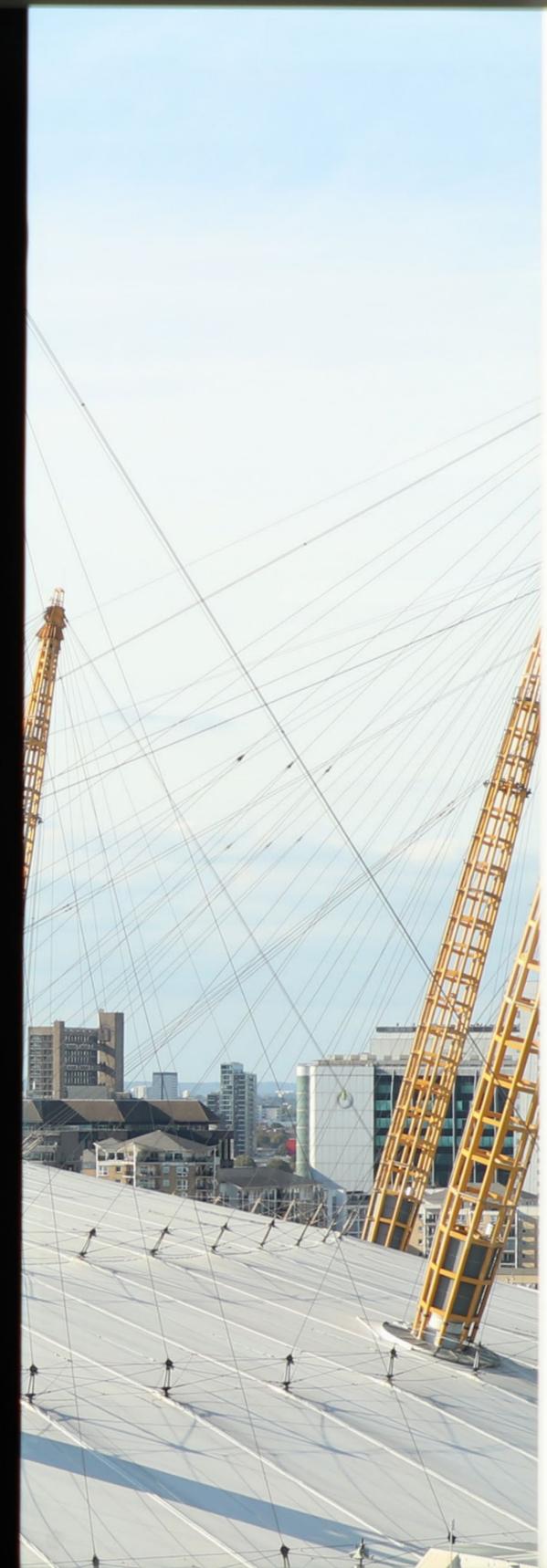
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