



ESCAPE
STUDIOS
— L O N D O N —

UNDERGRADUATE
PROSPECTUS
2027/2028

DISCOVER YOUR
CREATIVE
ESCAPE

WELCOME 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.



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WELCOME TO THE ESCAPEVERSE

Escape Studios - the UK's specialist institution for animation, games, VFX, concept art and motion graphics. 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.

ESCAPEVERSE LIVE

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

ESCAPEES

Industry talks and events with Escapee speakers.

Escapees often hire our graduates.

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

PAGE 24

Some Escapees return to us as tutors.

Our students get jobs!

PAGE 14-21

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

Live briefs set by our partners.

STUDENTS

Students receive industry feedback on studio project work.

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

TUTORS

All our tutors have industry experience.

PAGE 26-29

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

INDUSTRY PARTNERS

Curriculum designed with industry input.

Industry speakers join us for events.

Industry recruiters come to us for studio-ready talent!

PAGE 22

Courses developed based on industry demand and feedback.

PAGE 10

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

ESCAPE STUDIOS SHOWREEL

Check out our Escape Studios showreel for a selection of stand-out student work across Animation, Games, VFX, Concept Art and Motion Graphics.

You'll mostly see examples of third year collaborative projects - short films, trailers and games – showcasing the portfolio pieces that help launch our graduates into industry for their dream career.

Escape Studios Student Project

ESCAPE
STUDIOS
— LONDON —

ESCAPE STUDIOS SHOWREEL



SECTOR LEADING EMPLOYABILITY

According to the latest official statistics published on 17th July 2025, **90% of 2022/23 graduates** from Escape Studios were **in work or further study**. These results are from the annual Graduate Outcomes survey, published by the **Higher Education Statistics Agency (HESA)**, a part of **Jisc**. Of those in employment, 80% are working in highly skilled roles.

The Graduate Outcomes results are a testament to our focus on preparing students for meaningful careers, offering a pathway to highly skilled roles in the creative industries.

“

We are delighted that the latest Graduate Outcomes data shows the continuing success that our graduates are achieving not only in finding employment but also in highly skilled roles. This has always been at the heart of our courses, helping students develop the skills and attributes needed to go on to successful careers, and these latest figures show that we are continuing to achieve this.

PROFESSOR IAN PALMER
PRINCIPAL OF ESCAPE STUDIOS

RECOGNISED BY INDUSTRY

CERTIFICATIONS AND ACCOLADES

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

INDUSTRY-APPROVED
AND ENDORSED



Toon Boom
Authorized
Training Centre



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**!

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

RANKINGS

► **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.



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



“

Students at Escape develop a strong foundation in both artistic and technical principles, empowering them to use AI thoughtfully and responsibly.

Rather than using generative AI to create artwork, they instead employ it as a research tool - exploring art history and creative context. By mastering these essential skills, they merge technology with artistic vision in an intentional way, transforming it into an ally that deepens understanding and drives truly innovative and meaningful work.

SIMON FENTON
DEPUTY PRINCIPAL AND DEAN OF INTERACTIVE
AND REALTIME AT **ESCAPE STUDIOS**

FUTURE-PROOFING CREATIVITY: EMBRACING AI AND EMERGING TECHNOLOGIES

The creative industries are constantly evolving. We work closely with leading studios to future-proof our courses – from our Advisory Board to Degree Concept Teams to mentors and industry 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.

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, Rise Visual Effects, The Third Floor

19

Escapees worked on
Avatar: Fire and Ash / The Way of Water

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

18

Escapees worked on
Wicked and Wicked: For Good

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

7

Escapees worked on
A Minecraft Movie

Industry partners involved:
DNEG

7

Escapees worked on
The Last of Us: Season 1

Industry partners involved:
DNEG, Rise Visual Effects

28

Escapees worked on
House of the Dragon

Industry partners involved:
Outpost VFX, The Third Floor

25

Escapees worked on
Star Wars: Andor

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

10

Escapees worked on
Jurassic World Rebirth

Industry partners involved:
DNEG, Industrial Light & Magic

13

Escapees worked on
Mission Impossible: The Final Reckoning

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

12

Escapees worked on
Deadpool and Wolverine

Industry partners involved:
Industrial Light & Magic, Framestore

3

Escapees worked on
The Last of Us: Season 2

Industry partners involved:
DNEG, Rise Visual Effects

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:
Framestore, The Third Floor

9

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

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

12

Escapees worked on
Beetlejuice Beetlejuice

Industry partners involved:
Framestore

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

47

Escapees worked on
Avengers: Endgame

Industry partners involved:
DNEG, Cinesite, Framestore

9

Escapees worked on
Ghostbusters: Frozen Empire

Industry partners involved:
DNEG, The Third Floor

20

Escapees worked on
Stranger Things

Industry partners involved:
Jellyfish Pictures

Find out more about our Escapees:
► escapestudios.ac.uk/alumni

OUR ESCAPEES: ANIMATION AND VFX



“

Escape Studios has been instrumental in my industry journey. My first two roles came directly from contacts I made through Escape, and the animation course gave me the skills and experience to not only get my foot in the door but also stay there. My first job even came from a quick afternoon spent animating a friend's project, just because it had dinosaurs, and the company was working on dinosaurs!

Because it's so unique and so well loved, I have to say that **Wicked**, and **Wicked: For Good**, along with working on-set across all three seasons of **House of the Dragon** have been my favourite projects so far. You never know what you'll learn or what doors your work might open, so stay curious and embrace every opportunity.

HARRY PEARSON
SENIOR PREVIS ARTIST
AT **THE THIRD FLOOR**

“

Escape was an excellent place for learning the hard skills of VFX, but it was also incredibly valuable for developing my soft skills. I learned how to work in a team, communicate professionally, and gained a good taste of leadership, while also making my first industry connections through experienced tutors.

Since graduating, I was part of the team that won the **BAFTA** for Special Visual Effects on **Poor Things**, which remains one of my proudest career moments. That experience reinforced how important it is to be not only technically skilled, but also a great colleague.

MICHAEL VODDEN
PREP AND ROTO SUPERVISOR
AT **ONE OF US**



“

The projects that I have been a part of have taught me a lot about the industry, like work-flows, meeting briefs and deadlines. Having been 2D Lead in three projects, it has helped me develop my communication skills, working closely with Directors, Producers and Supervisors.

EMMA RICHARDS
JUNIOR PAINT AND ROTO ARTIST
AT **INDUSTRIAL LIGHT & MAGIC**



“

I'm currently an intern at an indie studio, **Kingbee**, and I would say that Escape Studios definitely prepared me very well. They tell you the hard truths that people don't always want to hear, but it's very helpful, and they're also incredibly supportive.

What attracted me to Escape Studios was the industry connections, and the fact that one of the tutors had worked on **The Lion King**. Because of that, I applied immediately. I'm proud to be the first woman in my family, on my grandmother's side, to graduate.

ERICA SANCHEZ SIMÕES
INTERN AT **KINGBEE**

“

Escape Studios is based in the heart of London, surrounded by some of the biggest creative companies in the world, and has many industry links with them. This meant I could get a significant step up into the industry and make professional connections while studying.

I fell in love with compositing during the VFX undergraduate degree, the perfect marriage of creative and technical skills, and Nuke really clicked with me. Being taught by industry professionals meant these skills could transfer directly to my first job, and working on intense team projects strengthened my teamwork skills while giving me showreel-ready work.

ETHAN MAINWARING-TAYLOR
VFX JUNIOR COMPOSITOR/ROTO
PAINT AND PREP ARTIST AT **AARDMAN**



“

Escape introduced me to working with computers and gave me a real understanding of how the creative industry works. Some of my best experiences were making my short film and collaborating with friends on projects.

Landing my first contract at **The Mill** was a career highlight, and it showed me what's possible with dedication. My advice to current students is to work hard, stay focused, and always be kind to others.

PETROC MENUHIN
3D ANIMATOR/FREELANCE
AT **PRODIGIOUS**

“

My time at Escape helped me immensely by introducing structure, schedules, and real deadlines, which made the experience feel serious and professional and strengthened my work ethic. Being taught by tutors with real VFX industry experience gave me practical insight into how the industry works and what is expected at a professional level. One of my proudest career moments was being credited on Yorgos Lanthimos' latest film, **Bugonia**. Be ambitious and proactive, believe in yourself, work hard, take initiative, and never let anyone limit what you think you can achieve.

EFTHYMIOS BAIRAKTARIS
SENIOR PIPELINE TECHNICAL DIRECTOR AT **ONE OF US**



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**

FIREPROOF STUDIOS

Known for: **Ghost Town, The Room**

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**

XR GAMES

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

SUPERMASSIVE GAMES

Known for: **Until Dawn**

REBELLION

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

AIRSHIP INTERACTIVE

Known for: **Spider-man: Remastered, Dragon Age: The Veilguard**

LIGHTHOUSE GAMES

THE CHINESE ROOM

Known for: **Still Wakes the Deep, Vampire The Masquerade: Bloodlines 2**

UBISOFT

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

CLIMAX STUDIOS

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

EPIC GAMES

Known for: **Fortnite, Rocket League**

Find out more about our Escapees:
► escapestudios.ac.uk/alumni

OUR ESCAPEES: GAMES



“

With every year at Escape, I kept polishing my skills. In first year, I went from never using a camera to taking professional-quality photos, and the drawing fundamentals I learned still shape my work today. In second year, I gained a strong understanding of building optimised game environments, sculpting, texturing and assembling scenes efficiently. By third year, I was creating an industry-ready portfolio and gaining confidence through mock interviews, which gave me direct, practical feedback from professionals.

ANAND SHUKLA
SPORTS EMMY WINNER/ FREELANCE
3D ENVIRONMENT AND PROP ARTIST
AT **DENIX STUDIO**



“

Despite joining Escape with zero 3D experience, the resources, support and guidance provided throughout my course allowed me to leave with a strong skill set, industry connections and an offer to intern at **Framestore** within the Immersive Team.

Escape put me in the best possible position to create, collaborate and network with the industry and other students, through events, workshops, mock interviews and trips. The last three years have been invaluable to my growth personally and professionally.

GEORGE CLARKE
FREELANCE FX ARTIST, PREVIOUSLY
FX TECHNICAL ART INTERN AT **FRAMESTORE**



“

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.

TRINITY LI
JUNIOR 3D ARTIST
AT **FIREPROOF STUDIOS**



“

I joined Escape Studios with very little knowledge of creating game assets. Thanks to the guidance and direction I received 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 Interactive** 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.

GRACE ELLE COLLETT
ENVIRONMENT ARTIST
AT **AIRSHIP INTERACTIVE**

“

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.

MOHAMMED ABDUS
ENVIRONMENT ARTIST AT **UNIT 2 GAMES**



“

Studying at Escape Studios helped me develop both the hard and soft skills essential for working in the creative industries. Most importantly, it taught me how to collaborate effectively on team projects and how to confidently apply and develop my artistic skill set in a professional environment.

Stay curious and experiment as much as possible with different tools. Our industry is constantly evolving, and a degree is the perfect time to explore new areas. For me, that was lighting, I discovered it by chance, fell in love with it, and I've been working as a lighting artist ever since.

GIULIA SFOGLIARINI
SENIOR LIGHTING ARTIST AT **SCOPELY**



AWARD-WINNING STUDENTS

We're proud of our students' creativity.

STUDIO-READY TALENT

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

*Source: Film Freeway. Award data correct as of January 2026

647

AWARD
WINS

172

FINALISTS

32

NOMINATIONS

88

HONOURABLE
MENTIONS

“

My time at Escape gave me a solid foundation in VFX that I use every day, while also strengthening my collaborative and professional skills. It prepared me to network confidently and create opportunities within the creative industries. My proudest moment since graduating has been being nominated three times for Best VFX and becoming a finalist for my work on Genesis: No Old Thinking at the **British Arrows**.

SCOTT MIDDLETON

NUKE COMPOSITOR AT **ELECTRIC THEATRE COLLECTIVE**
BA (HONS)/MART THE ART OF VISUAL EFFECTS



KIWI'S DREAM

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



JERICHO

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



SEA OF MADNESS

7 WINS INCLUDING THE ART FILM AWARDS AND THE MILAN GOLD AWARDS



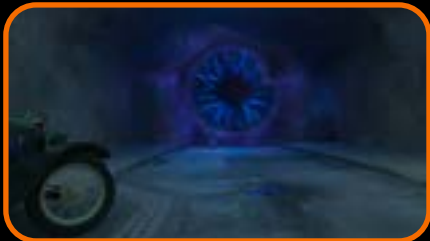
TATTY

8 WINS INCLUDING BEST ART SHORT FILM AT THE HEART OF EUROPE INTERNATIONAL FILM FESTIVAL



PAPERCUT

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



CURIOSITIES OF THE
RUTHLESS ROUPELL ST

8 WINS INCLUDING 'BEST VFX' AT THE HEART OF EUROPE INTERNATIONAL FILM FESTIVAL



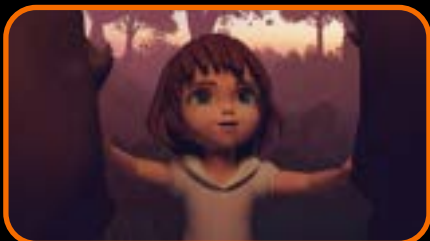
GOOD SOUP

6 WINS INCLUDING THE MILAN GOLD AWARDS AND THE LONDON MOVIE AWARDS



CODE NAME DEEP CORE (VR)

WINNER OF GAME OF THE YEAR: IMMERSIVE MEDIA FROM THE ROOKIE AWARDS 2024



THE FAIRY TREE

4 WINS INCLUDING AT THE INTERNATIONAL GOLD AWARDS



SHAPLA

4 WINS INCLUDING SUPER SHORT FILM AT THE PARIS FILM AWARDS AND THE NEW YORK MOVIE AWARDS



MOB BOSS BARKINO

5 WINS INCLUDING 'BEST TRAILER' THE HEART OF EUROPE INTERNATIONAL FILM FESTIVAL



ELECTRIC HEART (VR)

HIGHLY COMMENDED GAME OF THE YEAR: IMMERSIVE MEDIA FROM THE ROOKIE AWARDS 2025

SHAPING STUDIO-READY GRADUATES

We offer plenty of career-building opportunities to help you graduate studio ready. With personalised one-on-one support and a dynamic line-up 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



Escape equipped me with both the soft and hard skills I needed to break into the industry. It introduced me to industry professionals who offered invaluable insight, and connected me with peers who have since become lifelong friends and trusted industry colleagues.

MICHAEL NEOCLEOUS
 SENIOR ENVIRONMENT ARTIST AT **LIGHTHOUSE GAMES**
 BA (HONS)/MART THE ART OF VIDEO GAMES

TALENT DEVELOPMENT

ESCAPEVERSE LIVE OUR ANNUAL FESTIVAL

An opportunity to hear from industry professionals and Escapees sharing insights and showcasing blockbusters. Recent speakers include experts from **DNEG**, **Creative Assembly**, **Playground Games** and **BlueBolt**.

INSPIRING TALKS

Our "An Evening With..." series connects students with leading studio professionals, including **RASCAL** Studios, **Oscar** winners Paul Franklin (**DNEG**) and Andrew Whitehurst (**Industrial Light & Magic**).

STUDENT SHOWCASE

Final-year students showcase their work to industry professionals from top studios like **UBISOFT**, **Industrial Light & Magic** and **Framestore**, followed by networking opportunities.

INDUSTRY EXPOSURE

We aim to provide students with opportunities to engage with the creative industries through studio visits and behind-the-scenes experiences. In 2025, students visited **One of Us** and **DNEG London**.

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.

MOCK INTERVIEWS

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

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 our Animation, and VFX students' reels.

GAMES PORTFOLIO REVIEWS

Studios including **Electric Square**, and **Creative Assembly's** Senior Environmental Artist, **Greg Smith** reviewed our students' portfolios.

INTERNSHIPS

Internships are a key career step, and we offer work coaching on choosing schemes, refining applications and showreels, and preparing for interviews.

CAREER MAPPING

Our Talent Development Team offers tailored career planning, coaching, online presence guidance and networking support.

MEET OUR 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.

INDUSTRY EXPERIENCED TUTORS

For our full list of tutors, visit:
► escapestudios.ac.uk/tutors



ALEX WILLIAMS
DEAN OF ANIMATION AND VISUAL EFFECTS (VFX)

With 39 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**.

Alex is currently on industry secondment at **DNEG**, working as Animation Director on the **Sky/DNEG** feature film **Bollywoof**.



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.



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 **Netflix** Series **Love Death and Robots**.



SHANE WOODSON
2D ANIMATION TUTOR

Shane is a London-based 2D Animator with experience working at **Blue Zoo** Animation Studios, **Lupus Films**, **Blink Industries** and **Passion**, both as a freelancer and in full-time roles. His work spans across TV and film, with credits on notable productions such as **Nickelodeon's It's Pony!**, **Mog's Christmas**, and the 2024 feature film **Kensuke's Kingdom**.



CLEMENT GHARINI
HEAD OF VISUAL EFFECTS (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.



ILARIA COLAVITO
3D VISUAL EFFECTS (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**.



DANIEL SHUTT
IMMERSIVE MEDIA AND VISUAL EFFECTS (VFX) TUTOR

Daniel has taught at Escape Studios since 2009 and brings over 25 years' industry experience across the visual effects and immersive sectors. Notably, he designed and built the off-world installation with **Framestore** for the **Science Museum's** science fiction exhibition in London, and co-created the EEG driven installation **Harmony 2.0** with Light Artist, **Ela Hawes** for the **Observatory** in association with **CALM**. Daniel has produced live visual content for various artists such as **Pendulum**, **Iron Maiden**, **Way Out West** and even produced content and VJ'd at events such as **Glastonbury**, **Boomtown**, **Coachella** and **Noisily** Festival.



SIMON FENTON
DEPUTY PRINCIPAL AND DEAN OF INTERACTIVE AND REALTIME (GAMES)

Simon has over 30 years' experience working in the industry and 10 years' working in higher education and teaching, and is also a **BAFTA** member. A key figure in shaping Escape Studios' academic offerings, Simon played a central role in designing many of our undergraduate degrees. He worked in senior lead roles on nine published titles such as **Sony PlayStation Home**, **This is Football** and **Black Monday**, and creating bespoke courses for companies such as **Rare** and the **BBC**.



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**.



DAVID LY
GAME ART TUTOR

David is a highly skilled 3D Artist with expertise in creating 3D environments and props for both realistic and stylised projects. He 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**.



NATHAN JIJA
GAME DESIGN TUTOR

Nathan has 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, meta-verse, VR and AR platforms, and his credits include **Until Dawn**, **Rebel Racing**, **Deadman's Phone** and the **Harry Potter** game series.



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**.



OMAR ZOHDİ
PROGRAMMING AND TECHNICAL ART TUTOR

With over a decade of experience in the tech industry as a software engineer and developer relations manager, Omar specialises in game development, technical partnerships, and tech ecosystems. He has worked with leading companies such as **Imagination Technologies**, **The Linux Foundation**, and **Unity**, and aims to leverage his extensive technical knowledge and hands-on experience in **Unity**, **Unreal Engine**, **C++**, **C#**, and **Python** to mentor and inspire the next generation of game developers.



MIRCO PINNA
CONCEPT ART TUTOR

With over 17 years in concept art and 3D modelling, Mirco specialises in crafting visually engaging, technically polished assets for animation and games. His work spans stylised avatar customisation, shader development, and performance optimisation, using tools like Maya, **ZBrush**, **Substance Painter**, **Photoshop**, and **Unity Shader Graph**. He has worked in the UK and Italy at studios including **Dash Games**, **Hocus Pocus Studio**, **Kuato Studio**, **Marmalade Game Studio** and **Athena Worlds**.



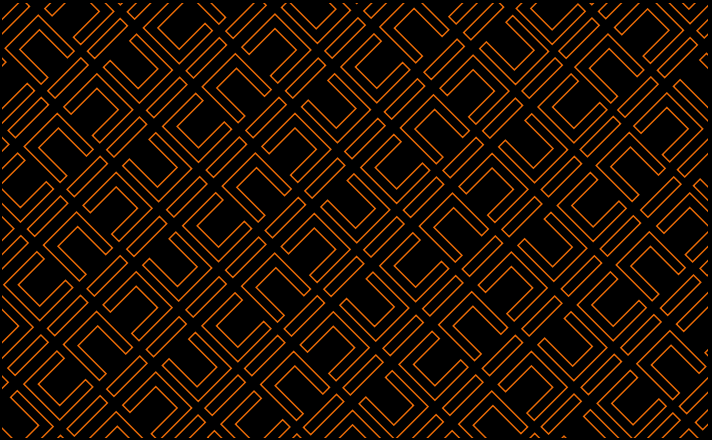
DANIEL AMOR
MOTION GRAPHICS PROGRAMME LEAD

With 17 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**.

UNDERGRADUATE DEGREES



Escape Studios Student Project



OUR UNDERGRADUATE DEGREES

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ANIMATION AND VISUAL EFFECTS

32

Animation, VFX, and Motion Graphics are high-demand creative disciplines across film, TV, advertising, games, and digital media. Animation brings characters and creatures to life, with studios like **Aardman Animation**, **Blue Zoo**, and **Framestore** leading the way.

The Animation and VFX industry is global, enhancing media with digital imagery for film and TV. Motion Graphics brings design elements to life, logos, infographics, title sequences and more, making visuals engaging and ideal for advertising, marketing, and digital media. Together, these skills open a wide range of exciting career opportunities worldwide for budding Artists.

COURSES

- ▶ BA (Hons)/MArt The Art of Computer Animation (2D)
- ▶ BA (Hons)/MArt The Art of Computer Animation (3D)
- ▶ BA (Hons)/MArt The Art of Visual Effects
- ▶ BA (Hons)/MArt Motion Graphics

“

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



“

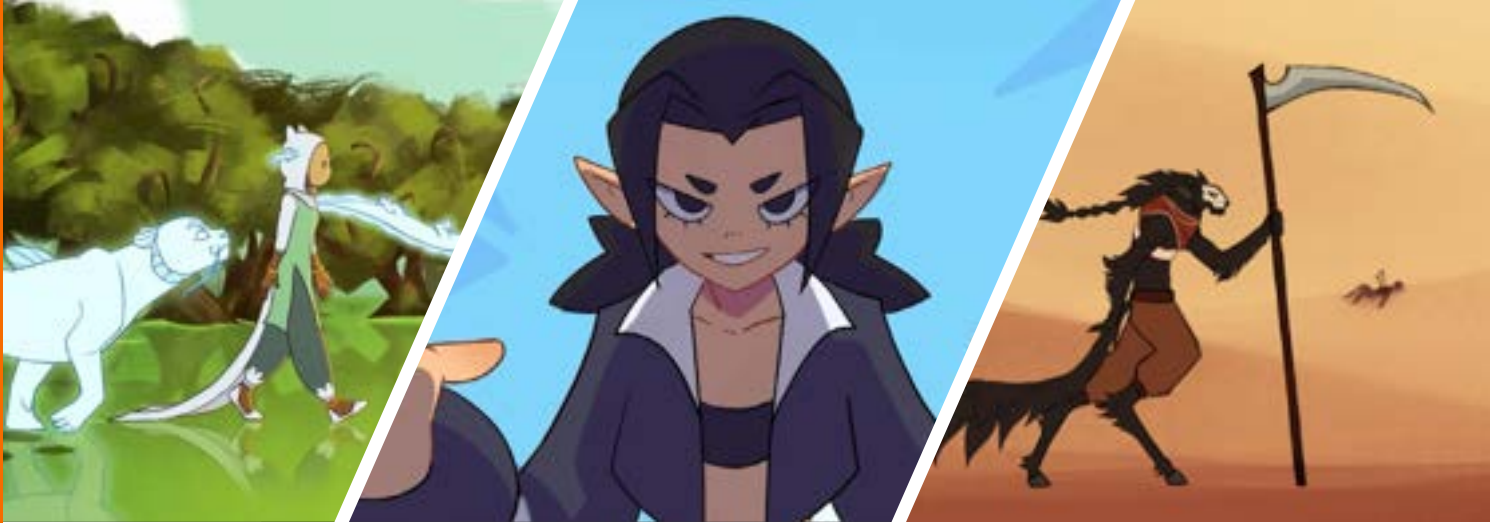
I have loved learning to work with Maya and Unreal Engine so far. I wasn't too familiar with them in the beginning, but I have learnt so much in such a short space of time and created some really cool projects, and I can't wait to make more and work with other software such as Houdini too.

NESSIE NASCIMENTO
BA (HONS)/MART THE ART OF VISUAL EFFECTS



All imagery courtesy of Escape Studios Student Projects

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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.

TUITION FEES (2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

BA UCAS code: I704
Mart UCAS code: I705
Institution code: P34

ENTRY REQUIREMENTS

80-120 UCAS points
plus a **portfolio**

AWARDED BY



Read our **FAQs** for more information.



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.

- 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 5 / 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 (MART)**

More info on page 64

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 group project modules and share their feedback with you.**

SOFTWARE YOU'LL LEARN:



SKILLS YOU'LL GAIN:

- **Technical:** 2D animation pipelines, frame-by-frame animation, rigging, compositing, and software proficiency
- **Creative:** Storytelling, character design, visual development and motion for emotion
- **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- 2D Animator
- Character Animator
- Storyboard Artist
- Motion Designer
- Visual Development Artist
- Animation Production Assistant
- Freelance Animation Artist

**FIND OUT MORE
INFORMATION
ON OUR WEBSITE**



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.

TUITION FEES (2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

BA UCAS code: I700
MART UCAS code: I701
Institution code: P34

ENTRY REQUIREMENTS

80-120 UCAS points
plus a **portfolio**

AWARDED BY



Read our **FAQs** for more information.



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.

- 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 5 / 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 (MART)**

More info on page 64

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 group project modules and share their feedback with you.**

SOFTWARE YOU'LL LEARN:



AUTODESK
MAYA



UNREAL
ENGINE



TOONBOOM
HARMONY



ADOBE
PHOTOSHOP



BLENDER

SKILLS YOU'LL GAIN:

- **Technical:** 3D animation pipelines, frame-by-frame animation, rigging, compositing, and software proficiency
- **Creative:** Storytelling, character design, visual development and motion for emotion
- **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- 3D Animator
- Character Animator
- Storyboard Artist
- Motion Designer
- Visual Development Artist
- Animation Production Assistant
- Freelance Animation Artist

**FIND OUT MORE
INFORMATION
ON OUR WEBSITE**





BA (HONS)/MART

THE ART OF VISUAL EFFECTS

Do you dream of working on the next major film or TV blockbuster? Escape Studios graduates (Escapees) have contributed to every film nominated for the **2026 Oscar Academy Award** for **Best Visual Effects**, including **Avatar: Fire and Ash**, **Jurassic World: Rebirth**, and **Sinners**. On this degree, you'll master 3D VFX and 2D compositing, gaining the technical expertise and creative confidence the industry is searching for. You won't just learn how visual effects are made; you'll learn how to make them unforgettable.

TUITION FEES
(2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(£17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

BA UCAS code: I702
MART UCAS code: I703
Institution code: P34

ENTRY REQUIREMENTS
80-120 UCAS points
plus a **portfolio**

AWARDED BY



Read our **FAQs** for more information.



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.

- 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 5 / 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 (3D) **(30 CREDITS)**
- Compositing for VFX - 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 (MART)**

More info on page 64

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 group project modules and share their 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.

SOFTWARE YOU'LL LEARN:



SKILLS YOU'LL GAIN:

- **Technical:** 3D modelling and texturing, lighting and rendering, compositing for live-action integration, VFX pipelines, and industry-standard software proficiency
- **Creative:** Visual storytelling, cinematic composition, lighting for realism, creative problem-solving, and developing believable visual effects
- **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- Junior VFX Artist
- Compositor
- 3D Generalist
- Matchmove / Camera Tracking Artist
- Lighting and Rendering Artist
- FX Artist (Simulation and Effects)
- Environment Artist
- Rotoscoping / Paint Artist
- Technical Artist
- VFX Runner / Production Assistant

FIND OUT MORE INFORMATION ON OUR WEBSITE





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.

TUITION FEES (2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

BA UCAS code: I902
Mart UCAS code: I903
Institution code: P34

ENTRY REQUIREMENTS

80-120 UCAS points
plus a **portfolio**

AWARDED BY



Read our **FAQs** for more information.



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.

- 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 5 / 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.

- Advanced Specialism **(30 CREDITS)**
- Professional Practice **(30 CREDITS)**
- Professional Studio Project **(60 CREDITS)**

LEVEL 7 / YEAR 4 **INTEGRATED MASTERS (MART)**

More info on page 64

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 group project modules and share their feedback with you.**

SOFTWARE YOU'LL LEARN:



ADOBE
PHOTOSHOP



ADOBE
AFTER EFFECTS



ADOBE
ILLUSTRATOR



CINEMA 4D



AUTODESK
MAYA

SKILLS YOU'LL GAIN:

- **Technical:** Motion graphics pipelines, 2D and 3D animation, compositing, typography, and software proficiency
- **Creative:** Storytelling through motion, visual communication, concept development, design for digital experiences
- **Professional:** Working in digital studio teams, industry-standard work-flows, project management, presenting work to peers and industry professionals

WHERE THIS COULD TAKE YOU:

- Motion Graphics Designer
- 2D/3D Animator
- Visual Designer
- Title Sequence Designer
- UX/UI Animator
- Advertising/Marketing Designer
- Freelance Motion Graphics Designer

**FIND OUT MORE
INFORMATION
ON OUR WEBSITE**



VISUAL ART AND STORYTELLING

42

Visual Art and Storytelling bring together the skills of **concept art**, **comics**, and **narrative illustration** for careers across games, film, animation, publishing, and experiential design.

From creating immersive worlds and characters to mastering sequential storytelling, illustration, and visual narrative, this discipline equips you with the creative, technical, and commercial skills to succeed in a wide range of creative industries.

COURSES

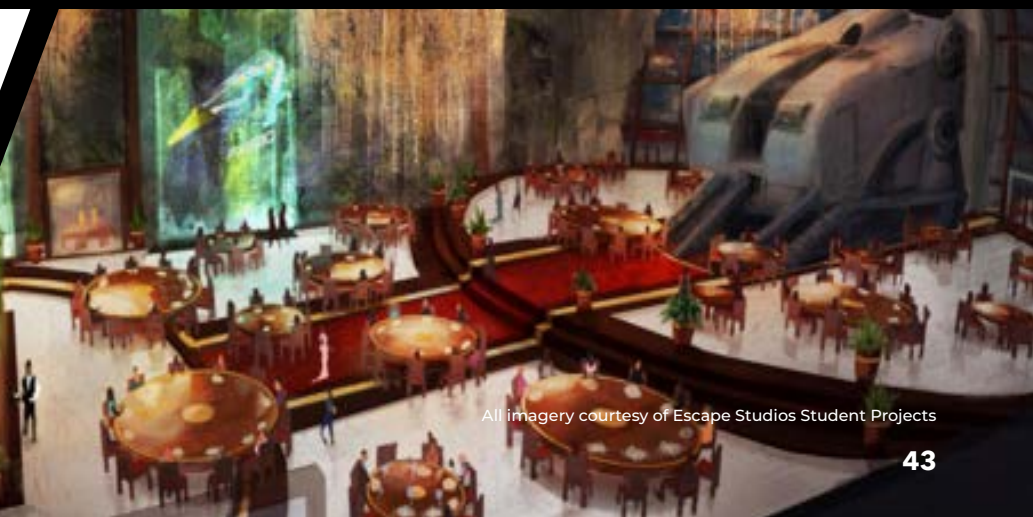
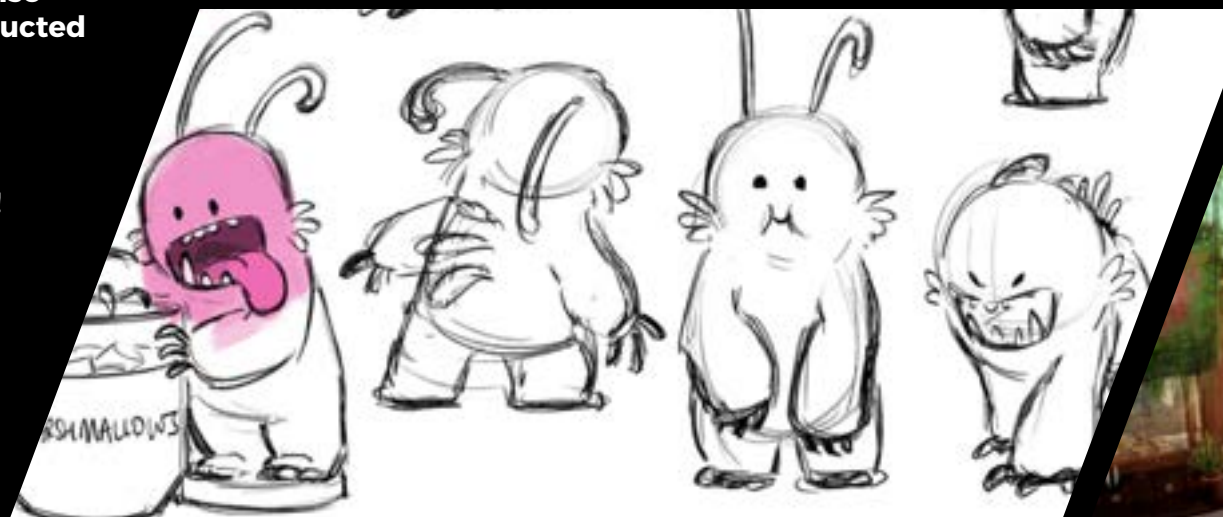
- ▶ BA (Hons)/MArt Concept Art and Experience Design
- ▶ BA (Hons)/MArt Comics and Visual Storytelling

“

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
TOTAL WAR: WARHAMMER
CONCEPT ARTIST



“

We couldn't be more excited to be working with Escape Studios to help build the next generation of UK comic talent.

This partnership will help ensure that more people can build successful careers in comics, something that's vital to making sure that our industry realises its full potential as part of the UK's creative industries.

MARK FULLER
CHIEF EXECUTIVE OF COMIC BOOK UK

All imagery courtesy of Escape Studios Student Projects

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BA (HONS)/MART

CONCEPT ART AND EXPERIENCE DESIGN

Gain the skill-set 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.

TUITION FEES
(2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

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

ENTRY REQUIREMENTS
80-120 UCAS points
plus a **portfolio**



Read our **FAQs** for more information.



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.

- Creative Foundations - Project **(30 CREDITS)**
- Creative Foundations - Craft **(30 CREDITS)**
- Digital Drawing **(15 CREDITS)**
- Digital Painting **(15 CREDITS)**
- 3D and Paintovers **(15 CREDITS)**
- Concept Art and Realtime Engines **(15 CREDITS)**

LEVEL 5 / 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.

- Advanced Specialism **(30 CREDITS)**
- Professional Practice **(30 CREDITS)**
- Professional Studio Project **(60 CREDITS)**

LEVEL 7 / YEAR 4 **INTEGRATED MASTERS (MART)**

More info on page 64

SOFTWARE YOU'LL LEARN:



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 group project modules and share their feedback with you.**

SKILLS YOU'LL GAIN:

- **Technical:** Traditional and digital drawing, digital painting, 2D and 3D concept design, real-time engine work-flows
- **Creative:** Character, costume, and environment design, visual storytelling, world-building, thematic and experiential design
- **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- Concept Artist
- Illustrator
- Thematic Environment Designer
- Character Designer
- Visual Development Artist
- Experience Designer
- Freelance Artist

FIND OUT MORE INFORMATION ON OUR WEBSITE

All imagery courtesy of Escape Studios student projects.



NEW FOR
2027 ENTRY

BA (HONS)/MART

COMICS AND VISUAL STORYTELLING

Turn your passion for comics, Manga, and visual storytelling into a creative career. Designed with developed in collaboration with **Comic Book UK**, Editors, Artists and Publishers from some of the UK's most prominent comics creators, on this course, you'll sharpen your skills in comic art, narrative writing, visual storytelling, and traditional and digital drawing, colouring, design, and digital art practice. You'll also delve into narrative, scriptwriting, editorial and sequential art. You'll learn comic history and discover comic traditions from around the world, from western comics to Manga and web-based, digital formats.

TUITION FEES (2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

BA UCAS code: I401
MART UCAS code: I402
Institution code: P34

ENTRY REQUIREMENTS

80-120 UCAS points
plus a **portfolio**

AWARDED BY*



Read our **FAQs** for more information.
*Subject to approval

DESIGNED IN
PARTNERSHIP WITH

**COMIC
BOOK UK**

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.

- Creative Foundations - Project **(30 CREDITS)**
- Creative Foundations - Craft **(30 CREDITS)**
- Introduction to Digital Comics Creation **(15 CREDITS)**
- Digital Inking **(15 CREDITS)**
- Digital Colouring **(15 CREDITS)**
- Comics Production **(15 CREDITS)**

LEVEL 5 / YEAR 2

You'll develop your specialist skills and work in teams on industry-style projects.

- Picture books and Cartooning **(30 CREDITS)**
- Comics and Graphic Novels across the Globe **(30 CREDITS)**
- Specialism **(30 CREDITS)**
- Industry Studio Project **(30 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)**
- Comics Creation and Professional Practice **(30 CREDITS)**
- Professional Studio Project **(60 CREDITS)**

LEVEL 7 / YEAR 4

INTEGRATED MASTERS (MART)

More info on page 64

*Modules subject to approval and change.

SOFTWARE YOU'LL LEARN:



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 group project modules and share their feedback with you.**

SKILLS YOU'LL GAIN:

- **Technical:** Narrative writing, scriptwriting, and visual storytelling using both traditional and digital tools. Hands-on experience in drawing, inking, colouring, and design, using industry-standard software
- **Creative:** The full process from thumbnailing to finished comic pages. Develop your own visual style while gaining an insight into editorial practices and production work-flows
- **Professional:** Explore global traditions including Western comics, Manga, picture books, and webcomics. Learn the history of the medium and its contemporary applications

WHERE THIS COULD TAKE YOU:

- Comics and publishing
- Traditional and digital comics creation
- Children's book illustration
- Roles in broader publishing industries
- Opportunities to work independently or within creative studios

**FIND OUT MORE
INFORMATION
ON OUR WEBSITE**

VIDEO GAMES AND INTERACTIVE MEDIA

48

Video games are everywhere.

The global number of gamers surpassed 3.4 billion in 2025 (**STATISTA**, 2025), 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.

COURSES

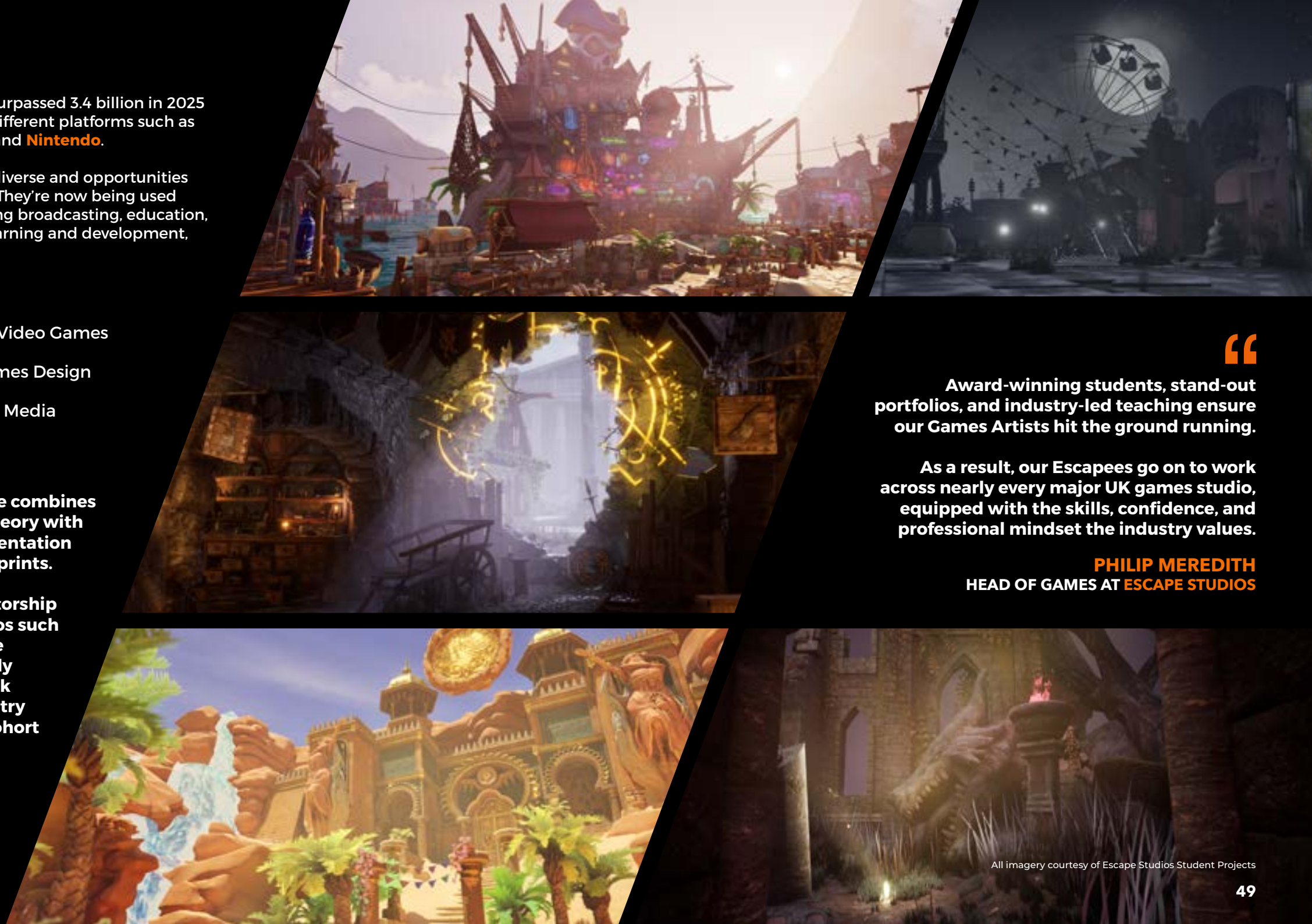
- ▶ BA (Hons)/MArt The Art of Video Games
- ▶ BSc (Hons)/MSci Video Games Design
- ▶ BA (Hons)/MArt Immersive Media

“

The BSc Game Design course combines the study of game design theory with hands-on technical implementation in **Unreal Engine** using Blueprints.

Students benefit from mentorship by professionals from studios such as **EA** and **Framestore**, while developing production-ready projects within a coursework structure that mirrors industry practice. Our most recent cohort had two games ranked as finalists at the **Rookies Awards 2025**.

GREGOR MANBY
VIDEO GAMES DESIGN
TUTOR AT **ESCAPE STUDIOS**



“

Award-winning students, stand-out portfolios, and industry-led teaching ensure our Games Artists hit the ground running.

As a result, our Escapees go on to work across nearly every major UK games studio, equipped with the skills, confidence, and professional mindset the industry values.

PHILIP MEREDITH
HEAD OF GAMES AT **ESCAPE STUDIOS**

All imagery courtesy of Escape Studios Student Projects

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BA (HONS)/MART

THE ART OF VIDEO GAMES

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

TUITION FEES
(2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

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

ENTRY
REQUIREMENTS

80-120 UCAS points
plus a **portfolio**

AWARDED BY



Read our **FAQs** for more information.



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.

- 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 5 / 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 (MART)**

More info on page 64

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 group project modules and share their feedback with you.**

SOFTWARE YOU'LL LEARN:



UNREAL
ENGINE



AUTODESK
MAYA



SUBSTANCE
PAINTER



ZBRUSH



REALITY
CAPTURE

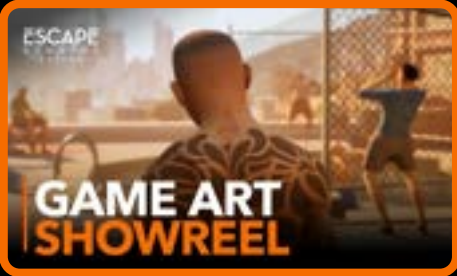
SKILLS YOU'LL GAIN:

- **Technical:** Creating high-quality 3D game assets, environments, and textures; real-time lighting and effects; optimising art for game engines; integrating models and visuals into interactive worlds
- **Creative:** Designing immersive and visually compelling game worlds, developing strong composition and storytelling through environmental and asset design, problem-solving creatively to support gameplay and narrative
- **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- Game Artist
- Environment Artist
- Lighting Artist
- Texture/Material Artist
- 3D Modeller
- Technical Artist
- Freelance Game Artist

**FIND OUT MORE
INFORMATION
ON OUR WEBSITE**



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** and **nDreams**, 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.

TUITION FEES (2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

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

ENTRY REQUIREMENTS

80-120 UCAS points
plus a **portfolio**

AWARDED BY



Read our **FAQs** for more information.



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.

- ▶ 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 5 / YEAR 2

You'll start to focus on video games, developing your specialist skills and working 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 (MSCI)**

More info on page 64

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 group project modules and share their feedback with you.**

SOFTWARE YOU'LL LEARN:



HOUDINI



UNREAL
ENGINE



AUTODESK
MAYA



ZBRUSH



FIGMA

SKILLS YOU'LL GAIN:

- ▶ **Technical:** 3D graphics, real-time engines, technical scripting, prototyping, and interactive design work-flows
- ▶ **Creative:** Game design, worldbuilding, art direction, character and level design, storytelling, and player experience
- ▶ **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- ▶ Game Designer
- ▶ Level Designer
- ▶ Gameplay Programmer
- ▶ UX/UI Designer
- ▶ Technical Artist
- ▶ Narrative Designer
- ▶ Freelance Game Designer

**FIND OUT MORE
INFORMATION
ON OUR WEBSITE**





NEW FOR
2027 ENTRY

BA (HONS)/MART IMMERSIVE MEDIA

Gain the creative and technical skills to design experiences for cutting-edge spaces, such as festivals, museums, XR events, themed attractions, and more. On this degree, designed with industry experts from **Framestore**'s immersive department, you'll learn how to create immersive content and master the business side of freelancing in this fast-growing industry.

By the time you graduate, you'll be ready to work across the immersive sector, such as live performance, art installations, technical arts for XR and immersive performance, real-time FX, motion graphics, and interactive environments, or branch into film, animation, and games.

TUITION FEES (2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

DURATION

3 years full time (BA)

4 years full time (MART)

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.

COURSE SUMMARY

BA UCAS code: I501
MART UCAS code: I502
Institution code: P34

ENTRY REQUIREMENTS

80-120 UCAS points
plus a **portfolio**

AWARDED BY*



Read our **FAQs** for more information.
*Subject to approval



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.

- Creative Foundations - Project **(30 CREDITS)**
- Creative Foundations - Craft **(30 CREDITS)**
- Motion Graphics - 2D **(15 CREDITS)**
- Motion Graphics - 3D **(15 CREDITS)**
- Motion Graphics and Projections **(15 CREDITS)**
- Narrative & Experience Design Realtime **(15 CREDITS)**

LEVEL 5 / YEAR 2

You'll develop your specialist skills and work in teams on industry-style projects.

- Immersive Interaction **(30 CREDITS)**
- Performance and Spatial Storytelling **(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 (MART)**

More info on page 64

*Modules subject to approval and change.

SOFTWARE YOU'LL LEARN:



CINEMA 4D



ADOBE
AFTER EFFECTS



RESOLUME



TOUCHDESIGNER



NOTCH

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 group project modules and share their feedback with you.**

SKILLS YOU'LL GAIN:

- **Technical:** Cameras and lenses, editing and grading, motion graphics, hardware interaction, lighting, audio
- **Creative:** Ideation and narrative, character design, drawing and perspective, storyboarding
- **Professional:** Social media, promotion and networking, copyright law and licensing

WHERE THIS COULD TAKE YOU:

This degree is your gateway to the immersive sector. You'll be prepared for a wide range of generalist roles working across installations, live events, and branded experiences. These are typically more hands-on and may involve travel or live performances.

Escapees who have gone on to work in this field have gone on to tour internationally and work on high-profile projects.

**FIND OUT MORE
INFORMATION
ON OUR WEBSITE**

Images courtesy of Dan Shutt

TECHNOLOGY AND PROGRAMMING

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Designed with experts from **Creative Assembly**, **Framestore** and **nDreams**, these degrees are developed to teach the skills that are in demand now from creative organisations spanning animation, VFX and games.

COURSES

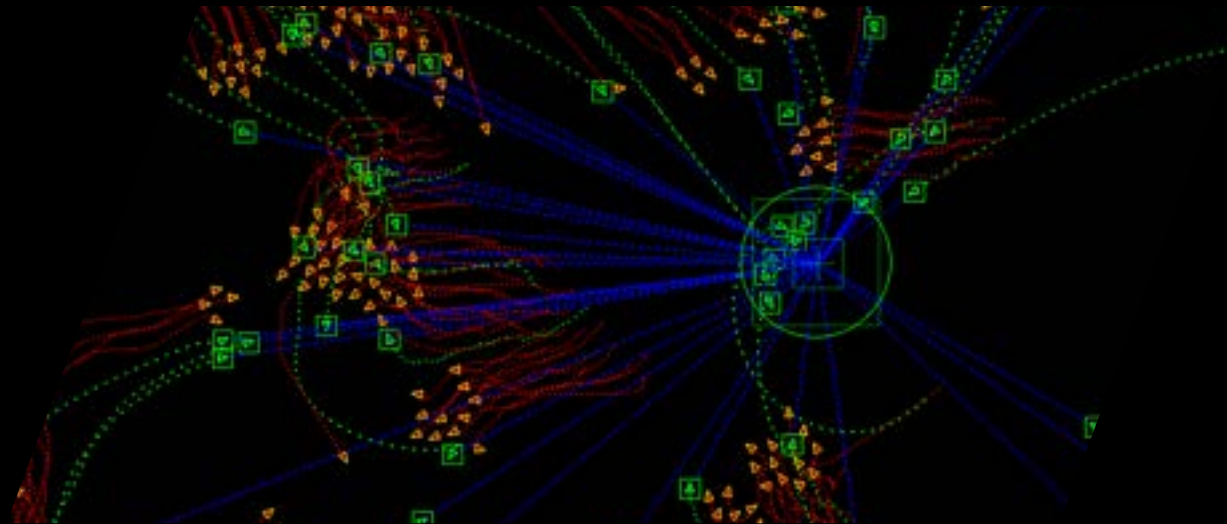
- ▶ BSc (Hons)/MSci Technical Art for Games & VFX
- ▶ BSc (Hons)/MSci Programming for Games and VFX
- ▶ BSc (Hons)/MSci Character Creation for Animation, Games & VFX

“

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
BSC (HONS)/MSCI TECHNICAL
ART FOR GAMES & VFX



“

The Programming for Games and VFX module in the Technical Art programme gives students hands-on experience using Python to develop tools for technical artists across a range of Digital Content Creation (DCC) software. Students design, build, and test production-ready tools, while learning how to iterate on their work by identifying usability needs through user testing and feedback.

OMAR ZOHD
PROGRAMMING AND TECHNICAL ART
TUTOR AT **ESCAPE STUDIOS**



All imagery courtesy of Escape Studios Student Projects

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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** and **nDreams**, 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.

TUITION FEES
(2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

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

ENTRY REQUIREMENTS
80-120 UCAS points plus a **STEM subject at level 3** or a **portfolio**



Read our **FAQs** for more information.



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.
- ▶ 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 5 / YEAR 2
You'll start to focus on developing your specialist skills and working in teams on industry-style projects.

- ▶ Programming for Games and 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 (MSCI)**
More info on page 64

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 group project modules and share their feedback with you.**

SOFTWARE YOU'LL LEARN:



HOUDINI



UNREAL ENGINE



PYTHON / VS CODE



AUTODESK MAYA



SUBSTANCE DESIGNER

- SKILLS YOU'LL GAIN:**
- ▶ **Technical:** Scripting and coding for games and VFX, creating procedural tools and work-flows, integrating art assets into real-time engines, optimising pipelines, developing shaders and visual effects
 - ▶ **Creative:** Solving technical challenges to support artistic vision, designing efficient systems for interactive experiences, collaborating on innovative graphics and FX solutions
 - ▶ **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

- WHERE THIS COULD TAKE YOU:**
- ▶ Technical Artist
 - ▶ Pipeline Developer
 - ▶ VFX Technical Artist
 - ▶ Graphics Programmer
 - ▶ Tools Programmer
 - ▶ Shader Artist
 - ▶ Freelance Technical Artist

 **FIND OUT MORE INFORMATION ON OUR WEBSITE**



All Imagery courtesy of Escape Studios student projects.



BSC (HONS)/MSCI

PROGRAMMING FOR GAMES AND VFX

Love games, films and animation and passionate about coding and problem-solving? This course, designed with industry experts from **Creative Assembly**, 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 **STEM subject**
at level 3 or a **portfolio**

TUITION FEES
(2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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



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 5 / 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 (MSCI)**

More info on page 64

SOFTWARE YOU'LL LEARN:



HOUDINI



UNREAL ENGINE



PYTHON / VS CODE



AUTODESK MAYA

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 group project modules and share their feedback with you.**

SKILLS YOU'LL GAIN:

- **Technical:** Writing efficient code for games and VFX, developing AI and simulation systems, creating graphics and interactive effects, integrating assets into real-time engines, debugging and optimising pipelines
- **Creative:** Problem-solving to support artistic vision, designing interactive systems that enhance gameplay or visual storytelling, collaborating on creative and technical solutions
- **Professional:** Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- Gameplay Programmer
- VFX Technical Artist
- Tools Programme
- Graphics Programmer
- Pipeline Developer
- Freelance Technical Artist

FIND OUT MORE INFORMATION ON OUR WEBSITE

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** and **Rocksteady Games**, 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 **DNEG**, and develop characters using models, character rigs and FX.

TUITION FEES
(2027 ENTRY)*

UK Students:
£10,050 per year

EU/EEA Students:
£10,050 per year
(17,995 before EU/EEA discount applied)

International Students:
£17,995 per year

* Fees are provisional and subject to change. For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

START DATE
September

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

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.

COURSE SUMMARY

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

ENTRY REQUIREMENTS
80-120 UCAS points
plus a **portfolio**



Read our **FAQs** for more information.



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.
- ▶ 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 5 / YEAR 2

- You'll start to focus on developing your individual specialist skills and working 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 (MSCI)**
More info on page 64

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 group project modules and share their feedback with you.**

SOFTWARE YOU'LL LEARN:



SKILLS YOU'LL GAIN:

- ▶ **Technical:** Character modelling, rigging, texturing, FX integration, pipeline and tool development, real-time engine implementation, and procedural work-flows
- ▶ **Creative:** Designing compelling characters and creatures, storytelling through visual design, anatomy, costume and prop design, and collaborating on immersive worlds
- ▶ **Professional:** : Industry-standard work-flows, collaboration on team projects, project management, presenting work to peers and industry professionals, and preparing for freelance or studio careers

WHERE THIS COULD TAKE YOU:

- ▶ Character Artist
- ▶ Character Rigger
- ▶ Creature/Character FX Artist
- ▶ 3D Modeller
- ▶ Character Technical Director
- ▶ Environment and Character Artist
- ▶ Freelance Character Creator

FIND OUT MORE INFORMATION ON OUR WEBSITE



All Imagery courtesy of Escape Studios student projects.

INTEGRATED MASTERS

Already know the creative discipline you want to pursue, but want more control over where it takes you?

The **integrated masters (MArt / MSci)** at Escape Studios is an additional, optional fourth year designed for students who want to go further than the three-year undergraduate degrees.

It's for self-starters, collaborators and future founders who want to combine creative excellence with real business understanding. This programme is an active choice, an opportunity to deepen your creative practice while learning how studios, start-ups and creative businesses actually work. You'll study alongside students from other disciplines, working in cross-disciplinary teams that mirror real studio environments.

Across three focused modules, you'll develop a strong understanding of entrepreneurship, business fundamentals and studio operations, while building portfolio-ready work and, in many cases, laying the foundations for a real creative venture. You'll graduate with an integrated masters qualification, additional Level 7 credits that demonstrate advanced study, industry awareness and professional maturity.

“

Whether your goal is to found a studio, collaborate with peers on original ventures, or enter industry as a highly employable creative with business insight, this course gives you the tools, experience and confidence to take that next step.

GLYN FAIRWEATHER
INTEGRATED MASTERS PROGRAMME LEAD



Escape Studios student project



WHAT'S THE BENEFIT OF STUDYING AN INTEGRATED MASTERS?

Today, many creatives are considering building their own business just as much as joining an established studio. This integrated masters is designed for both paths, giving you the skills, confidence and experience to pursue employment, freelancing or entrepreneurship, without having to choose just one.

FOCUSED CURRICULUM

The course is restructured into three focused modules with three key submissions. This creates a well-defined journey from research, through planning, to real-world output.

FROM IDEA TO VIABLE VENTURE

By the end of the course, you could leave with a fully formed business plan, production documentation and a tangible product, from a short film or studio reel to a playable game demo.

ENTREPRENEURSHIP AT THE CORE

This isn't just about making great work, it's about understanding how creative ideas survive in the real world. You'll explore business fundamentals, studio models, clients, markets and routes to launch.

A PROFESSIONAL EDGE EMPLOYERS VALUE

Graduates stand out because they understand more than just their craft. You'll know how creative decisions align with business goals, making you a more rounded, employable professional.

CROSS-DISCIPLINARY STUDIO EXPERIENCE

You'll work alongside Animators, Game Designers, VFX Artists, Technical Artists and more, forming teams that reflect how modern studios actually operate. It's immersive, collaborative and highly network driven.

DEDICATED LEARNING SPACES

You'll have access to dedicated studio-style learning environments that support collaboration, experimentation and independent working.

SKILLS YOU'LL GAIN

- ▶ Business fundamentals for creative industries
- ▶ Entrepreneurship and start-up thinking
- ▶ Research, market analysis and idea validation
- ▶ Studio work-flows, pipelines and production planning
- ▶ Team leadership, project management and accountability
- ▶ Portfolio and showreel development with real-world context
- ▶ Confidence navigating freelance, studio and start-up pathways.

WHERE THIS COULD TAKE YOU

This integrated masters opens up multiple career routes, depending on your ambitions:

- ▶ Launch your own creative studio or start-up
- ▶ Work freelance with a strong business foundation
- ▶ Join an indie game studio, animation studio or VFX house
- ▶ Progress into leadership, production or creative direction roles
- ▶ Build a portfolio that includes real client or studio-style work
- ▶ Develop a sustainable portfolio career across multiple projects.



YOUR BURNING QUESTIONS: ANSWERED

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).

Portfolio submission

Once we receive your UCAS application, you'll be invited to submit an online portfolio of your work. No portfolio is required for students applying to the Technical Art or Programming courses, provided you are studying a relevant STEM subject. 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.

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



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

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.

CAN I SWITCH COURSE IF I CHANGE MY MIND?

Some of our undergraduate degrees share common modules which can allow you to switch from one of these courses to another if you change your mind, subject to availability and approval.

CAN I WORK IN THE STUDIOS OUTSIDE OF PLANNED TEACHING TIME?

Yes! Our studios are typically open from **8:00am to 10:00pm** on weekdays and from **10:00am to 6:00pm** on weekends. However, opening hours may vary depending on events or holidays, so we recommend checking with our reception team for the latest updates.

WHAT HARDWARE DOES ESCAPE STUDIOS PROVIDE?

The studios classrooms are kitted with high-end HP Z Workstation Desktop PCs and Eizo ColorEdge monitors which are extensively used in the creative industries. Where relevant, we also provide Wacom Cintiq drawing tablets.

DO I NEED A COMPUTER OR LAPTOP TO STUDY THE COURSE?

Owning your own computer or laptop is not a study requirement, however, if you are considering building or buying your own workstation, our IT team have put together a hardware requirements guide.

▶ **CHECK OUT OUR
HARDWARE
REQUIREMENTS
GUIDE**

WE'RE HERE TO HELP

Got more questions? Reach out to our friendly team of **Applicant Advisors**:

✉ hello@escapestudios.ac.uk

☎ **+44 (0)203 441 1303**

🌐 **Live Chat on our website**

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!

“

My best memories are the times spent with my friends. Meeting so many like-minded yet diverse and ambitious people was the greatest joy.

Playing Mario Kart on our breaks, late night rendering scrambles before a deadline, watching and playing each other's projects, everything was made better by the wonderful people around me.

HARRY PEARSON
SENIOR PREVIS ARTIST AT **THE THIRD FLOOR**,
BA (HONS)/MART THE ART OF COMPUTER ANIMATION



During Welcome Week, students went behind the scenes of **The Fantastic Four: First Steps** with **Industrial Light & Magic**, gaining exclusive insights from Animation Supervisor Kiel Figgins into the film's animation and production process.



Our **annual graduation**, celebrating the next generation of creative talent.



As part of our 'An Evening With...' series, Escapee Josh Kiddie, now working in the games industry at **Maverick Games**, **Ubisoft Leamington**, and **Niantic**, joined students to share his expertise in building natural environments, foliage and biomes in game worlds.



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!



HEAD TO OUR
STUDENT LIFE
PAGE TO FIND
OUT MORE

SOCIETIES

A fantastic way to meet new people, master a new hobby or skill and get involved in student life. Each society has its own Discord, with the ESA Society Discord acting as a central hub where students can find links to join individual societies.

Some societies also offer unique opportunities beyond social activities, for example, our Football Society provides industry engagement through friendly matches against studios such as **DNEG**, **Industrial Light & Magic**, and **Electric Theatre Collective**.

Our societies vary each year and have previously included:

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

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!



Our socials wouldn't be the same without **karaoke**!



Building strength and friendships, one climb at a time.



Our students always go all out at the **Christmas party**, and we often award a prize for best dressed!

“

We offer casual sessions, friendlies, and the opportunity to compete in the VFX Football League.

Over the summer, we competed against the likes of **Industrial Light & Magic**, **DNEG**, and **Framestore**, making it all the way to the final. We also hold weekly training sessions, giving us the chance to meet people from Escape and across the industry.

We feel that football has helped build a strong community within Escape.

LEO WING AND SAM WAYN
STUDENT ORGANISERS OF
THE FOOTBALL SOCIETY



Our **Halloween costume competition** winners pulled out all the stops to dress up as their favourite characters, can you guess who they are?



Roll the dice and let the games begin. This is where lifelong friendships are made!



Our **'An Evening With...'** events are always in high demand, offering unparalleled insight into the industry.

“

One of the best things about studying at Escape Studios was finding my community and meeting people who share the same passions as me. The course gave me the right tools and confidence to be industry-ready and to step straight into the creative industry after graduating.

I'm incredibly grateful to the teachers and tutors who supported me along the way.

SEBASTIAN CASTRO
BA (HONS)/MART THE ART OF VIDEO GAMES



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 in the classroom to the tutor and help students with software questions, work feedback, shot/portfolio advice and problem solving.

PERSONAL TUTORS

You'll meet your own Personal Tutor regularly (at least once a term) for pastoral support, and to discuss your progress each term.

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.

HEALTH AND WELLBEING

Spectrum.Life provides students with an innovative, enhanced, and flexible 24/7 well-being and Student Assistance Programme. Offering confidential, real-time support and counselling referrals, **Spectrum.Life** also features a wide range of well-being 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.

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, mental health conditions or additional learning needs, and we have a range of bespoke support available. If you declare special requirements in your application, we will reach out to discuss your needs and the reasonable adjustments we can put in place.

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

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

STUDY SKILLS TEAM

The team run workshops and offer 1-2-1 support on things like presentation skills, research techniques and structuring your assignments. The Study Skills Team are all experienced in working with students with additional learning needs.

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 well-being policies:
▶ escapestudios.ac.uk/policies



I've got dyslexia, dyspraxia, and special needs, and I've been told all my life that I struggle with education.

Being at Escape and having the support of tutors like Carlos and Ilaria helped me grow as a person and gain confidence in my abilities.

Escape guided my talent and helped me navigate challenges, so I could thrive both personally and professionally. I couldn't be prouder of how far I've come.

SAMUEL WILLIAM GREER
BA (HONS)/MART THE ART OF VISUAL EFFECTS



INTERNATIONAL STUDENTS

At Escape Studios, we have a proud tradition of welcoming top international talent.

London is an exciting mix of cultures, where the global student population gets to experience the opportunities that come with studying in the UK's biggest city. Our International Team is inviting you to join our growing cosmopolitan community.

ENTRY REQUIREMENTS

We accept a variety of international qualifications for admission to our courses. Some of the common qualifications include:

INTERNATIONAL BACCALAUREATE DIPLOMA	INTERNATIONAL A LEVEL	AP (ADVANCED PLACEMENT) OR SAT
27-30 points (80-120 UCAS points)	CDD-BBB (80-120 UCAS points)	2 AP Subjects with min. score of 3, or SAT 550 in each band

▶ FIND OUT MORE INFORMATION ON OUR WEBSITE

For information on the entry requirements specific to your country, and the international agents you can use to assist you with your application, scan the QR code or visit our website.

Find out more:
▶ escapestudios.ac.uk/international/countries

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	IELTS FOR UKVI (ACADEMIC)	PTE ACADEMIC UKVI	LANGUAGECERT FOR UKVI (SELT)
SCORE REQUIRED	6.0 IELTS (with a minimum of 6.0 in Reading and Writing and 5.5 in Speaking and Listening)	62 including 60 in each subtest	65 overall (with a minimum of 65 in Reading and Writing and 60 in Speaking and Listening)

GLOBAL OUTREACH

Our students represent **65+ nationalities**, with strong international representation across Europe, Asia, Africa, and the Americas.



INTERNATIONAL ESCAPEE SUCCESS

In 2025, our Escapees achieved multiple international awards for their short films, including:

- ▶ **13 wins** at the **International Gold Awards** (Global)
- ▶ **5 wins** at the **Hollywood Gold Awards** (USA)
- ▶ **7 wins** at the **Florence Film Awards** (Italy)
- ▶ **7 wins** at the **New York Movie Awards** (USA)
- ▶ **6 wins** at the **Milan Gold Awards** (Italy)
- ▶ **2 wins** at the **Paris Film Awards** (France)
- ▶ **1 win** at the **Heart of Europe International Season Film Festival** (Europe).



Studying at Escape Studios has been an inspiring, life-changing, and industry focused experience.

As an international student in London, I've benefited from hands-on learning, strong mentorship, and a multicultural creative environment that constantly pushes my skills forward. Escape has helped me grow both as an Animator and as a professional.

NIMISHA MANJUNATHAN
3D ANIMATION INTERNATIONAL STUDENT, INDIA

OUR CAMPUS

Our studios span three floors, equipped with the same technology used in industry.

We've designed our space – and our whole ethos – to mirror a real industry studio experience. You're more likely to hear us talking about our "studios" than our "campus"!

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



Studio Classrooms

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

HUB

Student Services Hub

To assist you during your studies.



Industry Hardware

Work on HP Z Workstations with Eizo ColorEdge monitors and Wacom Cintiq drawing tablets.



Multi-faith Prayer Room

For prayer or reflection.



Stunning Views

Views of London from our 10th, 11th and 6th-floor spaces!



Kitchens

With fridges, microwaves, hot drink facilities, and snack vending machines.



Breakout Spaces

For collaboration or relaxation.



Green Screen

Access to green screen technology and camera equipment.

▶ FIND OUT
MORE ABOUT
OUR CAMPUS

LOCATION

We're located in London, the centre of the UK's creative industries. Our campus is a **three-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 near to the O2 in an area that's fast becoming a hub for technology and design.



PROFESSOR IAN PALMER
PRINCIPAL OF ESCAPE STUDIOS

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.

Our building is **Disability Discrimination Act** compliant. We appreciate accessibility needs can vary and meet with students to discuss how we can accommodate your needs, such as wheelchair access, gender-neutral facilities and quiet spaces.

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.

ACCOMMODATION AND COMMUTING

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

If you need accommodation, we suggest applying as soon as possible (usually by April/May) for the cheapest rates. To compare your annual costs, pay close attention to both the weekly rent and the contract length, which can vary.

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 for most students is by Tube or bus, though you can also travel by boat, road or cable car! Our nearest Tube station, North Greenwich, is served by the Jubilee Line, less than a five-minute walk from our studios.

Our advice to commuters:

- ▶ Most of our undergraduate students have in-person teaching two days a week, so commuting is a manageable and affordable option for many.
- ▶ Undergraduate students can apply for travel discounts such as a 16-25 rail-card or Student Oyster Card
- ▶ Book your train tickets as early as possible, as prices get higher closer to your travel date.



All the below accommodation has been chosen by existing Escape Studios students.*

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.
- ▶ En-suite studio apartment from **£355** per week.



FLINDERS HOUSE, NORTH GREENWICH

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

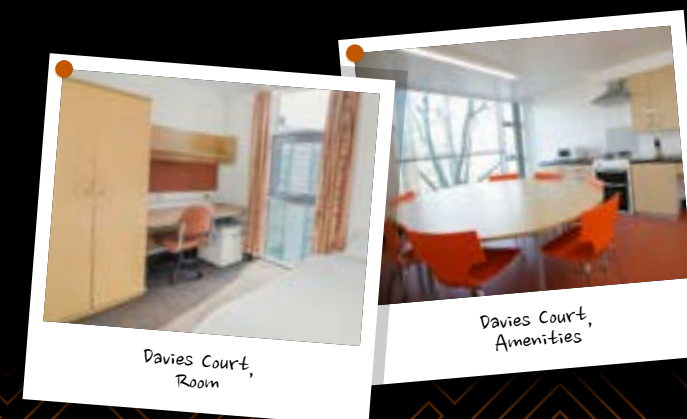
- ▶ Just a short **10-minute walk** to campus.
- ▶ Private studios from **£367** per week.



WELL STREET HALL, HACKNEY

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

- ▶ **40 minutes** to campus on the Overground and Tube.
- ▶ Single rooms from **£190** per week.



DAVIES COURT, CANARY WHARF

Davies Court, Canary Wharf offers flexible short- and long-term accommodation for students and young professionals, with modern facilities to support convenient city living.

- ▶ **25 minutes** to campus via DLR and Jubilee Line.
- ▶ Single rooms from **£238** per week.

*Prices correct as of January 2026.

HOW TO APPLY: UK HOME STUDENTS

▶ FIND OUT
MORE ON
OUR WEBSITE

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

For most courses, 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 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!

STEP 6 GET READY FOR SEPTEMBER

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

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!



“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!

SOPHIE MALPELI
BSC (HONS)/MSCI CHARACTER CREATION
FOR ANIMATION, GAMES & VFX

Find out more:
▶ escapestudios.ac.uk/apply

HOW TO APPLY: INTERNATIONAL STUDENTS

STEP 1

APPLY THROUGH UCAS OR DIRECTLY

Apply online and track your progress through the UCAS Hub, or through our applicant portal if you apply directly.

*Please note some countries may be required to apply via UCAS or approved agent only. Our team will advise on the correct method, if applicable.

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

COMPLETE YOUR SPONSORSHIP INTERVIEW

Attend the interview with our International Admissions Team to understand your intentions to study.

STEP 5

ATTEND ONE OF OUR APPLICANT DAYS

You can join online or in-person to meet your future classmates!

STEP 6

CONFIRM YOUR PLACE

Once you receive all your responses, you'll need to make your firm and insurance choices in UCAS. If you apply directly, you'll need to accept your offer and pay your deposit.

STEP 7

SUBMIT YOUR RESULTS

Submit your exam results and all other offer conditions to secure your spot!

STEP 8

BEGIN THE CAS PROCESS

Once you have accepted your unconditional offer, you need to submit documents required to apply for a student visa, for example financial provisions, or tuberculosis certificate.

STEP 12

JOIN THE ESCAPEVERSE!

Complete your face-to-face enrolment in September and join us for the exciting welcome week. We can't wait to welcome you!

STEP 11

GET READY FOR SEPTEMBER

Book your flights, secure your accommodation and attend our international pre-departure webinar to prepare for your big move to London!

STEP 10

GET YOUR VISA APPROVAL

Congratulations! You're coming to study with us.

STEP 9

APPLY FOR STUDENT VISA!

Once you have received your CAS letter, you can apply for your study visa.

For more information on entry requirements, get in touch with our International Team:

✉ international@escapestudios.ac.uk

☎ +44 (0)203 441 1303

🌐 [live chat on our website](#)

Find out more:
► escapestudios.ac.uk/apply

To find more information on the visa process visit our [International Hub](#).

FEES AND FINANCE

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

☎ +44 (0)203 441 1303

🌐 [Via Live Chat on our website](#)

Escape Studios Student Project

TUITION FEES (2027 ENTRY*)

UK students: £10,050 per year

EU/EEA students: £10,050 per year
(£17,995 before EU scholarship)

International students: £17,995 per year

For undergraduate home students, tuition fees are set in accordance with the approved fee cap determined by the UK Government.

Our website always has the most up-to-date tuition fee details. If there's ever a difference between printed materials (like the prospectus) and the website, the website is correct.

► Visit www.gov.uk for information.

*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.

TUITION FEE LOAN

Student loans are the most common way for students to fund their 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

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).

SCHOLARSHIPS

HOME STUDENTS

Our industry scholarships offer the opportunity to get your portfolio reviewed and hand-picked by our panel of acclaimed industry professionals. 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.



EAMONN BUTLER

HEAD OF ANIMATION
AT CINESITE



TARA SAUNDERS

STUDIO HEAD AT
LARIAN STUDIOS



PAUL FRANKLIN

CREATIVE DIRECTOR
AT BELOFX



EUGÉNIE VON TUNZELMANN

FREELANCE PRODUCTION
SUPERVISOR / VFX ARTIST

INTERNATIONAL STUDENTS

We have dedicated scholarships available for international students.

For more information:

► escapestudios.ac.uk/ugscholarships

“

Receiving a scholarship from Escape Studios is a sign I'm on the right track. It's recognition of my work as a Concept Artist and an even greater incentive to continue pursuing my goal. I'm grateful to Escape Studios for preparing people for the industry through its atmosphere and projects.



DARIA SOKOLNYKOV

BA (HONS)/MART CONCEPT ART AND EXPERIENCE DESIGN

“

I've dreamed of studying 2D animation since I was young. It's an honour to be chosen for a scholarship, it gives me the encouragement to never stop learning and continue to grow as an artist. I'm excited to keep developing my skills and contribute to the creative community at Escape Studios.



DORINA VIKOR-BARCZA

BA (HONS)/MART THE ART OF COMPUTER ANIMATION (2D)

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).



Camden Market

The Regent's Park

Euston

King's Cross

The British Museum

Marble Arch

Oxford Street

Carnaby Street

Hyde Park

China Town

Covent Garden

Buckingham Palace

Big Ben

Palace of Westminster

Victoria

Battersea Park

London Heathrow Airport

Clapham Common

London Gatwick Airport

St Paul's Cathedral

London Eye

Waterloo

Tate Modern

Borough Market

London Bridge

Burgess Park

Peckham Rye

Peckham Rye Park & Common

Shoreditch High Street

Liverpool Street

Spitalfields Market

Tower of London

Tower Bridge

Bermondsey

Victoria Park

Fish Island, Hackney Wick

East Bank/Olympic Park

West Ham Park

Queen's Market

London Stanstead Airport

ExCel

London City Airport

Royal Docks

Canary Wharf

Canary Wharf

Mudchute Park and Farm

Canada Water

Greenwich

Cutty Sark

Greenwich Park

Lewisham Shopping Centre

E
WE ARE HERE!

STUDY IN THE CAPITAL

EXPERIENCE ESCAPE STUDIOS

Book your place:
▶ escapestudios.ac.uk/events

OPEN DAYS

Discover our degrees, hear from expert tutors, explore our facilities, and get answers to all your burning questions.

- ▶ Saturday 18th April 2026
- ▶ Saturday 20th June 2026
- ▶ Wednesday 15th July 2026
- ▶ Saturday 26th September 2026
- ▶ Saturday 24th October 2026
- ▶ Saturday 28th November 2026

Curious about what an Escape Studios open day really looks like?

Watch the **video** below to find out!



WHERE IDEAS BECOME CAREERS



TASTER DAYS

Hands-on sessions for prospective students. Learn from our tutors, and experience what it's really like to study at Escape Studios.

- ▶ Saturday 16th May 2026
- ▶ Wednesday 8th July 2026
- ▶ Saturday 17th October 2026
- ▶ Saturday 5th December 2026



DISCLAIMER

This prospectus was first published in February 2026.

It contains information on the undergraduate programmes that Escape Studios intend to run for students planning to start higher education in 2027. Every effort has been made to make sure that the information contained is fair and accurate at the date of publication.

However, this information is subject to change without notice. Escape Studios reserves the right to amend or withdraw without notice and at its entire discretion any of the programmes, modules, services, facilities or other matters contained or referred to in this prospectus; where this is necessary, Escape Studios will take reasonable steps to reduce any disruption to enrolled students. Prospective candidates should note that, in the event of such circumstances occurring, Escape Studios cannot accept liability for any complaints or claims for costs, losses or damages made by a student resulting from a service disruption or closure, or any change to, or withdrawal of a programme/module that he/she/they have intended to study.

For this reason, it is particularly important that you check our website for updates at: escapestudios.ac.uk.

ESCAPE STUDIOS

6 Mitre Passage
North Greenwich,
London, SE10 0ER

► escapestudios.ac.uk

JOIN OUR COMMUNITY

in d f @ X y @