

ESCAPE
STUDIOS
— L O N D O N —

**POSTGRADUATE AND
SHORT COURSE
PROSPECTUS 2026/27**



**SHAPE YOUR
CREATIVE
CAREER**

WELCOME FROM OUR PRINCIPAL

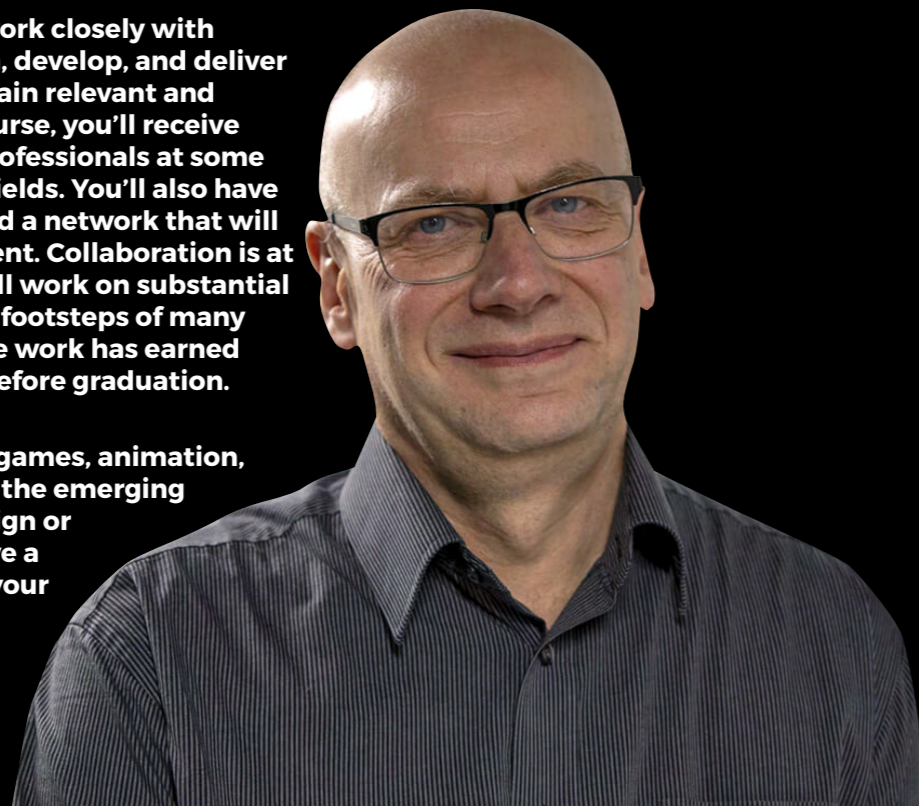
“

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 postgraduate degrees and short courses, 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.

Some Escapees return to us as tutors.

Our students get jobs!

PAGE 14-19

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

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

PAGE 22

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

Industry recruiters come to us for studio-ready talent!

PAGE 20

Courses developed based on industry demand and feedback.

PAGE 10

Curriculum designed with industry input.

Industry speakers join us for events.

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 collaborative student projects - short films, trailers and games – showcasing the portfolio pieces that help launch our graduates into industry for their dream career.

ESCAPE
STUDIOS
LONDON

ESCAPE STUDIOS SHOWREEL

Escape Studios Student Project



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

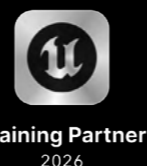


RECOGNISED BY INDUSTRY

INDUSTRY-APPROVED AND ENDORSED

CERTIFICATIONS AND ACCOLADES

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



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.

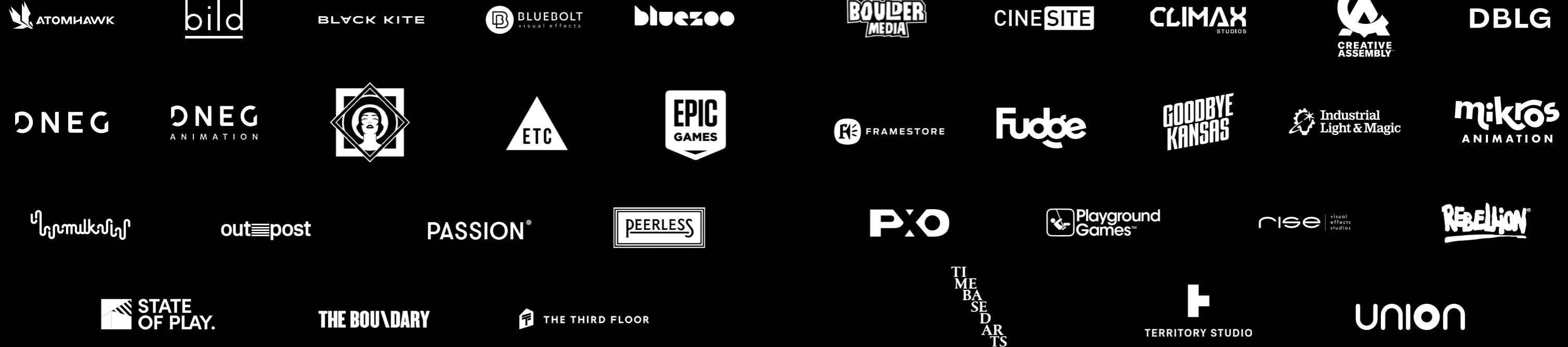
From collaborating with leading studios to design our degrees and incorporating industry feedback into the courses, to having expert tutors with years of industry experience, our focus is on real-world relevance.

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.



Image courtesy of Climax Studios © 2025

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

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

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

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

20

Escapees worked on
Stranger Things

Industry partners involved:
Jellyfish Pictures

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

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

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

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**

ELECTRONIC ARTS

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

LIGHTHOUSE GAMES

THE CHINESE ROOM

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

XR GAMES

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

UBISOFT

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

FIREPROOF STUDIOS

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

PLAYGROUND GAMES

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

SUPERMASSIVE GAMES

Known for: **Until Dawn**

CLIMAX STUDIOS

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

ROCKSTAR GAMES

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

ELECTRIC SQUARE

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

REBELLION

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

FRONTIER DEVELOPMENTS

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

AIRSHIP INTERACTIVE

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

EPIC GAMES

Known for: **Fortnite, Rocket League**

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

OUR ESCAPEES: SUCCESS STORIES

“

Success comes when preparation meets opportunity. Studying at Escape Studios enabled me to learn essential technical skills that helped me land my first job in the industry where I continue to share my passion for animation with other creatives.

DARIA ZADĘCKA
3D ANIMATOR AT **ELECTRIC THEATRE COLLECTIVE**



“

One of the best things about Escape Studios was all those insider tips about the industry from the tutors who taught us well about what to expect, do's and don'ts etc.

Also here is the time to point out that I was a games modelling, animation and FX graduate. I had no prior comp experience when I started studying at Escape. I literally didn't know what Nuke was prior to that as I decided to shift from 3D to 2D.

If you devote yourself to the process you can go from zero to hero in no time.

YORDAN IVANOV
LEAD COMPOSITOR AT **DUPE VFX**



“

At Escape Studios I received really excellent teaching and gained the skills required to enter the games industry swiftly.

It was invaluable to my journey into Games and I wholeheartedly recommend it.

EMILY DERVEY
3D ARTIST AT **RHINO ROCK STUDIOS**



“

Studying at Escape Studios was fast, but precise. It was learning new things, but creative. It was constant flow of information, but very constructive. Above all, the tutors were spectacular and very patient.

All these things combined, put me in good place to gain both, a decent portfolio and then, employment after graduation.

INDY SEHMBI
EXPERIENCED ENVIRONMENT
ARTIST AT **THIRD KIND GAMES**



“

My time at Escape Studios really opened my eyes to what was possible within 3D animation. Coming from a graphic design background, it was hugely exciting to suddenly have access to all these tools and skills to create much more advanced and sophisticated moving images and artwork.

I think at the start I was kind of overwhelmed with the possibilities, it was only though trying a little of everything that I realised my passion was the ability to create creatures from nothing.

ADAM DEWHIRST
OSCAR WINNING LEAD MODELLER AT **INDUSTRIAL LIGHT & MAGIC**



“

A lovely place to belong to, challenging and rewarding.

Working on multiple projects in the industry alongside talented colleagues has been incredibly fulfilling. Some of my best memories are working on projects together. Even failing teaches you a lesson.

ANNA GEORGIEVA
TECHNICAL ANIMATOR AT **DAMBUSTERS**

“

Escape Studios gave me the opportunity to learn how to train myself on anything new in a short amount of time and at a fast pace under delivery.

This has been an essential skill throughout my entire career, when working with any type of technology.

FABRIZIO ARZANI
OSCAR WINNING LEAD VAD/
REAL TIME SUPERVISOR AT **WETA FX**



AWARD-WINNING STUDENTS

We're proud of our students' creativity.

STUDIO-READY TALENT



CHECK OUT
AWARD-WINNING
STUDENT WORK

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**
VISUAL EFFECTS ESCAPEE



ALMA
11 WINS INCLUDING BEST SCI-FI AT THE FUTURE OF FILM FEST



FLAME
6 WINS INCLUDING FIVE-STAR AWARD AT THE BRITISH INTERNATIONAL AMATEUR FILM FESTIVAL



STREET RATZ
13 WINS INCLUDING 'BEST TRAILER' AT THE TOKYO INTERNATIONAL FILM FESTIVAL AND THE ART FILM AWARDS



CHOSEN
5 WINS INCLUDING '3 STARS' AWARD AT THE BRITISH INTERNATIONAL AMATEUR FILM FESTIVAL



INTRODUCTION TO THE LIGHT
3 WINS INCLUDING BEST VFX AT THE ART FILM AWARDS



BIRDS CONNECT OUR WORLD
BEST ENVIRONMENTAL SHORT AT THE UNITED ARAB EMIRATES INTERNATIONAL FILM FESTIVAL



CRAWL SPACE
3 WINS INCLUDING THE ART FILM AWARDS AND THE EASTERN EUROPE FILM FESTIVAL



MECHAMORPHOSIS
7 WINS INCLUDING THE ATHENS FILM FESTIVAL AND THE TOKYO INTERNATIONAL FILM FESTIVAL



UNKNOWN
BEST ANIMATION AT THE MAKIZHMITHRAN FILM FESTIVAL



HUNTRESS
2 WINS INCLUDING THE NEW YORK GOLD AWARDS AND THE LONDON MOVIE AWARDS



SAME DAY DELIVERY
3 WINS INCLUDING 'BEST SUPER SHORT' AT THE INTERNATIONAL GOLD AWARDS



OUR OCEAN
14 WINS INCLUDING 'CRITIC'S CHOICE' AT THE WORLD FILM CARNIVAL IN SINGAPORE

SHAPING STUDIO-READY GRADUATES

TALENT DEVELOPMENT

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 Studios provided me with all the necessary tools and support, in order to become a true professional in the video games industry. MA Game Art was my course of choice, after a long search for what was available in the UK, because it was by far the most proven in terms of final results, technical and artistic quality that led very soon to a proper professional position as a Game Developer.

KOSTAS CHATZAROPOULOS
GAMES ESCAPEE
ENVIRONMENT ARTIST - MID LEVEL AT LIGHTHOUSE GAMES



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.



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**).



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.

LEARN IN YOUR OWN WAY

Whether you're looking to refine your craft or reinvent your career in the creative industries, we offer **flexible study options** from industry-experienced tutors who bring real world insights, in-depth software knowledge and professional networks to the classroom.

WHY CHOOSE A POSTGRADUATE DEGREE?

Master your craft with our one year long creative degrees.

The first 21 weeks are structured for intensive tuition, then you'll get to work on industry-standard briefs and experience real-life scenarios, just like in a professional studio.

- ▶ Typically requires an **undergraduate degree** in a related subject or **relevant industry experience** and a **portfolio** of creative work
- ▶ Receive a formal degree qualification, awarded by **Coventry University***
- ▶ Study **on-campus** or **live online**
- ▶ 12-month **Aftercare** package

To find out more, visit:
▶ escapistudios.ac.uk/course-finder

*MA Entrepreneurship for the Creative Industries subject to approval by Coventry University.



Escape Studios Student Project



I was so lost early on in my art career, with no idea how to get my foot in the door.

I took the Character Design short course and my whole perspective of the industry changed.

AIMEE-ROSE SCHIELE
CONCEPT/2D ARTIST AT WEST PIER STUDIO
CHARACTER DESIGN ESCAPEE

WHY CHOOSE A SHORT COURSE?

It's essential to stay relevant in the fast-moving world of the creative industries. While studying a postgraduate degree offers depth of knowledge and an academic qualification, short courses offer a flexible way to build studio-ready skills that you can apply immediately.

- ▶ **No qualifications** needed
- ▶ **Flexible learning** with courses ranging from one day to 21 weeks
- ▶ **Online and face-to-face** study options
- ▶ **Multiple intakes** per year

Head to **page 64** for more information.

WHAT IS LIVE ONLINE?

Head to **page 66** to find out more!

MEET OUR TUTORS

INDUSTRY EXPERIENCED TUTORS

Learn from the masters

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

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



LEE CALLER 3D ANIMATION TUTOR

Lee is an experienced and award-winning Animator who combines technical skill with a strong story-telling element - the perfect ingredients for a great animation performance.

With a background ranging from IT to comedy writing, Lee started animating in the late 1990s with **Macromedia Flash**, a popular 2D animation tool at the time, creating short sketches and web-based animations. He later transitioned to 3D animation, using **Maya** to expand his creative repertoire.



DANIEL SHUTT VISUAL EFFECTS (VFX) TUTOR

Daniel has 32 years' experience in a wide variety of 3D fields, from feature film effects and games graphics, to TV commercials and architectural rendering; and 14 years teaching in higher education. Some of his credits include post-production on **Lost in Space**, the award-winning **Honda, Hate** promo and the **Pink Panther** film.

His early work in architecture included rendering the **Sega World** amusement attraction in Piccadilly Circus and in 2022 he created an immersive VFX experience at London's **Science Museum**.



KLAUDIJA CERMAK VISUAL EFFECTS (COMPOSITING) TUTOR

With over 30 years in VFX and six years of teaching experience, Klaudija is an expert in Nuke that has worked at top studios like **MPC**, **Framestore**, and **DNEG**. Her credits include **Gladiator** (VFX Oscar-winner), **Harry Potter**, **Black Mirror**, and **Captain America**.

Fun fact: her name appears on a Magic Wand drawer at **Warner Bros.** Harry Potter Studios.

She is also the Board Manager of the **Visual Effects Society (VES)** and the author of the **Kindle** best-seller 'How to Get Into and Survive Film, Advertising and TV Post-production - The Alternative Guide'.



CHRISTIAN AVIGNI GAME ART TUTOR

Christian has been teaching new creative talent for more than 10 years, working worldwide at places including **Alpha Channel**, as well as in house training for numerous companies in the area of digital art.

He has a wealth of experience creating game assets for next generation consoles such as the racing game **Pacer** and writing numerous published books about **Unreal Engine** including; **UDK Basics**, **Level Design and Documentation** and **UDK Games scenarios integration**.



OMAR ZOHDI 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.



DANIEL AMOR MOTION GRAPHICS TUTOR

Daniel is an experienced Motion Graphics Artist who has also worked extensively in the VFX industry with 17 years' experience. Following his move to London and working as a Motion Designer, he focused on improving his skills by studying the 3D Animation short course at **Escape Studios**.

Since 2018, he has collaborated with top companies like **Marvel** and **NBC Universal**. His credits include **Black Panther: Wakanda Forever**, **She-Hulk**, and **The Marvels**. He brings expertise in **Autodesk Maya**, **Adobe After Effects** and **Cinema 4D**.



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**.



SIMON BROWNE TECHNICAL ART TUTOR

Simon is a highly skilled Technical Artist with over 20 years of experience in animation and simulations, bringing a wealth of industry knowledge to his teaching. He is a specialist in simulation-based work-flows and an expert in **Houdini**, **Maya**, **3ds Max**, **Redshift**, **After Effects**, and **Unity**.

He emphasises the application of mathematics and physics to creative problem-solving, inspiring students to explore the full potential of technical artistry in interactive and real-time media.



AIDAN LONERGAN CHARACTER & CREATURE CREATION TUTOR

Aidan is a talented 3D Artist and rigging specialist that has worked with companies like **RISE | Visual Effects**, **MPC**, **Factory 42** and has also studied at **Escape Studios!** He knows exactly what it takes to break into industry and supports students to hone their design, modeling, and rigging skills and bring their original characters to life.

While he worked in industry, he worked on feature films such as **The Hunger Games**, **Aquaman** and **Kraven the Hunter**. While studying MA 3D Animation at **Escape Studios**, he worked on many award-winning films. He produced "Joe", which won **Best Genre Film** at the **Heroes Film Fest**, as well as the "Director's Choice" award at the **Sci-On** film festival and a "Four Stars Award" at the **British International Amateur Film Festival**.



GLYN FAIRWEATHER ENTREPRENEURSHIP TUTOR

Before joining the industry professionally, Glyn spent over a decade as a solo developer. He joined **Jagex** in 2011 during a major shift in live operations and monetisation, becoming part of a team that helped reshape **RuneScape** through new free-to-play systems and live design practices.

His lifelong dedication to game design has fuelled his career and driven his innovative contributions across various companies including **Space Ape Games**, **Supercell** and more recently **Fundamentally Games**, where he supported studios and indie developers with focused design leadership.



JAMES VALADAS MARQUES GAME DESIGN TUTOR

James Valadas Marques joined Escape Studios as a Game Design tutor in 2025, bringing over 15 years of industry experience of game development. James holds a BA (Hons) in Games Design from the **University of Teesside**.

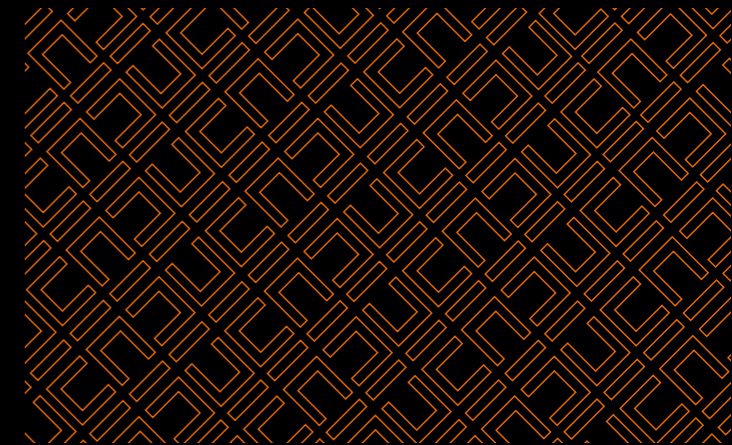
Starting out in quality assurance, James followed his passion into game design, eventually becoming a Lead Designer at **Stainless Games** where he enjoyed supporting and mentoring junior staff. He has worked on titles like **Dark Orbit**, **Carmageddon: Reincarnation** and the **Magic the Gathering: Duels of the Planeswalkers** series.

In addition to digital games, James writes for tabletop roleplaying games, and designs card games like **Dice Hoarding Dragons**.

POSTGRADUATE DEGREES



Escape Studios student project



OUR POSTGRADUATE DEGREES

ANIMATION AND VISUAL EFFECTS (VFX) 32

- ▶ MA 3D Animation 34
- ▶ MA Visual Effects Production (Compositing / 3D) 36
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ANIMATION AND VISUAL EFFECTS

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

- ▶ MA 3D Animation
- ▶ MA Visual Effects Production (Compositing / 3D)
- ▶ MA Character & Creature Creation
- ▶ MA Motion Graphics

“

I think there is a clear difference between an educational course and a professional course. For me, Escape Studios was a professional experience where I could learn and improve my skills.

FABRIZIA SPERA
VISUAL EFFECTS ESCAPEE,
FX SUPERVISOR AT
BLUE ZOO ANIMATION STUDIO



All imagery courtesy of Escape Studios Student Projects



MA 3D ANIMATION

Our MA 3D Animation programme is designed with top Animators and experts from the likes of **Blue Zoo** and **Cinesite** to put you to the test with industry-standard projects. You'll learn your craft from a tutor who has over 20 years of experience and master advanced practices, such as creature interaction, dialogue and lip sync. We'll take you to the next level and put your skills to test with two major industry-standard projects, including a collaborative group project just like in a studio.

Previous students on this course have received feedback from industry professionals from world-class studios including **Blue Zoo**, **Passion Animation Studios** and **Framestore**.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available. See **page 80** for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY



Read our **FAQs** for more information.

MODULES

- ▶ Locomotion and Mechanics
- ▶ Character Performance
- ▶ Animals and Creatures
- ▶ Collaborative Studio Project
- ▶ Production Project

SKILLS YOU'LL GAIN:

- ▶ **Technical:** Core animation principles, work-flow fundamentals, locomotion systems, mastery of industry software, advanced animation performance
- ▶ **Creative:** Character acting and storytelling, visual clarity and style, shot design and polish, creative iteration
- ▶ **Professional:** Studio style collaboration, pipeline awareness, feedback literacy, project ownership, showreel development, networking, professional communication

WHERE THIS COULD TAKE YOU:

- ▶ Lead Animator
- ▶ Technical Animator
- ▶ Animation Supervisor

SOFTWARE YOU'LL LEARN:



AUTODESK
MAYA



ADOBE
PHOTOSHOP



ADOBE
PREMIER PRO



UNREAL
ENGINE



FLOW
PRODUCTION
TRACKING

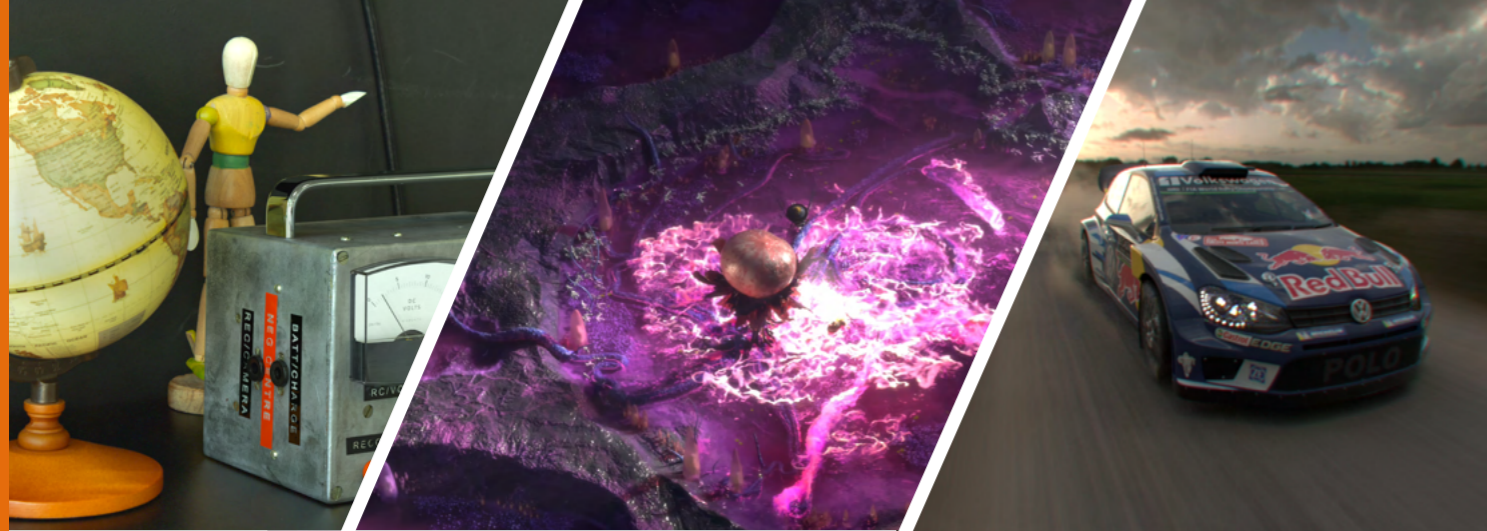
ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

[▶ FIND OUT MORE INFORMATION ON OUR WEBSITE](#)





MA VISUAL EFFECTS PRODUCTION (COMPOSITING / 3D)

Developed with industry experts from **DNEG**, our Visual Effects (VFX) masters degree has two pathways: Compositing and 3D, so you can choose the area of VFX that you would like to build a career in. You'll learn from experienced tutors who've worked on the likes of **Oscar-winning Gladiator, Troy, Harry Potter, Pink Panther** and on projects for **BBC, ITV** and **National Geographic**. During this degree, you'll receive feedback from industry; an opportunity to level-up your work and build connections, ready to embark on your creative career.

Our VFX students have previously had feedback from **Industrial Light & Magic, Framestore, Goodbye Kansas, BlueBolt** and **Black Kite**.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available. See **page 80** for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY



Read our **FAQs** for more information.

DID YOU KNOW...

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**.

MODULES

You'll initially follow a **common path** with the first two modules, then take either the Compositing or 3D route for the next two modules, before coming back together for the final project modules.

COMPOSITING PATHWAY

- ▶ 3D Foundation
- ▶ Compositing
- ▶ Compositing
- ▶ Advanced Compositing
- ▶ Production project

3D PATHWAY

- ▶ 3D Foundation
- ▶ Compositing
- ▶ 3D Visual Effects
- ▶ Advanced 3D for Visual Effects
- ▶ Production project

SKILLS YOU'LL GAIN:

COMPOSITING PATHWAY

- ▶ **Technical:** Compositing mastery, advanced VFX work-flows, industry software fluency, compositing TD skills
- ▶ **Creative:** Photorealism and visual continuity, creative problem solving, shot design and storytelling, look development, iterative refinement
- ▶ **Professional:** Pipeline literacy, studio-style collaboration, feedback culture, project management, showreel development

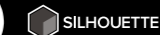
3D PATHWAY

- ▶ **Technical:** Full 3D fundamentals, advanced VFX work-flows, industry software fluency
- ▶ **Creative:** Photorealism and visual continuity, creative problem solving, shot design and storytelling, look development, iterative refinement
- ▶ **Professional:** Pipeline literacy, studio-style collaboration, feedback culture, project management, showreel development

SOFTWARE YOU'LL LEARN:



NUKE



SILHOUETTE



AUTODESK MAYA



HOUDINI



ZBRUSH



AUTODESK ARNOLD



ADOBE PHOTOSHOP



ADOBE SUBSTANCE PAINTER



ADOBE SUBSTANCE DESIGNER



3D EQUALIZER

ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

WHERE THIS COULD TAKE YOU:

- ▶ 3D Generalist
- ▶ Technical Director
- ▶ 3D VFX Supervisor
- ▶ Compositor
- ▶ Compositing Supervisor

[▶ FIND OUT MORE INFORMATION ON OUR WEBSITE](#)





MA CHARACTER & CREATURE CREATION

If you are serious about building a career in character and creature design, our MA Character and Creature Creation degree is designed with industry experts from **DNEG** and **Framestore** to give you the qualification, confidence, skills and connections you'll need to start applying for roles in the industry. You'll learn hands-on character and creature design skills from a tutor who has worked at top studios such as **Rise Visual Effects** and **MPC** before applying them to two major projects based on industry briefs, including a collaborative group project, so you get used to working in a studio.

Previous students on this course have received feedback from industry professionals from world-class studios including **Framestore**, **Rocksteady** and **Improbable**.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available.
See **page 80** for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY



Read our **FAQs** for more information.

MODULES

- ▶ Character and Creature Design
- ▶ Character and Creature Modelling and Presentation
- ▶ Technical Direction
- ▶ Collaborative Studio Project
- ▶ Production Project

SKILLS YOU'LL GAIN:

- ▶ **Technical:** Design work-flows, concept development, high-detail sculpting, 3D modelling pipelines, texturing and lookdev, lighting and rendering, rigging and technical direction, simulation and CFX, grooming, animation cycles
- ▶ **Creative:** Visual storytelling through design, style adaptation and creation, aesthetic decision making, creative iteration
- ▶ **Professional:** Studio style collaboration, pipeline awareness, feedback literacy, project ownership, showreel development

WHERE THIS COULD TAKE YOU:

- ▶ CG Generalist
- ▶ CFX (Character FX) Artist

SOFTWARE YOU'LL LEARN:

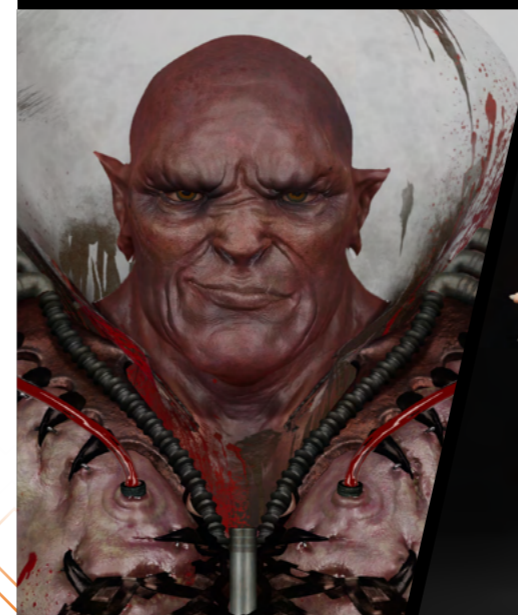


ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

FIND OUT MORE INFORMATION ON OUR WEBSITE



MA MOTION GRAPHICS

Our MA Motion Graphics degree taught by an expert tutor who has worked on the likes of **Black Panther: Wakanda Forever** and **The Marvels** encompasses not only theory but technical and artistic approaches. Motion graphics is multifaceted, and the course will allow you to explore different areas and skill-sets so you can find your niche. You'll get a firm grounding in graphic design before immersing yourself in animation. There are projects in the core modules so you start to build a showreel of work that can help you get hired. You'll also be taught how to create a pitch deck, present and realise an idea from a client brief.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available.
See [page 80](#) for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY

Coventry University 

Read our [FAQs](#) for more information.

MODULES

- ▶ Motion Graphics 2D
- ▶ Motion Graphics 3D
- ▶ Motion Graphics Advanced
- ▶ Motion Graphics Studio Project
- ▶ Production Project

SKILLS YOU'LL GAIN:

- ▶ **Technical:** 2D motion design fundamentals, 3D motion graphics production, real-time work-flows, lighting, materials and rendering, compositing and finishing, industry software fluency
- ▶ **Creative:** Graphic design foundations, concept development, mixed media creativity, style exploration, creative iteration
- ▶ **Professional:** Pitching and communication, studio-style collaboration, project management, showreel development

WHERE THIS COULD TAKE YOU:

- ▶ Motion Graphics Artist
- ▶ Motion Designer

SOFTWARE YOU'LL LEARN:



ADOBE
AFTER EFFECTS



ADOBE
PHOTOSHOP



ADOBE
ILLUSTRATOR



CINEMA 4D



UNREAL
ENGINE

ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

[▶ FIND OUT MORE INFORMATION ON OUR WEBSITE](#)



VISUAL ART AND STORYTELLING

Visual Art and Storytelling bring together the skills of **concept art** 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

- ▶ MA Concept Art and Experience Design

“

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



All Imagery courtesy of Escape Studios Student Projects



MA CONCEPT ART AND EXPERIENCE DESIGN

Our MA Concept Art and Experience Design degree, designed with industry experts from **Atomhawk** and **Framestore**, focuses on digital design for industries, such as animation, games and film, as well as real thematic environments in the areas of experiential design for branded events, theme parks, interiors and museums using a combination of 2D and 3D approaches. You'll develop your design skills and build upon core fundamentals of traditional and digital drawing, digital painting, design and digital art practice, allowing for pathways that utilise industry standard approaches. You will elevate their designs, develop new approaches in 2D and 3D, empowering you to create concept art for their portfolios and projects.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available.
See **page 80** for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY



Read our **FAQs** for more information.

MODULES

- ▶ Concept Art Foundations
- ▶ Character and Costume Design
- ▶ Thematic Environment Design
- ▶ Industry Specialism
- ▶ Final Project

SKILLS YOU'LL GAIN:

- ▶ **Technical:** 2D and 3D concept development, 3D modelling and visualisation, industry software proficiency
- ▶ **Creative:** Traditional and digital drawing fundamentals, digital painting and visual storytelling, design ideation and problem solving
- ▶ **Professional:** Industry-focused work-flows, portfolio development, responding to client and industry briefs

WHERE THIS COULD TAKE YOU:

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

SOFTWARE YOU'LL LEARN:



ADOBE
PHOTOSHOP



BLENDER



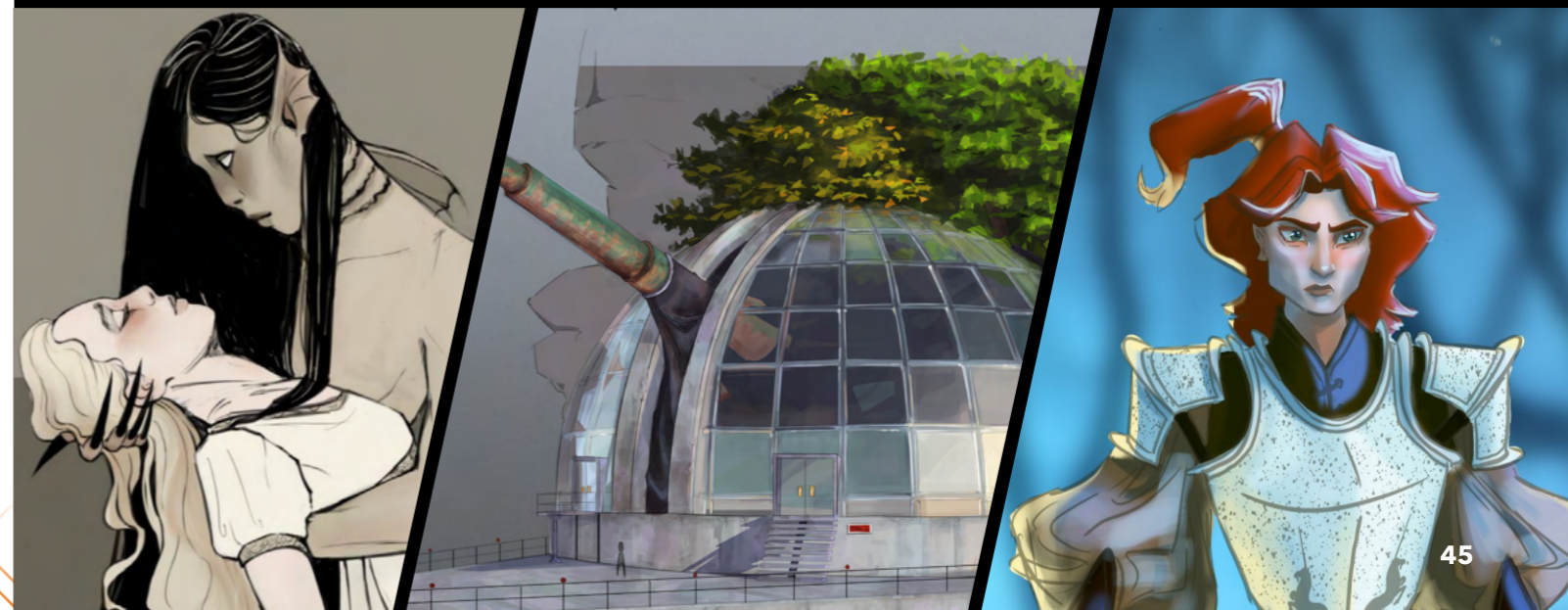
UNREAL
ENGINE

ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

FIND OUT MORE INFORMATION ON OUR WEBSITE



GAMES AND INTERACTIVE MEDIA

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

- ▶ MA Game Art
- ▶ MSc Game Design
- ▶ MA UI/UX for Games and Interactive Media

“

Escape Studios was a fantastic place to hone my skills and improve the overall quality of my work.

JOSHUA LEBRUN
GAMES ESCAPEE,
ENVIRONMENTAL ARTIST AT
CLIMAX 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



MA GAME ART

Make your skill-set to the next level with our MA Game Art degree designed with industry experts from **Sony Computer Entertainment Europe**. The course starts with intensive hands-on training from a tutor with over 10 years of experience. Then you'll complete major projects that will allow you to put everything you've learned into practice to create a killer portfolio. A collaborative group project will get you working with other students like a real studio, and an individual final project will be your chance to further specialise, improve your skills and finesse your portfolio, under the guidance of industry professionals and tutors.

Previous students on this course have received feedback from industry professionals from world-class studios including **Creative Assembly**, **Climax Studios** and **Media Molecule**.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available.
See **page 80** for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY



Read our **FAQs** for more information.

MODULES

- ▶ Foundation Development
- ▶ Advanced Games Development
- ▶ FX and Technical Art
- ▶ Collaborative Studio Project
- ▶ Production Project

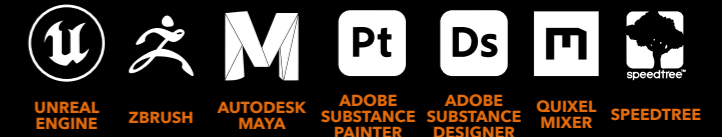
SKILLS YOU'LL GAIN:

- ▶ **Technical:** 3D modelling, digital sculpting, texturing, game engine fundamentals, FX and technical art skills, industry software proficiency
- ▶ **Creative:** Environment creation and worldbuilding, game-focused visual storytelling, designing game-ready assets and art styles, collaborative creativity
- ▶ **Professional:** Studio style collaboration, pipeline awareness, feedback literacy, project ownership, showreel development

WHERE THIS COULD TAKE YOU:

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

SOFTWARE YOU'LL LEARN:

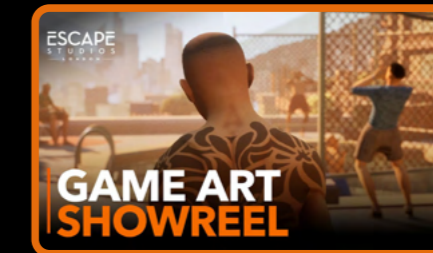


ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

FIND OUT MORE INFORMATION ON OUR WEBSITE





MSc GAME DESIGN

Our MSc Game Design degree, developed with industry experts from **Creative Assembly**, and **Framestore**, aims to produce graduates who design video games from concept to implementation, developing game-play, environments, and user experiences to produce engaging play experiences.

Learn from a tutor with experience from **Jagex**, **Space Ape Games** and **Fundamentally Games** and graduate with the transferable skills to work and support teams in both technical and artistic capacities across different real-time and interactive production environments, such as virtual reality and other forms of interactive entertainment.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available. See [page 80](#) for details.

START DATE

September

DURATION

1 year full time (MSc)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY



Read our [FAQs](#) for more information.

MODULES

- ▶ Paper and Digital Prototyping
- ▶ Game design Fundamentals
- ▶ The 3 C's: Characters, Controls and Cameras
- ▶ Industry Specialism
- ▶ Final Project

SKILLS YOU'LL GAIN:

- ▶ **Technical:** Game engine proficiency, understanding of UI/UX design, knowledge of development pipelines, problem solving across interactive environments
- ▶ **Creative:** Core game design practice, cross disciplinary collaboration, narrative design, storytelling and user experience design
- ▶ **Professional:** Cross disciplinary collaboration, building effective production documentation, adaptability across interactive industries, studio-ready workflow competence

WHERE THIS COULD TAKE YOU:

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

SOFTWARE YOU'LL LEARN:



UNREAL ENGINE



UNITY



GODOT

ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

[▶ FIND OUT MORE INFORMATION ON OUR WEBSITE](#)



All imagery courtesy of Escape Studios student projects.





MA UI/UX FOR GAMES AND INTERACTIVE MEDIA

Our UI / UX for Games and VFX masters degree has been created with our industry partner **Creative Assembly** to be a highly focused digital design course that encompasses not only technical and artistic approaches but the psychology of design and research. You'll learn core design practice through to the application of UI and UX, Motion Graphics and development pipelines. This cutting-edge course will enable you to develop and refine your skills, with individual projects, as well as working alongside our Technical Art, Game Art, VFX and Animation programs. This course will provide rich and varied opportunities to work on collaborative projects, developing the soft and technical skills that games companies look for in motion graphics and of course UI or UX Designers.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available. See **page 80** for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject or **equivalent industry experience**, plus a **portfolio** of creative work.

AWARDED BY



Read our **FAQs** for more information.

MODULES

- ▶ Graphic and Interaction Design Fundamentals
- ▶ UX Research and Design Project
- ▶ UI Design Project
- ▶ Industry Specialism
- ▶ UI UX Production Project

SKILLS YOU'LL GAIN:

- ▶ **Technical:** Usability principles, user research, applied design psychology and user behaviour
- ▶ **Creative:** Interface aesthetics and visual design, problem solving in interaction scenarios, cross platform design thinking
- ▶ **Professional:** Industry work-flow competence, collaboration and teamwork, portfolio development

WHERE THIS COULD TAKE YOU:

- ▶ User Experience Designer
- ▶ User Interface Designer

SOFTWARE YOU'LL LEARN:



ADOBE TOOLS



FIGMA



UNREAL ENGINE

ASSESSMENT

Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

[▶ FIND OUT MORE INFORMATION ON OUR WEBSITE](#)



TECHNOLOGY AND PROGRAMMING

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.

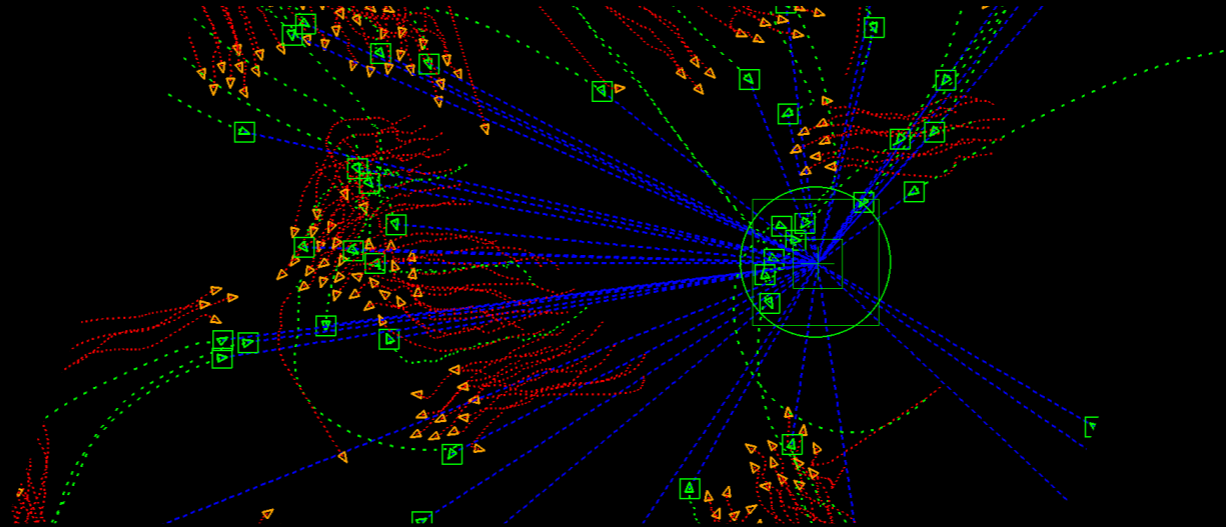
COURSES

- ▶ MSc Technical Art for Games & VFX
- ▶ MSc Programming for Games and VFX



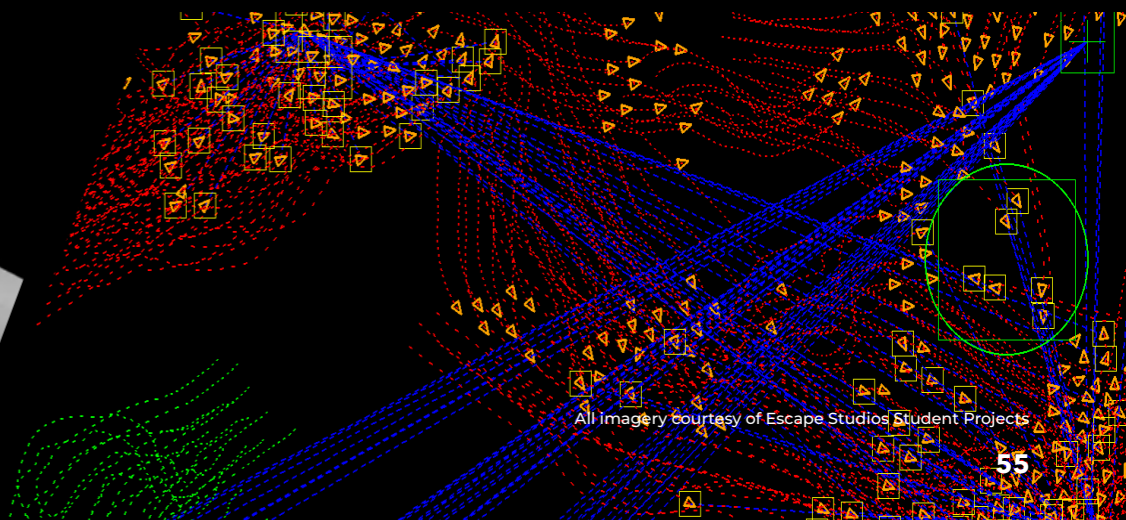
It's the Technical Artists that are creating the tools that empower Artists to bring projects to life. This could be for AR, VR, advertising, VFX, animation or games, with near limitless possibilities.

MICHAEL DAVIES
HEAD OF CREATIVE TECHNOLOGY
AT **ESCAPE STUDIOS**



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 ZOHDI
PROGRAMMING AND TECHNICAL ART
TUTOR AT **ESCAPE STUDIOS**





MSC TECHNICAL ART FOR GAMES AND VFX

Technical Artists are highly sought after in industry with great employment opportunities across, animation, games and visual effects (VFX). This programme, designed with industry experts from **Creative Assembly** and **Framestore**, aims to produce graduates who can create tools, scripts and FX simulations, develop graphics and solve problems for teams in the animation, games and VFX sectors. Graduates will also have the transferable skills to work and support teams in both technical and artistic capacities across different real-time and graphics production environments, such as virtual reality (VR) and virtual production.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available. See **page 80** for details.

START DATE

September

DURATION

1 year full time (MSc)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject such as Computer Science, Programming or Games Design, or **equivalent industry experience**.

AWARDED BY



Read our **FAQs** for more information.

MODULES

- ▶ Realtime FX
- ▶ Programming for Games VFX Production
- ▶ Proceduralism for 2D and 3D
- ▶ Industry Specialism
- ▶ Final Project

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

SOFTWARE YOU'LL LEARN:



UNREAL ENGINE



HOUDINI



PYTHON / C++

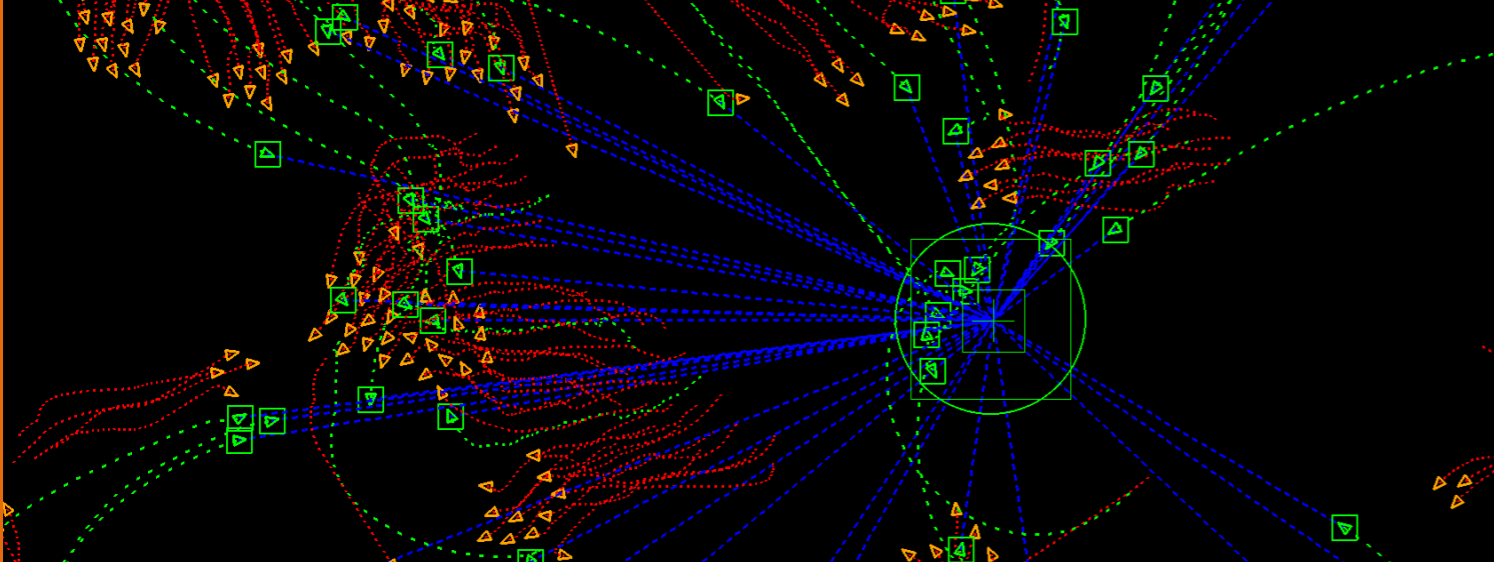
ASSESSMENT

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Sometimes you will also have to give a presentation to demonstrate your work.

[▶ FIND OUT MORE INFORMATION ON OUR WEBSITE](#)





MSC PROGRAMMING FOR GAMES AND VFX

If you've tried coding in the past but want to focus on games or VFX, are a Technical Artist who wants to deepen your knowledge, are a Game Designer or Artist who wants to also be able to envision their ideas interactively, this is the ideal masters degree for you. Designed with industry experts from **Creative Assembly**, this cutting-edge course will enable you to develop and refine your skills, with individual specialisms. This course will provide rich and varied opportunities to develop experience in teamwork, as well as the soft and technical skills that developers look for in Programmers.

TUITION FEES

London Campus:

UK Students:

£12,850

International Students:

£19,995

Live Online:

£12,850

Discounts also available. See **page 80** for details.

START DATE

September

DURATION

1 year full time (MSc)

CONTACT TIME

2.5 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a related subject such as Computer Science, Programming or Games Design, or **equivalent industry experience**.

AWARDED BY



Read our **FAQs** for more information.

MODULES

- ▶ Introduction to Programming and Graphics Systems
- ▶ Games Development and Design
- ▶ Distributed Systems and Networks for Games and VFX
- ▶ Industry Specialism
- ▶ Programming Production Project

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 game-play 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

SOFTWARE YOU'LL LEARN:



UNREAL ENGINE



VISUAL STUDIO CODE



GIT



PERFORCE



AUTODESK MAYA



HOUDINI

ASSESSMENT

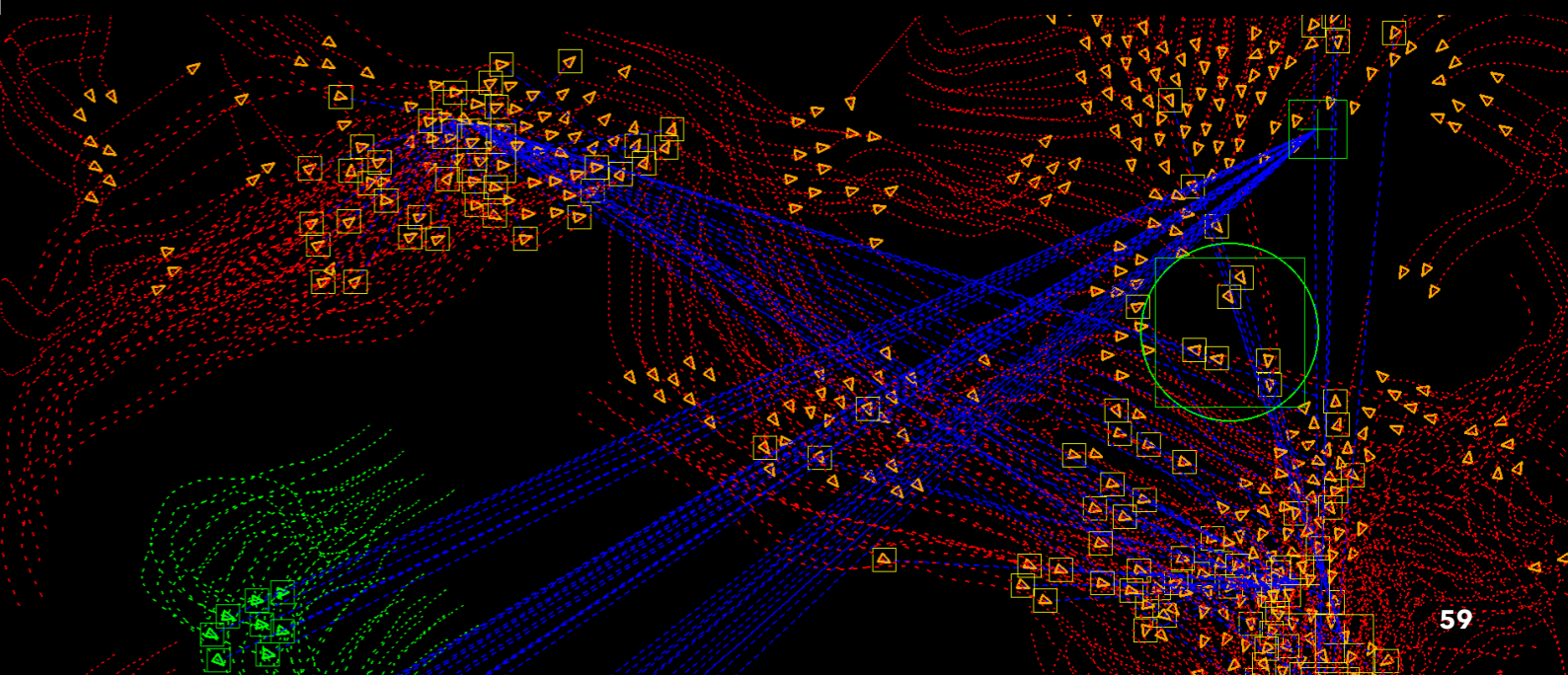
Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

WHERE THIS COULD TAKE YOU:

- ▶ Game-play Programmer
- ▶ VFX Technical Artist
- ▶ Tools Programme
- ▶ Graphics Programmer
- ▶ Pipeline Developer
- ▶ Freelance Technical Artist

▶ **FIND OUT MORE INFORMATION ON OUR WEBSITE**



ENTREPRENEURSHIP

Our entrepreneurship course is designed for graduates from a **wide range of backgrounds**, including animation, games, design or digital arts.

Built for the new era of work, where side-hustles, freelancing, and portfolio careers are the norm. You'll join forces with students from other specialisms to create ventures that fuse animation, games, design and technology, building an ecosystem of innovation that reflects the future of the creative industries.

COURSES

- ▶ MA Entrepreneurship for the Creative Industries



We're thrilled to launch MA Entrepreneurship for the Creative Industries, adding to our growing portfolio of dynamic, industry-focused programmes. This degree has been designed to nurture creativity, strengthen employability, and meet the evolving needs of the creative sector. We're proud to champion new pathways into the industry through entrepreneurship, empowering our Escapees to become the innovators and disruptor's of the future.

SIMON FENTON
DEPUTY PRINCIPAL AT
ESCAPE STUDIOS



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
ENTREPRENEURSHIP TUTOR



MA ENTREPRENEURSHIP FOR THE CREATIVE INDUSTRIES

If you've got experience in animation, games, design, or digital arts and dream of building something extraordinary, this masters degree will empower you to become the founder, innovator, and entrepreneur you've always wanted to be. This course has been built with input from creative Entrepreneurs, Directors and CEOs.

TUITION FEES

London Campus:

UK Students:
£12,850

International Students:
£19,995

Live Online:

£12,850

Discounts also available.
See **page 80** for details.

START DATE

September

DURATION

1 year full time (MA)

CONTACT TIME

2 days per week

ENTRY REQUIREMENTS

An **undergraduate honours degree** in a creative subject, followed by an **interview**.

AWARDED BY*



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

MODULES

- Business of Innovation
- Creative Research and Development
- Commercial Studio Project
- Creative Ventures Incubator

SKILLS YOU'LL GAIN:

- **Technical:** Business planning and venture development, agile production and workflow management, digital marketing and brand strategy, creative IP understanding
- **Creative:** Designing products for real audiences, problem solving and innovation mindset
- **Professional:** Start-up readiness and entrepreneurial confidence, leadership and team collaboration in multidisciplinary settings, project and production management, negotiation and pitching, networking

ASSESSMENT

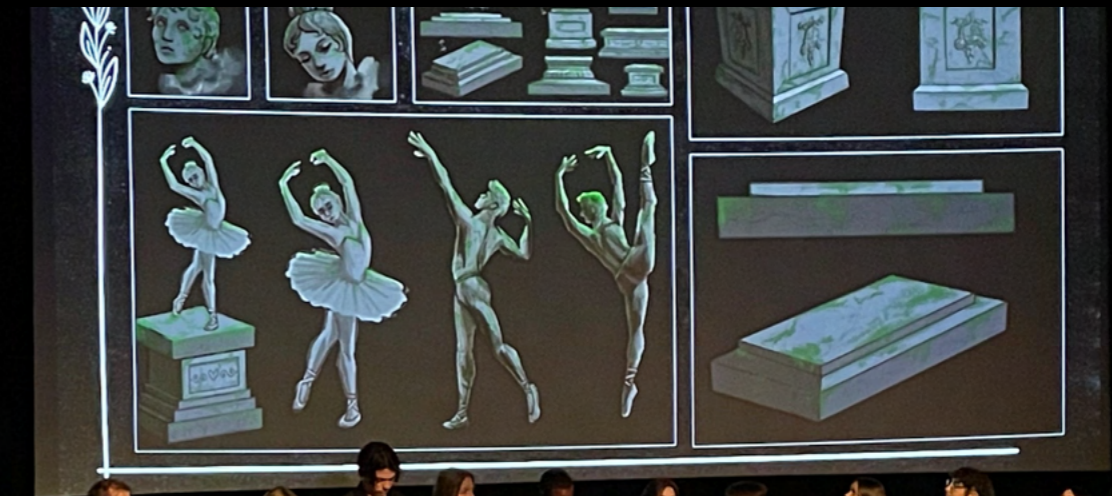
Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made).

Sometimes you will also have to give a presentation to demonstrate your work.

WHERE THIS COULD TAKE YOU:

You'll gain the tools to carve out your own sustainable path, with modules covering creative IP, brand strategy, digital marketing, funding models like crowd-funding and bootstrapping, agile production, and post-launch growth - all tailored to creative entrepreneurs.

[▶ FIND OUT MORE INFORMATION ON OUR WEBSITE](#)



SHORT COURSES

Since 2002, we've been shaping future talent through intensive, industry-driven training. Alongside our postgraduate degrees, we offer short courses ranging from **one day to 21 weeks**, built to fit your schedule, interests, and ambition.

Whether you want to boost your career, switch paths, or simply try something new, our short courses help you: learn quickly, build confidence, and create portfolio-ready work.

ULTIMATE FLEXIBILITY

Online and face-to-face study options, choose from a range of subjects, and find a course length that suits your goals. Whether you're a total beginner or looking to master advanced tools, we've got you covered.

NO ENTRY REQUIREMENTS

Everyone is welcome - students, professionals, hobbyists. No qualifications needed.

Each course clearly states the skill level so you can find the perfect match for where you are and where you want to go.

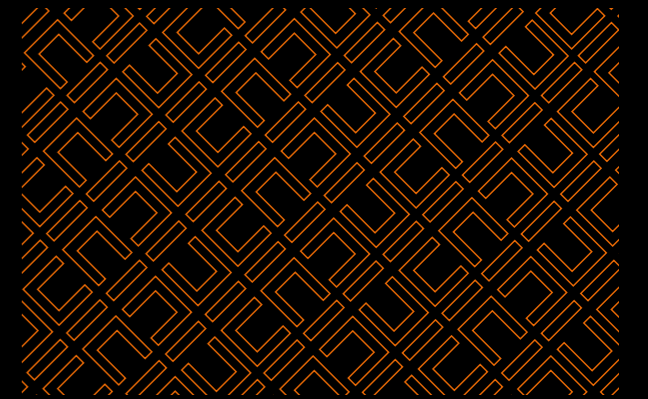
MULTIPLE INTAKES ALL YEAR

Start when it suits you.

Courses run throughout the year.



Escape Studios Student Project



WHAT YOU CAN STUDY

Whether you're starting out in games, polishing your VFX skills, or discovering a new creative path, there's a course for you.

Current subjects include:

- ▶ Animation
- ▶ Game Design
- ▶ Character Creation
- ▶ Concept Art
- ▶ Comics
- ▶ Houdini
- ▶ Motion Graphics
- ▶ Producing
- ▶ Storyboarding
- ▶ VFX
- ▶ Unreal Engine

Our short courses are always evolving to meet the needs of the creative industries - so there's always something new to explore.

▶ **View our range of short courses online.**

HAVE QUESTIONS?

Our dedicated short courses team is here to help:
▶ shortcourses@escapestudios.ac.uk

WHAT IS LIVE ONLINE?

When you apply to study a postgraduate degree or daytime short course* with us, you have the option to either study on-campus or live online.

Live online classes offer a flexible and immersive online learning experience that mirrors the on-campus environment. You won't be watching pre-recorded sessions, students can participate in real-time classes from anywhere in the world.

Our classes typically run 9am-6pm UK time.

*Evening short courses can only be studied live online.

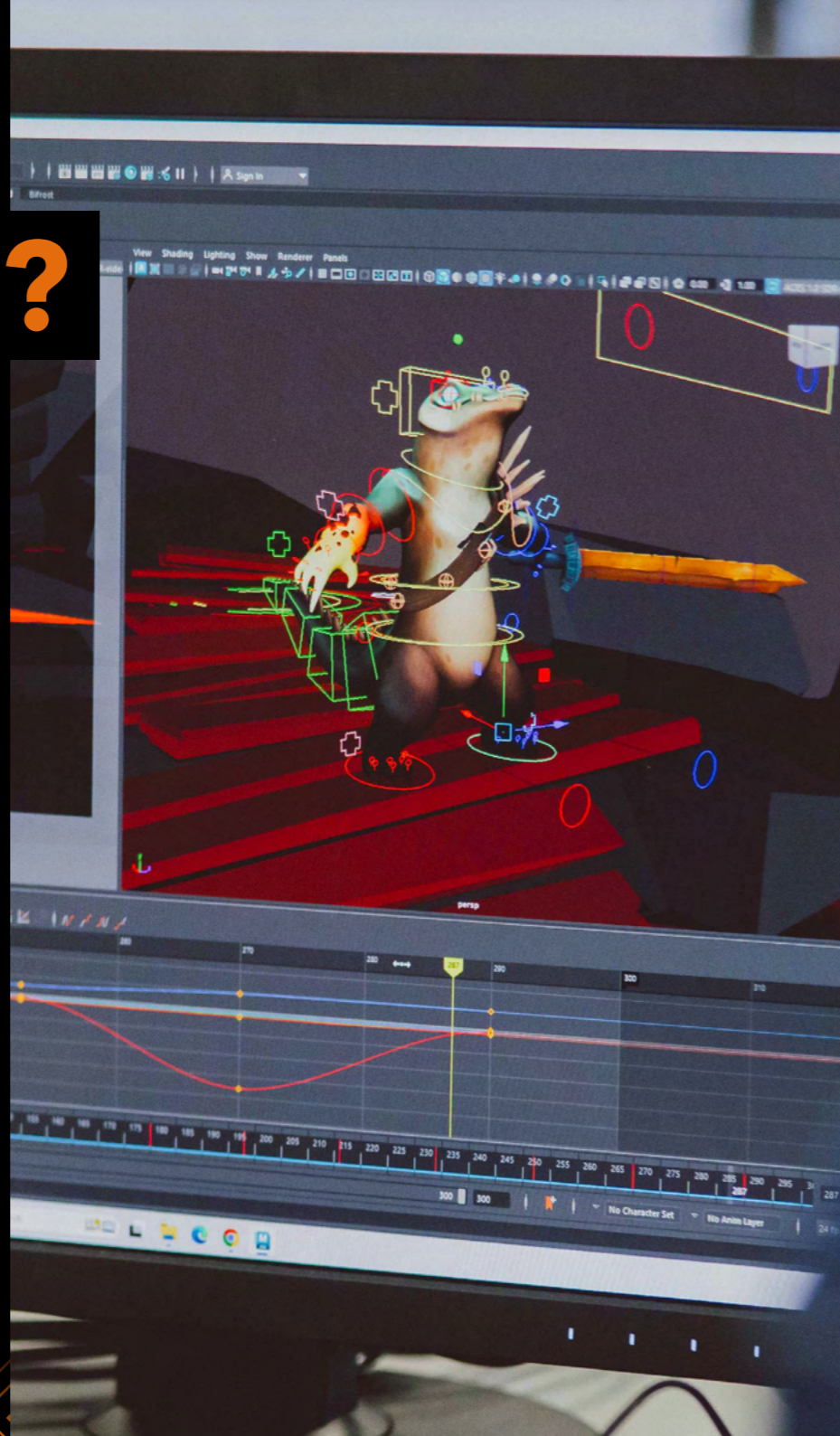
FAQ: CAN I COME INTO THE STUDIOS?

As a live online student, you would not have a student ID card to access the building and would not be able to use our facilities for independent work. For short term access you'll be able to contact our Student Services team.

For more frequently asked questions go to **page 68-69**.

BENEFITS OF STUDYING LIVE ONLINE

- ▶ Remotely access **industry software** through our workstations via VPN during class hours.
- ▶ Enjoy a **clear structured learning environment** that's easy to incorporate into your daily routine.
- ▶ Participate in **real-time from anywhere in the world** whether that's from your home, a café, or even another country.
- ▶ Learn **relevant skills** on how to operate within a digital, remote, and globalised workforce.



LIVE INTERACTION FROM THE COMFORT OF YOUR HOME

When you choose to study live online at Escape Studios, you get to experience the same course as the on campus students, from the comfort of your home. This includes online access to the same industry-experienced tutors and studio assistants*, just as you would in a studio on campus.

Live online at Escape Studios does not mean you will be watching pre-recorded sessions, as our live online classes allow for real-time interactions as the class is being taught. This setup allows for the same energy and interactions of a physical classroom, with the additional benefit of convenience and accessibility. It brings the best of both worlds together – the flexibility of online learning and the interactions of a real-time environment.

*Postgraduate classes over 9 students have an assigned Studio Assistant to offer extra support to the tutor and students. We review this regularly and some smaller classes may also have Studio Assistants.

STRUCTURED LEARNING WITH INDUSTRY STANDARD SOFTWARE

Our mantra at Escape Studios has always been to provide the industry with studio-ready talent. To do that, live online courses provide the same, professional hands-on learning experience like in an on campus setting. When studying live online, you will be working with the same industry standard software, just as if you were on campus, ensuring you are prepared for real world work-flows.

Live online classes are taking place the same time as the on campus classes, providing a clear structured learning environment, making it easy to incorporate into your daily routine, no matter your location. One of the biggest benefits of studying live online is the flexibility it provides; being able to join from your home, a café or even another country.

HELP AND SUPPORT WHILE STUDYING LIVE ONLINE

The creative industries are a fast-paced, modern industry, and remote work reflects the real-life set-ups of many studios today. Studying live online may not only teach you the skills needed for your chosen career, but also how to operate within a digital, remote, and globalised workforce.

Studying live online is the perfect choice for anyone looking to gain practical, industry relevant skills in animation, visual effects, games, motion graphics and concept art - all while balancing life's other commitments.



YOUR BURNING QUESTIONS: ANSWERED

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.

CAN I UPGRADE TO THE 21-WEEK SHORT COURSE IF I START OUT ON THE 14-WEEK COURSE?

Yes, you can do an internal transfer during the initial 14 weeks. You would need to let the Student Services Team know you'd like to upgrade to the longer course before the initial period of your course finishes so that we can process the internal transfer before the initial 14 week period ends.

CAN I UPGRADE FROM A SHORT COURSE TO A MASTERS COURSE?

The two courses have **different entry requirements**. If you would like to do this please contact the **Student Services Team** to discuss options.

CAN I SIGN UP TO AN IN-PERSON COURSE AND TUNE IN REMOTELY?

We don't offer a hybrid mode of study, however it may be possible to attend classes online occasionally as an in-person student. You would need to let us know in advance for attendance purposes, and if you're on a Student Visa there will be conditions regarding in-person attendance attached to your visa conditions, so you would need to ensure you are attending in-person classes outside of exceptional circumstances such as illness.

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.

DO YOU PROVIDE THE SOFTWARE TO DOWNLOAD?

We do not provide software to download unless explicitly indicated. If you're studying with us in-person, you'll have access to all the software through our machines. You will also have an Escape Studios email address, which will allow access to any student offers available for the software we use if you wish to get your own license.

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.

For those of you studying at home, our IT team have put together a hardware requirements guide to aid in building or buying your own workstation.

 **CHECK OUT OUR HARDWARE REQUIREMENTS GUIDE**

DO YOU OFFER PLACEMENTS OR WORK OPPORTUNITIES?

We don't offer placements or work experience as part of the courses, however our courses are developed with industry and you'll be learning with studio pipelines in mind. We also offer the Aftercare package for our postgraduate and short course students, which provides career support for 12 months after completing your course.

CAN I GET A STUDENT FINANCE LOAN?

Our postgraduate courses are eligible for the postgraduate loan through Student Finance England for UK Home students.

See the UK Gov website for details:
[▶ www.gov.uk/masters-loan](http://www.gov.uk/masters-loan)

Our short courses are not accredited courses, so these are not eligible for student finance loans.


DO YOU OFFER PAYMENT PLANS?

We offer payment plan options for all courses, offering up to three payment instalments. Following an initial deposit at registration stage, your chosen payment plan will break down your remaining fees into instalments to be paid before the end of the course.

**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](#)**

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**



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

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



Building strength and friendships, one climb at a time.



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

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.

OPEN-DOOR POLICY

Just ask! We have an open-door policy, so you can arrange to talk to your 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 are a care leaver or have caring responsibilities, we provide financial bursaries to help with the costs of study and support your continued success on your course.

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

STUDENTS WITH DISABILITIES

We provide appropriate and tailored support for students with disabilities, mental health conditions, or additional learning needs. If you declare a need for support, we will work with you to identify and implement reasonable adjustments to enhance your academic experience.

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
VISUAL EFFECTS ESCAPEE**



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

Postgraduate and short course applications are submitted directly to Escape Studios using our online application forms, which can be found on our course pages.

Common entry requirements for postgraduate degrees include:

- ▶ Undergraduate degree in a relevant subject
- ▶ Postgraduate portfolio

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

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

▶ FIND OUT MORE INFORMATION ON OUR WEBSITE

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 postgraduate students have in-person teaching two days a week, so commuting is a manageable and affordable option for many.
- ▶ Postgraduate students can apply for travel discounts such as a 16-25 rail-card, a 25-30 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

To apply for a place on a postgraduate or short course, you'll need to complete an online application form on the relevant course page on our website escapestudios.ac.uk

START DATES

We have two intakes per year for our postgraduate degrees:

- ▶ **February**
- ▶ **September**

For specific start dates, please visit the course pages on our website:
▶ escapestudios.ac.uk

There is no formal deadline for our postgraduate and short courses. However, students who will need a student visa must apply at least two months before the course starts to allow time for the visa application. Students who don't need a visa can apply up to two weeks before the course starts.



ENTRY REQUIREMENTS

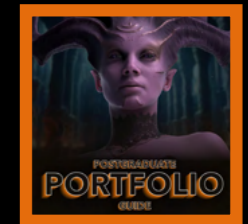
POSTGRADUATE MASTERS

- ▶ An **undergraduate honours degree** in a related discipline or significant industry experience
- ▶ Suitable applicants will be asked to submit a **creative portfolio***

*Applicants to the MSc Programming for Games and VFX and MSc Technical Art for Games and VFX courses who have studied a relevant STEM subject at undergraduate level (e.g. Computer Science, Maths, Physics) do not need to submit a portfolio. Applicants to the MA Entrepreneurship for the Creative Industries will require an undergraduate degree in a creative subject and pass an interview, but will likewise not be asked to submit a portfolio.

SHORT COURSES

No formal qualifications are required to study most of our short courses. We welcome and encourage applications from students with a variety of backgrounds and experiences.



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

WE'RE HERE TO HELP



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**

SCHOLARSHIPS AND DISCOUNTS

If you're passionate about working in the creative industries, here you'll find our package of discounts to help students access our postgraduate masters and daytime short courses.

POSTGRADUATE MASTERS

DISCOUNT TYPE	FEE WAIVER VALUE
International scholarship	£3,000
Early application discount (home students)	5%
Early payment discount (International students)	5%
Escapee discount	15 - 20%

SHORT COURSES*

DISCOUNT TYPE	FEE WAIVER VALUE
Early application discount (home students)	5%
Escapee discount	15 - 20%

*Daytime short courses only (14 or 21 weeks) not for evening – online.



Escape Studios Student Project

INTERNATIONAL SCHOLARSHIP

- ▶ **£3,000 fee waiver** for international students with Overseas fee status.
- ▶ Apply for one of our postgraduate masters courses by specified deadline (see website for details) and submit your portfolio.

EARLY APPLICATION DISCOUNT

- ▶ **5% discount** for UK Home students
- ▶ Apply for an eligible course (see website for details), submit your portfolio and accept your place (pay your deposit) by the deadlines outlined in your emails from the Admissions Team.

EARLY PAYMENT DISCOUNT

- ▶ **5% discount** for international students.
- ▶ Apply and accept place onto an eligible programme (see website for details). You can choose to pay the tuition fee in one complete payment or multiple instalments before enrolment.

ESCAPEE DISCOUNT

- ▶ **15% discount** is open to all Escapees (alumni) who have successfully completed, or are due to complete, an undergraduate degree at Escape Studios.
- ▶ The higher Escapee discount of 20% is open to the following Escapees who apply for a postgraduate masters degree within three years of graduating from your undergraduate course:
 - ▶ Female graduates
 - ▶ Students from GEM (global ethnic majority) heritage
 - ▶ Care-experienced students
 - ▶ Carers
 - ▶ Students estranged from families
 - ▶ Students with a declared disability

WE'RE HERE TO HELP

We know that investing in your future is a big decision, and we're here to help. Contact our Applicant Advisors:

✉ hello@escapestudios.ac.uk

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Escapee [i-ske-pee] noun.
One who believes beauty is ray-tracing, happiness is multi-core and nothing is ugly - it's just low poly.

DISCLAIMER

This prospectus was first published in April 2026.

It contains information on the postgraduate masters, short courses and evening - online courses that Escape Studios intend to run for students planning to start higher education in 2026/2027. 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.

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