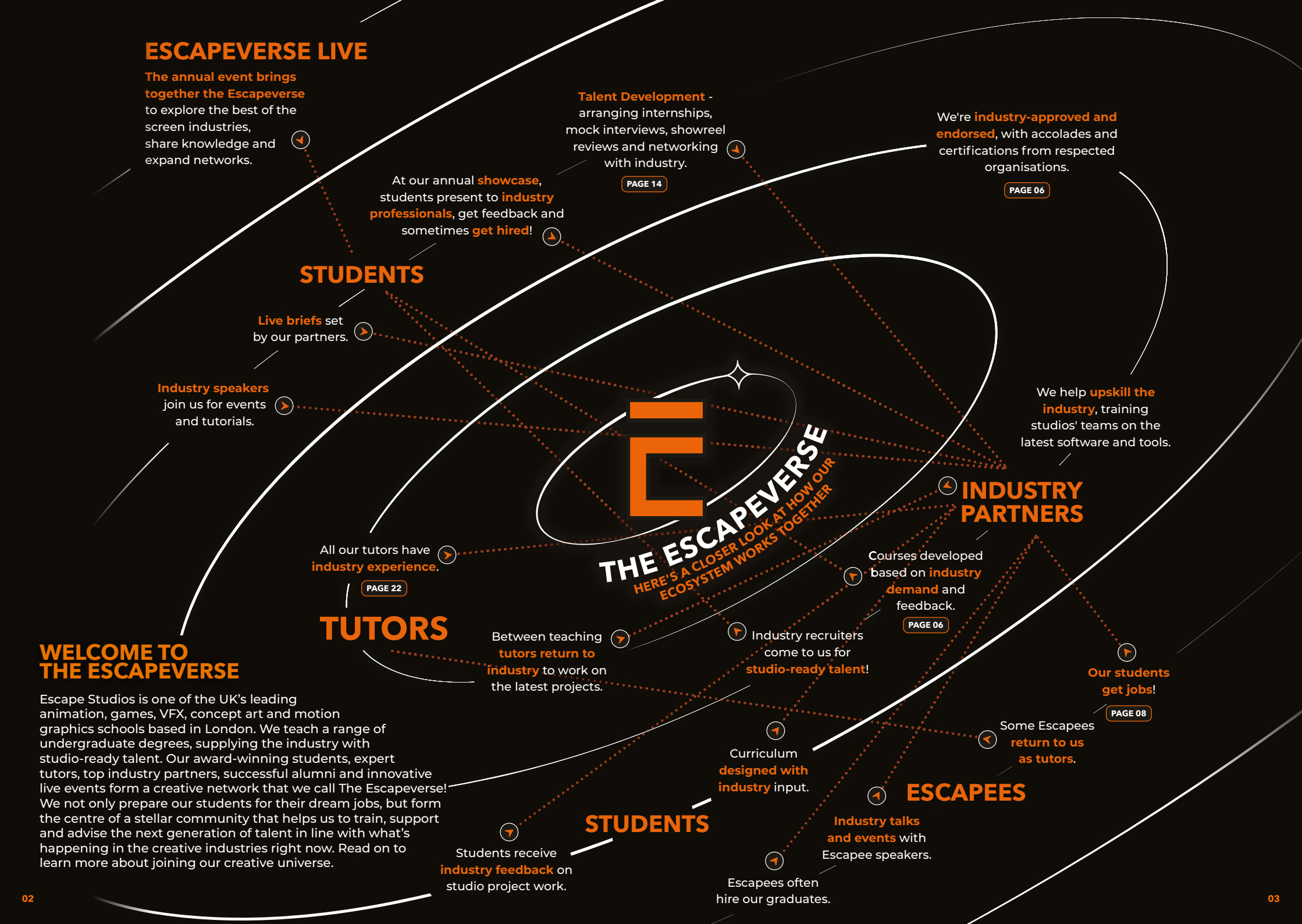
ESCAPE STUDIOS LONDON

POSTGRADUATE AND SHORT COURSE PROSPECTUS

SHAPE YOUR CREATIVE CAREER

ANIMATION | GAMES | VISUAL EFFECTS | CONCEPT ART | MOTION GRAPHICS


ESCAPEVERSE LIVE
The annual event brings together the Escapeverse to explore the best of the screen industries, share knowledge and expand networks.
Talent Development - arranging internships, mock interviews, showreel reviews and networking with industry.
PAGE 14
We're industry-approved and endorsed, with accolades and certifications from respected organisations.
PAGE 06
At our annual showcase, students present to industry professionals, get feedback and sometimes get hired!
STUDENTS
Live briefs set by our partners.
Industry speakers join us for events and tutorials.
THE ESCAPEVERSE
HERE'S A CLOSER LOOK AT HOW OUR ECOSYSTEM WORKS TOGETHER
We help upskill the industry, training studios' teams on the latest software and tools.
INDUSTRY PARTNERS
All our tutors have industry experience.
PAGE 22
TUTORS
Courses developed based on industry demand and feedback.
PAGE 06
Between teaching tutors return to industry to work on the latest projects.
Industry recruiters come to us for studio-ready talent!
Our students get jobs!
PAGE 08
WELCOME TO THE ESCAPEVERSE
Escape Studios is one of the UK's leading animation, games, VFX, concept art and motion graphics schools based in London. We teach a range of undergraduate degrees, supplying the industry with studio-ready talent. Our award-winning students, expert tutors, top industry partners, successful alumni and innovative live events form a creative network that we call The Escapeverse! We not only prepare our students for their dream jobs, but form the centre of a stellar community that helps us to train, support and advise the next generation of talent in line with what's happening in the creative industries right now. Read on to learn more about joining our creative universe.
Curriculum designed with industry input.
Some Escapees return to us as tutors.
ESCAPEES
STUDENTS
Industry talks and events with Escapee speakers.
Students receive industry feedback on studio project work.
Escapees often hire our graduates.

CONTENTS

HELLO 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.

Escape Studios student project

A WORD FROM OUR CHIEF OPERATING OFFICER

DAN LAWSON

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

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

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

CONNECTED TO INDUSTRY

COURSES DESIGNED AND DEVELOPED WITH INDUSTRY

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

OUR INDUSTRY PARTNERS

ATOMHAWK
bild
BLACK KITE
BLUEBOLT visual effects
bluezoo
CINESITE
CLIMAX STUDIOS
CREATIVE ASSEMBLY
DBLG
DNEG
DNEG ANIMATION
ETC
FRAMESTORE
Fudge
Glassworks
GOODBYE KANSAS
Industrial Light & Magic
milk
outpost
PASSION®
PEERLESS
Playground Games
rise visual effects studios
STATE OF PLAY.
THE THIRD FLOOR
TIMEBASED ARTS
UNION

RECOGNISED BY INDUSTRY

INDUSTRY-APPROVED AND ENDORSED

CERTIFICATIONS AND ACOLADES

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

Toon Boom Authorized Training Centre

Academic Partner 2025

Not only do we have official certifications to teach top software such as **Houdini**, **Unreal Engine** and **Toonboom Harmony**, but we're also approved and endorsed by **TIGA**, **Animation Career Review** and **The Rookies**!

WHAT OUR RANKINGS MEAN?

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

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

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

1ST IN THE UK
GAME DESIGN AND DEVELOPMENT
THE ROOKIES

2ND IN THE UK
VISUAL EFFECTS
THE ROOKIES

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

TOP 5
CREATIVE SCHOOLS IN THE UK
THE ROOKIES

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

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

ESCAPEE SUCCESS: FILM AND TV

OUR STUDENTS GET JOBS!

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

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

47

Escapees worked on
Avengers: Endgame

Industry partners involved:
Framestore, DNEG, Cinesite

7

Escapees worked on
The Last of Us

Industry partners involved:
DNEG, Rise Visual Effects

20

Escapees worked on
Stranger Things

Industry partner involved:
Jellyfish Pictures

22

Escapees worked on
Fast X

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

23

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

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

28

Escapees worked on
House of the Dragon

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

11

Escapees worked on
Wicked

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

36

Escapees worked on
Avengers: Infinity War

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

9

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

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

12

Escapees worked on
Beetlejuice Beetlejuice

Industry partner involved:
Framestore

40

Escapees worked on
Thor: Love and Thunder

Industry partners involved:
Framestore, The Third Floor, Cinesite

26

Escapees worked on
The Mandalorian

Industry partners involved:
Industrial Light & Magic

28

Escapees worked on
Black Panther: Wakanda Forever

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

9

Escapees worked on
Ghostbusters: Frozen Empire

Industry partners involved:
DNEG, The Third Floor

25

Escapees worked on
Pokémon: Detective Pikachu

Industry partners involved:
MPC, Framestore, The Third Floor

ESCAPEE SUCCESS: GAMES

OUR STUDENTS GET JOBS!

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

NDREAMS

Known for: Phantom: Covert Ops

ROCKSTEADY STUDIOS

Known for: Batman: Arkham

PLAYGROUND GAMES

Known for: Forza Horizon 5, Fable

ROCKSTAR GAMES

Known for: Grand Theft Auto, Red Dead Redemption

ELECTRIC SQUARE

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

FRONTIER DEVELOPMENTS

Known for: Rollercoaster Tycoon, Disneyland Adventures

ELECTRONIC ARTS

Known for: The Sims, FIFA, Star Wars

SUMO DIGITAL

Known for: Vampire The Masquerade: Bloodlines 2

XR GAMES

Known for: Zombieland VR: Headshot Fever Reloaded

UBISOFT

Known for: Assassin's Creed, Star Wars Outlaws

SUPERMASSIVE GAMES

Known for: Until Dawn

CLIMAX STUDIOS

Known for: Returnal, Age of Empires IV

REBELLION

Known for: Sniper Elite, Zombie Army

EPIC GAMES

Known for: Fortnite, Rocket League

OUR ESCAPEES:
SUCCESS STORIES

ANIMATION ESCAPEE

GEORGE MORRIS

LIGHTING ARTIST AT PLAYGROUND GAMES

Escape Studios gives you a good chance at being able to network with a variety of people from many industries. Use that to your advantage and try and socialise with recruiters and many others from the field you want to pursue. While at Escape Studios try building a strong portfolio to catch the eyes of the recruiters you are networking with also!

GIULIO SPATOLA

VFX COMPOSITOR AT RISE FX

It feels like yesterday when **Avengers: Infinity War**'s trailer came out and us Escapees watched it all together on the wall projector and I would dream to sign with my name on one of those marvels - pun intended. Five years later, I found myself at **RISE FX**, one of the finest out there, adding my name to the list of talented artists that worked on **Guardians of the Galaxy Vol.3**.

VISUAL EFFECTS ESCAPEE

GAME ART ESCAPEE

KOSTAS CHATZAROPOULOS

ENVIRONMENT AND PROPS ARTIST AT SUPERMASSIVE GAMES

Escape Studios provided me with all the necessary tools and support, in order to become a true professional in the video games industry. The 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.

ANDREA PEZZOLATO

SENIOR TEXTURE ARTIST AT OUTPOST VFX

I worked on many interesting and fun projects in different companies but the ones I am really happy to have contributed to were **Christopher Robin** and **Spider-Man: Far From Home**. The first one almost got us an **Oscar** and the second one was a big achievement in terms of schedule and team effort. When I was still learning at Escape Studios all this was just a dream for me and I could only work to get it.

VISUAL EFFECTS ESCAPEE

GAME ART ESCAPEE

KLAUDIA JEZIORCZAK

3D GAME ARTIST AT FACTORY 42

Thanks to Escape Studios for organising multiple opportunities to receive individual feedback on my work from industry professionals as it led to my summer work experience at **Fire Without Smoke**. And a huge thanks to the inspiring tutors Christian and Tom who taught much more than software, they helped me to have a creative eye and prepared me to follow industry-ready processes to ease my transition into being a 3D Game Artist at **Factory 42**.

AIMEE-ROSE SCHIELE

CONCEPT/2D ARTIST AT WEST POINT STUDIO

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.

CHARACTER DESIGN ESCAPEE

SHAPING STUDIO-READY GRADUATES

TALENT DEVELOPMENT ACTIVITIES

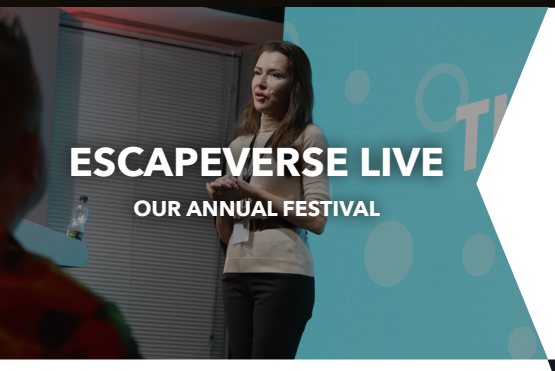
While you're studying with us, you'll have access to unique events, workshops, resources and tailored guidance through our Talent Development Team to build your employability in the creative industries.

We also offer a 12-month Aftercare package* after completing one of our courses to help you in your search for your perfect career path. This includes:

- Tips on crafting the perfect CV.
- Showreel clinics with experienced tutors.
- Access to our studios and software.
- Key advice on online resources.

*To be eligible, you must have completed one of the following courses:

- A Postgraduate masters course.
- Short courses which are 14 weeks or 21 weeks in length.
- Evening - online courses which are 20 weeks in length.



ESCAPEVERSE LIVE

OUR ANNUAL FESTIVAL

An opportunity to hear from industry professionals and Escapees sharing advice, showcasing blockbusters, and more. Speakers have included **MPC**, **Industrial Light & Magic**, **BlueBolt**, **Playground Games** and **Creative Assembly**.

INSPIRING TALKS

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

MOCK INTERVIEWS

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

ONE-TO-ONE COACHING

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

CV WORKSHOPS

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

SHOWREEL CLINICS

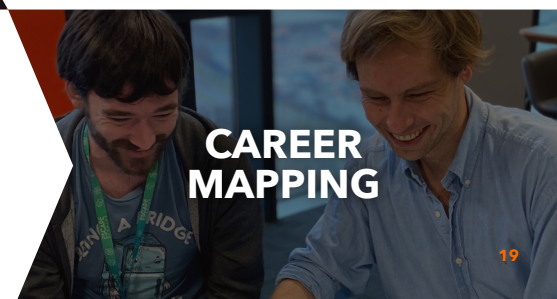
Recent guests at showreel clinics have included guests from **Passion Pictures** and **Union VFX**.

GAMES PORTFOLIO REVIEWS

Get industry feedback from the likes of **Creative Assembly**'s Greg Smith, who recently reviewed our students' portfolios.

CAREER MAPPING

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



MEET OUR TUTORS

INDUSTRY EXPERIENCED TUTORS

PROFESSOR IAN PALMER
PRINCIPAL

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

SIMON FENTON
DEPUTY PRINCIPAL / DEAN OF INTERACTIVE AND REAL-TIME

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

ALEX WILLIAMS
DEAN OF ANIMATION AND VISUAL EFFECTS

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

MICHAEL DAVIES
HEAD OF CREATIVE TECHNOLOGY

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

MARC STEVENSON
HEAD OF ANIMATION

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

PHILIP MEREDITH
HEAD OF GAMES

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

CLEMENT GHARINI
HEAD OF VFX

For over a decade Clement worked behind the lens for high profile productions such as **Harry Potter** and **Mission Impossible**. He then turned to Visual Effects and became a Digital Compositor for the next 10 years, contributing to productions such as **Game of Thrones** and **Doctor Who** as well as the **Oscar**-winning **Ex Machina.**

KLAUDIJA CERMAK
PROGRAMME LEADER FOR VFX AND 2D VFX TUTOR

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

MEET OUR TUTORS

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

LEE CALLER
ANIMATION TUTOR

Lee's background spans IT and comedy writing. In the late 1990s, he began animating 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.

OMAR ZOHDI
PROGRAMMING TUTOR

Omar has over a decade of experience in the tech industry as a Software Engineer and Developer Relations Manager. He's worked with leading companies such as **Imagination Technologies**, **The Linux Foundation**, and **Unity**.

AIDAN LONERGAN
CHARACTER AND CREATURE CREATION TUTOR

Aidan is an Escapee! While at Escape Studios, Aidan 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**.

DANIEL SHUTT
VISUAL EFFECTS TUTOR

Daniel has over 23 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.

CHRISTIAN AVIGNI
GAME ART TUTOR

Christian has been teaching new creative talent for more than 10 years. His CV includes 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**.

STEVEN SOLE
CONCEPT ART TUTOR

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

GLYN FAIRWEATHER
GAME DESIGN TUTOR

Glyn has been modding and designing digital and physical games since 1997, with a passion that extends to writing tabletop RPGs. This lifelong dedication to game design has fuelled his career and driven his innovative contributions across various games including **Runescape**, **Samurai Siege** and **FASTLANE**.

DANIEL AMOR
MOTION GRAPHICS TUTOR

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

OUR CAMPUS

VIEW OUR STUDIO TOUR

Come and visit us or find out more:
▸ **escapestudios.ac.uk/campus**

LOCATION

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

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

PROFESSOR IAN PALMER
Principal at Escape Studios

STUDENT COMMUNITY

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

STUDIO-STYLE LEARNING

The studios of our London campus span three floors, equipped with the same cutting-edge technology used in industry. We've designed our space as well as our whole ethos to mirror a real studio experience.

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

Student Services hub
To assist you during your studies.

Industry Hardware
Work on HP Z Workstations with Eizo ColorEdge monitors and Wacom Intuos drawing tablets.

Multi-faith prayer room
For prayer or reflection.

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

Kitchen
With fridges, microwaves and facilities for hot drinks.

Green screen
Access to green screen technology and camera equipment.

Breakout spaces
For collaboration or relaxation.

STUDYING LIVE ONLINE

Studying 'live online' offers a flexible and immersive online learning experience that mirrors the on-campus environment, allowing students to participate in real-time classes from anywhere in the world.

Home comforts
Live interaction from the comfort of your own home.

Industry standard software
Structured learning with industry standard software.

Remote support
Help and support while working remotely.

POSTGRADUATE MASTERS

Escape Studios student project

Master your craft with our creative degrees in Animation, Games, Visual Effects, Concept Art and Motion Graphics. You'll study for one year, with the first part structured for intensive tuition. You'll then work on industry-standard briefs and experience real-life scenarios, just like in a professional studio.

By the time you graduate you'll have:

- A formal degree qualification, awarded by Coventry University
- An impressive showreel
- A thorough understanding of the creative industries
- Studio-ready skills
- Our 12-month Aftercare package with dedicated showreel clinics, so you can make sure your job application stands out from the crowd
- The connections needed to progress your creative career.

OUR POSTGRADUATE DEGREES

Animation
MA 3D Animation

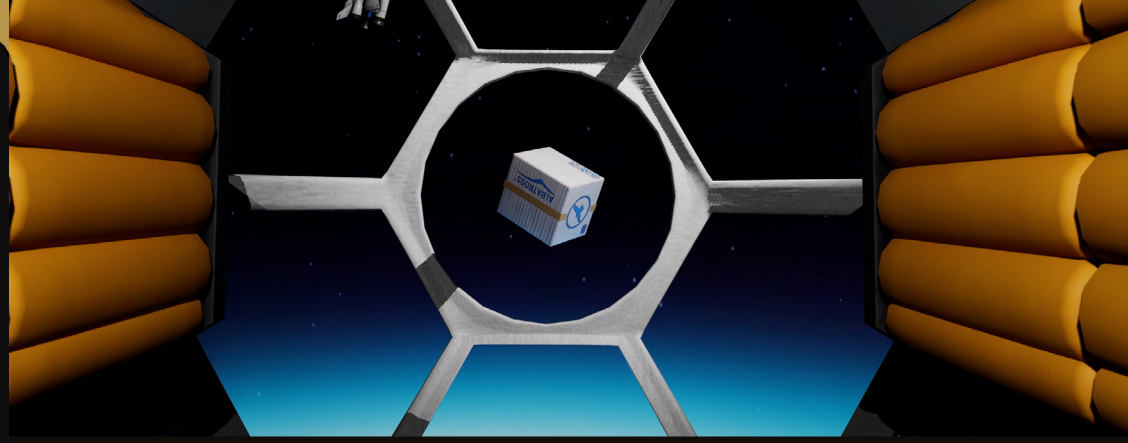
Visual Effects
MA Visual Effects Production (Compositing / 3D)

Games
MA Game Art
MSc Game Design

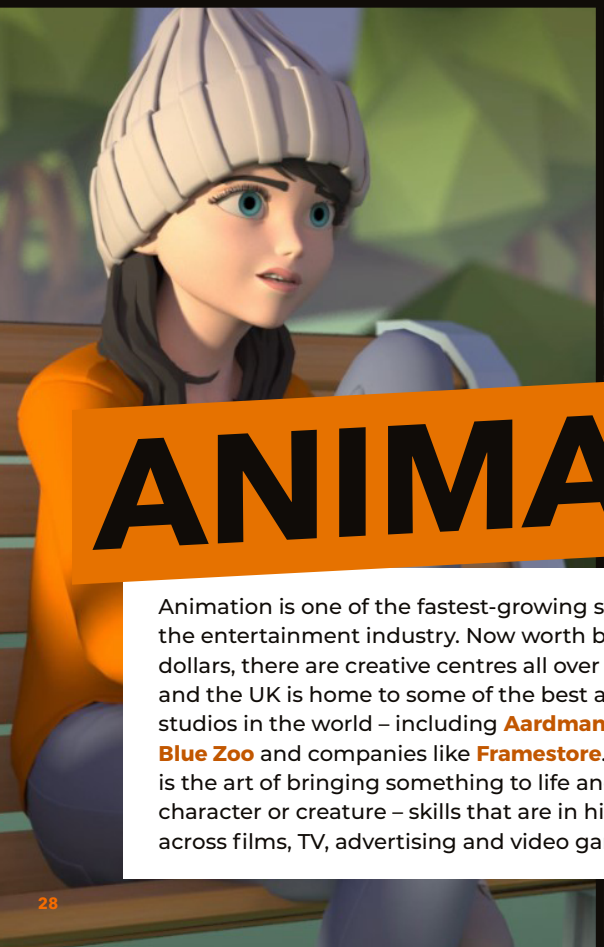
Multi-Discipline
MA Character and Creature Creation
MSc Technical Art for Games and VFX
MSc UI/UX for Games and Interactive Media
MSc Programming for Games and VFX

Concept Art
MA Concept Art and Experience Design

Motion Graphics
MA Motion Graphics

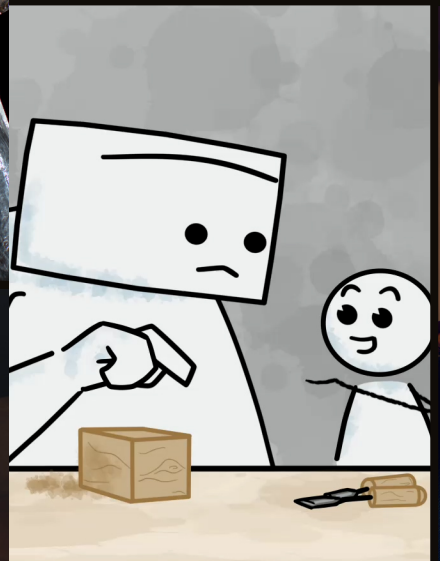


> **Success comes when preparation meets opportunity. Studying at Escape Studios enabled me to learn essential technical skills that helped me land my first job in the industry where I continue to share my passion for animation with other creatives.**
>
> **DARIA ZADĘCKA**
> Animation Escapee
> 3D Animator at **Industrial Light & Magic**



ANIMATION

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



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**.

VIEW OUR 3D ANIMATION SHOWREEL

START DATE
September
February

DURATION
1 year

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.

FEES
London campus:
- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY
Coventry University

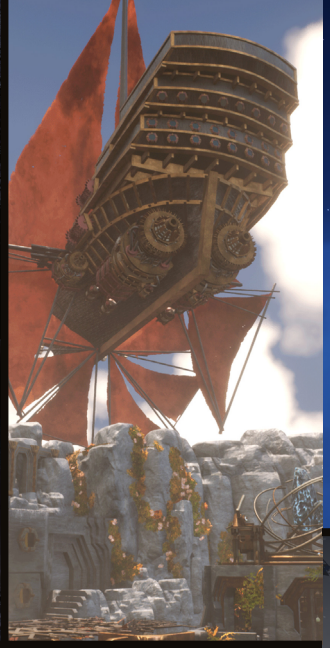
Read our FAQs for more information.

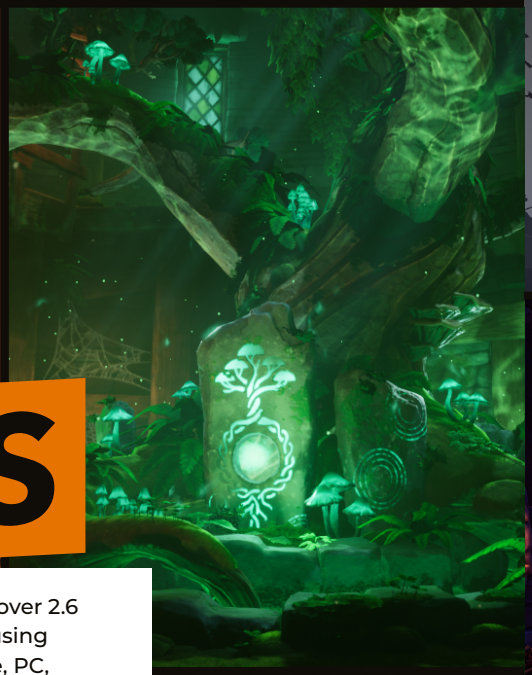
MODULES
- Locomotion and mechanics
- Character performance
- Animals and creatures
- Collaborative studio project
- Production project

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.

SOFTWARE
- Maya
- Premiere Pro
- Unreal Engine
- Photoshop
- Flow Production Tracking (formerly ShotGrid)

Escape Studios student project



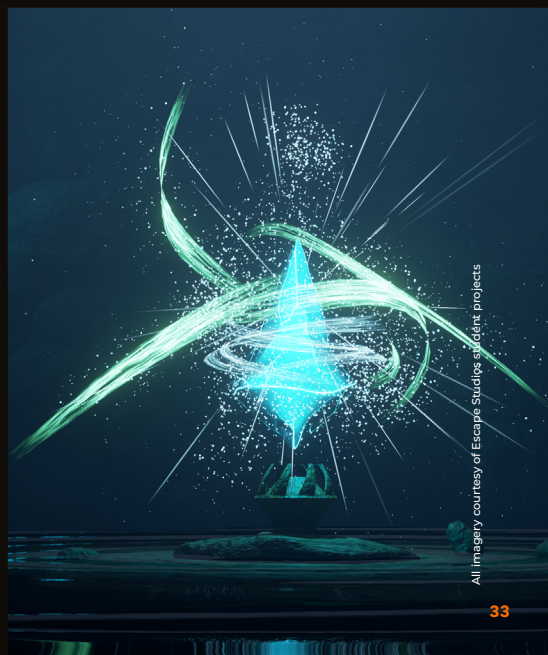


GAMES

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

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

JOSHUA LEBRUN
Game Art Escapee
Environmental Artist at **Climax Studios**



All imagery courtesy of Escape Studios student projects

MA GAME ART

Take your skillset 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**.

VIEW OUR GAME ART SHOWREEL

MODULES

- Foundation development
- Advanced games development
- FX and technical art
- Collaborative studio project
- Production project

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.

SOFTWARE

- Unreal Engine 5
- ZBrush
- Maya
- SpeedTree
- Quixel Mixer
- Photoshop
- Substance Painter
- Substance Designer
- Substance Sampler
- Reality Capture
- DarkTable

START DATE

September
February

DURATION

1 year

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.

FEES

London campus:

- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY

Coventry University

Read our FAQs for more information.

Escape Studios student project

MSc GAME DESIGN

Our MSc Game Design degree, developed with industry experts from **Creative Assembly**, **Framestore**, and **PlayStation London Studio**, aims to produce graduates who design video games from concept to implementation, developing gameplay, 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.

VIEW OUR GAME DESIGN SHOWREEL

MODULES

- Paper and digital prototyping
- Game Design fundamentals
- The 3 C's Characters, Controls and Cameras
- Industry Specialism
- Game Design Production Project

SOFTWARE

- Unreal Engine 5
- Houdini
- Maya
- ZBrush

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.

START DATE

September
February

DURATION

1 year

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.

FEES

London campus:

- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY

Coventry University

Read our FAQs for more information.

Escape Studios student project

> **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

MULTI-DISCIPLINE

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

All imagery courtesy of Escape Studios student projects

MA CHARACTER AND 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**, **Framestore** and **MPC** 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**.

VIEW OUR CHARACTER CREATION SHOWREEL

START DATE
September
February

DURATION
1 year

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.

FEES
London campus:
- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY
Coventry University

Read our FAQs for more information.

MODULES
- Character and creature design
- Character and creature modelling and presentation
- Character and creature technical direction
- Collaborative studio project
- Production project

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.

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

Escape Studios student project

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**, **Framestore**, and **PlayStation London Studio**, 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.

VIEW OUR TECHNICAL ART SHOWREEL

START DATE
September
February

DURATION
1 year

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.

FEES
London campus:
- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY
Coventry University

Read our FAQs for more information.

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

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.

SOFTWARE
- Houdini
- Unreal Engine
- Maya
- Python
- ZBrush
- Substance Designer
- Substance Painter

Escape Studios student project

MA UI/UX FOR GAMES AND INTERACTIVE MEDIA

Our UI / UX for Games and VFX masters degree has been created with our industry partners, **Creative Assembly** and **PlayStation Studio London**, 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.

MODULES

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

SOFTWARE

- Figma
- Unreal Engine
- Adobe tools

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.

START DATE*

February
September

DURATION

1 year

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.

FEES

London campus:

- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY

Coventry University

Read our FAQs for more information.

* First intake in February 2026

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** and **PlayStation London Studio**, 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.

MODULES

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

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.

SOFTWARE

- Rider
- Unreal Engine
- VS Code
- Git
- Perforce
- Maya
- Houdini
- Flow Production Tracking (formerly ShotGrid)

START DATE

September
February

DURATION

1 year

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.

FEES

London campus:

- UK students: £12,450
- International: £19,995

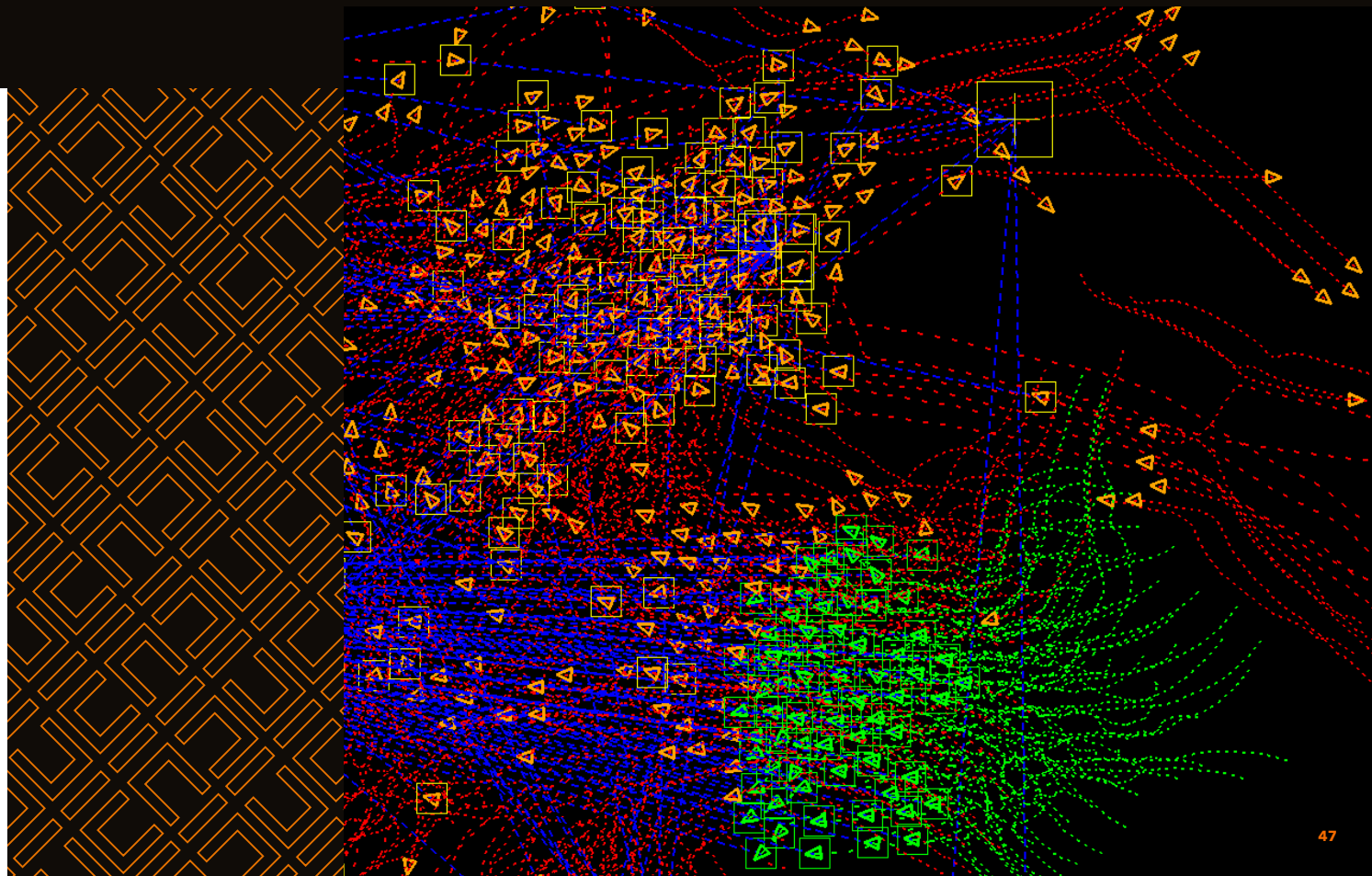
Live online: £12,450

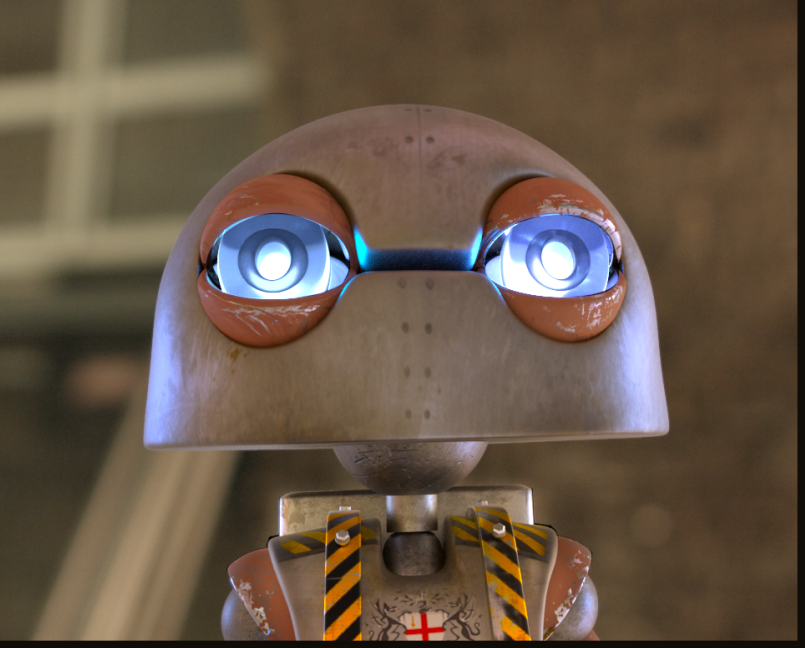
Discounts also available. See page 68 for details.

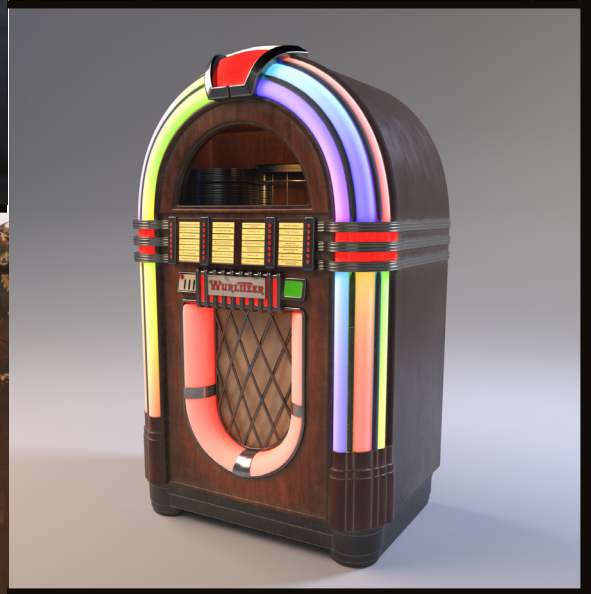
AWARDED BY

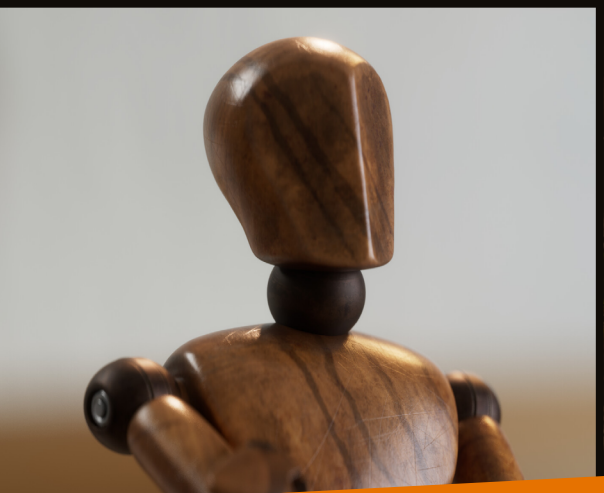
Coventry University

Read our FAQs for more information.



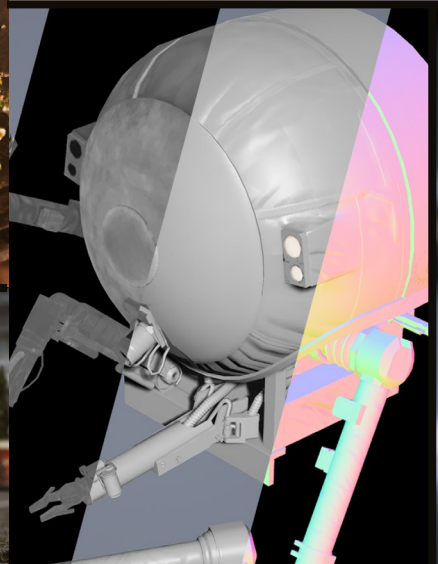






VISUAL EFFECTS (VFX)

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



"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 Lead at **Blue Zoo Animation Studio**

All imagery courtesy of Escape Studios student projects

MA VISUAL EFFECTS PRODUCTION (COMPOSITING/3D)

Developed with industry experts from **DNEG** and **MPC**, 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**.

VIEW OUR VISUAL EFFECTS SHOWREEL

MODULES

- 3D Foundation (all students)
- Compositing 1 (all students)
- Compositing 2 or Visual Effects (pathway split)
- Advanced Compositing for Visual Effects or Advanced 3D for Visual Effects (pathway split)
- Production Project

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.

SOFTWARE

MA Visual Effects Production (3D)

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

MA Visual Effects Production (Compositing)

- Nuke
- Silhouette
- Unreal Engine

START DATE

September
February

DURATION

1 year

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.

FEES

London campus:

- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY

Coventry University

Read our FAQs for more information.

Escape Studios student project


Image courtesy of Atomhawk


Escape Studios tutor project


Escape Studios tutor project


Escape Studios tutor project

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

"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 and former Concept Art Tutor


Image courtesy of Atomhawk

CONCEPT ART

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


Escape Studios student project

Escape Studios tutor project

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 them to create concept art for their portfolios and projects.

START DATE
September
February

DURATION
1 year

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.

FEES
London campus:
- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY
Coventry University

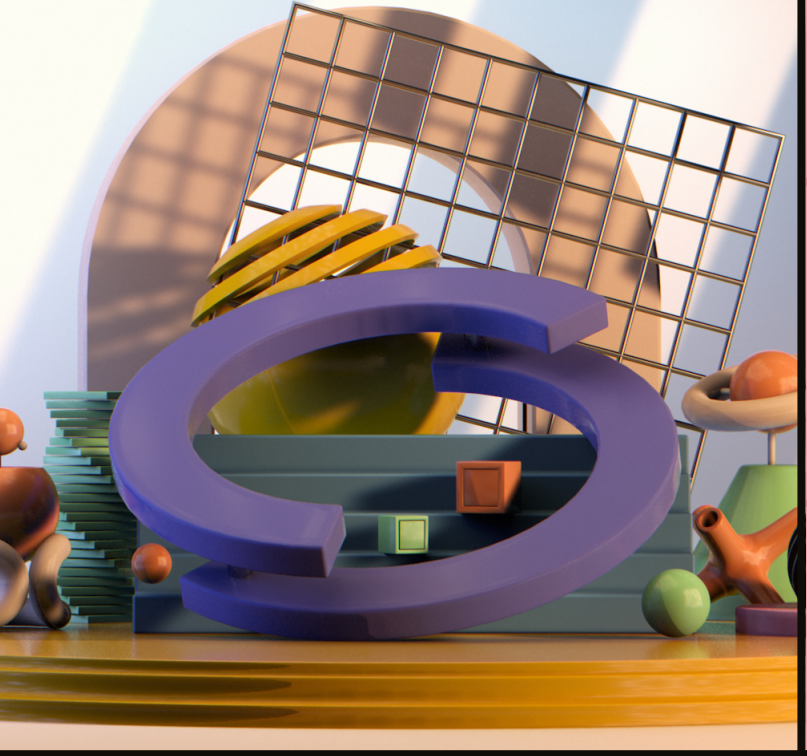
Read our FAQs for more information.

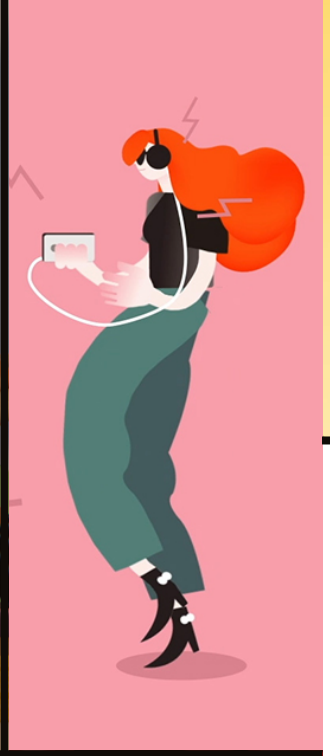
MODULES
- Concept Art Foundations
- Character and Costume Design
- Thematic Environment Design
- Industry Specialism
- Concept Art Production Project

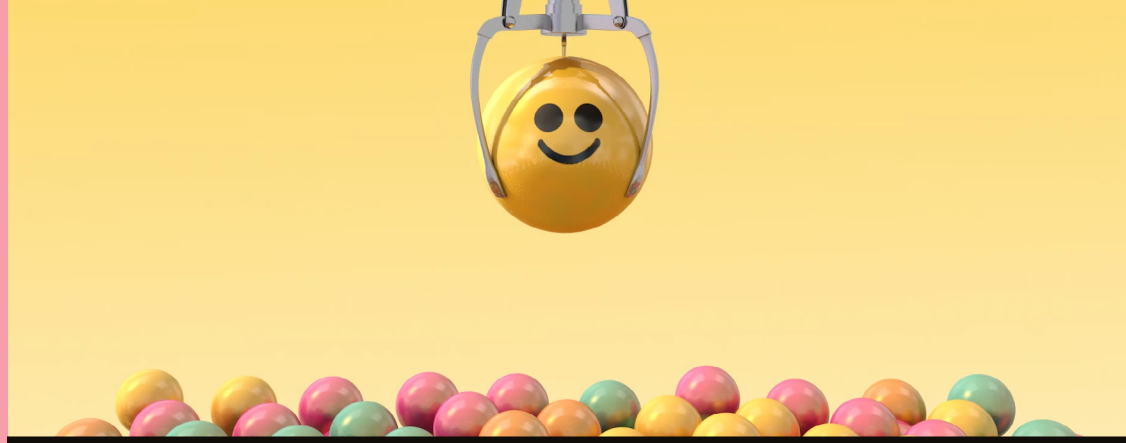
ASSESSMENT
Your work will be assessed through a practical element (usually a practical project, where you make something) and a written element (usually a journal or blog, where you reflect on what you've made). Sometimes you will also have to give a presentation to demonstrate your work.

SOFTWARE
- Blender
- Photoshop
- Unreal Engine

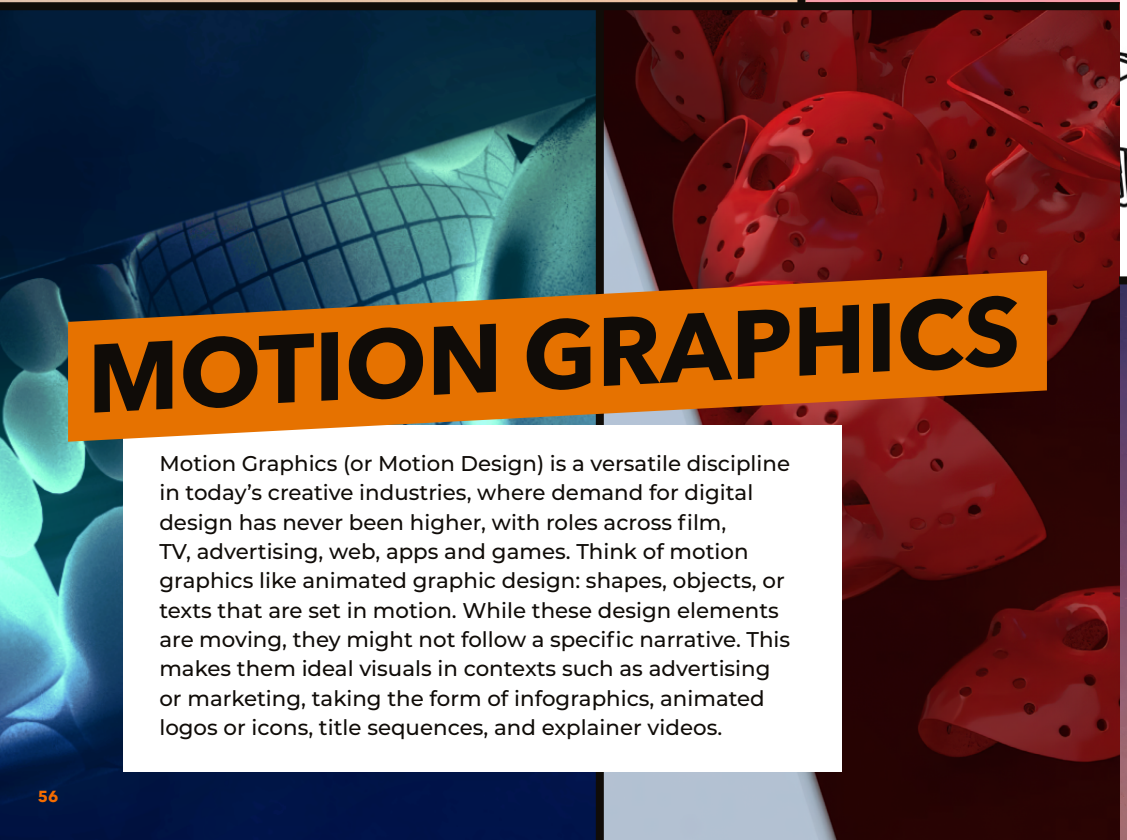
Escape Studios tutor project





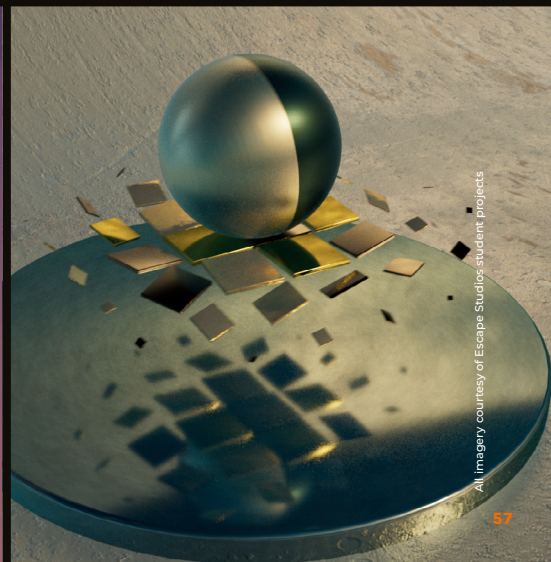


> **I remember how much I struggled in the beginning to texture in Escape Studios and sometimes wondered if I ever would be good at Substance Painter. Then I found myself working at Sky, one of the best companies in the UK and being the only Designer in my team who knew how to use this tool.**
>
> **DAVID CORTÉS MARTÍN**
> Motion Graphics Escapee
> 3D Motion Graphic Designer at **Sky**



MOTION GRAPHICS

Motion Graphics (or Motion Design) is a versatile discipline in today's creative industries, where demand for digital design has never been higher, with roles across film, TV, advertising, web, apps and games. Think of motion graphics like animated graphic design: shapes, objects, or texts that are set in motion. While these design elements are moving, they might not follow a specific narrative. This makes them ideal visuals in contexts such as advertising or marketing, taking the form of infographics, animated logos or icons, title sequences, and explainer videos.



All imagery courtesy of Escape Studios student projects

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 skillsets 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.

MODULES*
- Motion Graphics - Foundation
- Motion Graphics - 2D
- Motion Graphics - 3D
- Studio Project
- Motion Graphics Project

SOFTWARE
- After Effects
- Cinema 4D
- Adobe Photoshop
- Adobe Illustrator

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.

**Subject to approval.*

VIEW OUR MOTION GRAPHICS SHOWREEL

START DATE
September
February

DURATION
1 year

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.

FEES
London campus:
- UK students: £12,450
- International: £19,995

Live online: £12,450

Discounts also available. See page 68 for details.

AWARDED BY
Coventry University

Read our FAQs for more information.

Escape Studios student project

SHORT COURSES

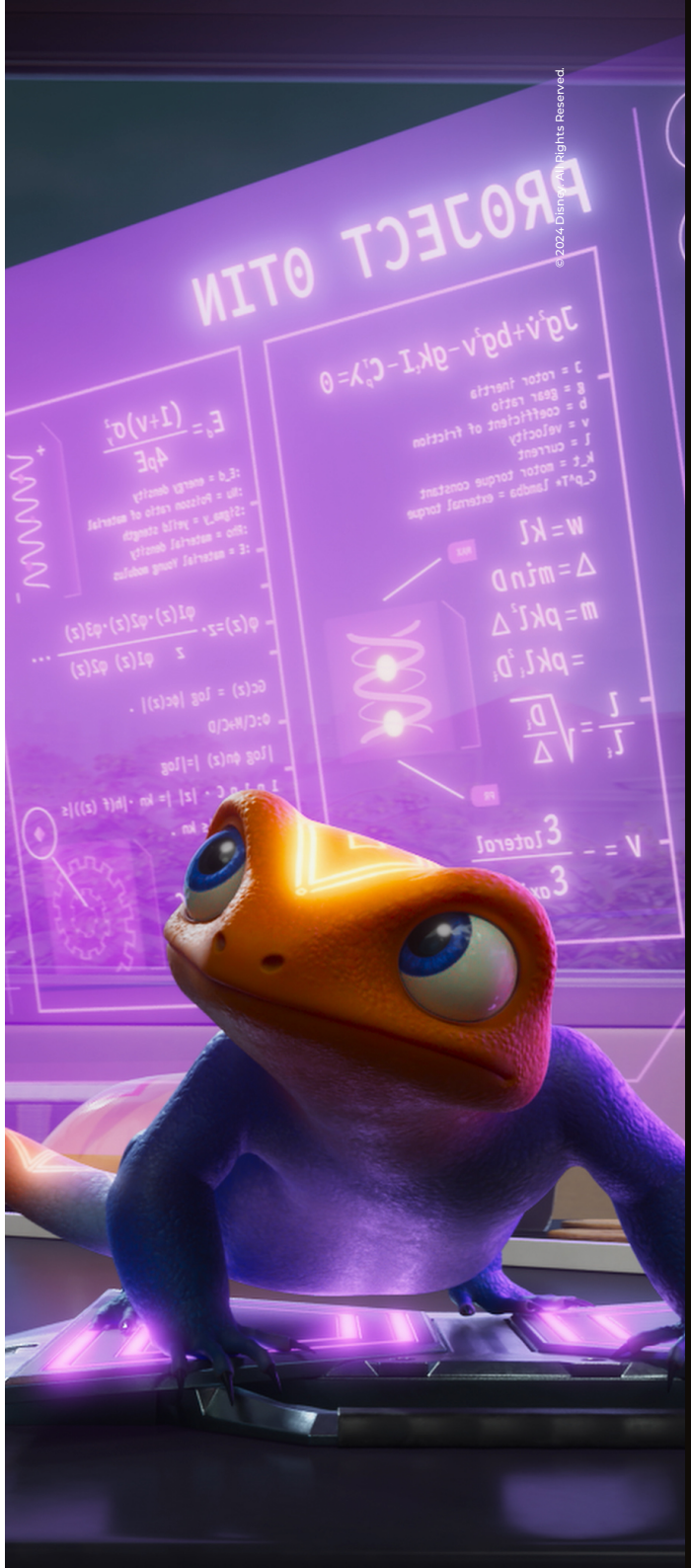
Our short courses offer you the opportunity to study the first two or three modules of our postgraduate degrees for 14 or 21 weeks respectively. This option is suited to students who want intensive training without the academic assessment or qualification.

	14 WEEKS (LONDON CAMPUS FEES)	14 WEEKS (LIVE ONLINE FEES)	21 WEEKS (LONDON CAMPUS FEES)	21 WEEKS (LIVE ONLINE FEES)
ANIMATION				
3D Animation	£7,845	£6,100	£11,080	£8,590
GAMES				
Game Art	£7,845	£6,100	£11,080	£8,590
MULTI-DISCIPLINE				
Character & Creature Creation	£7,845	£6,100	£11,080	£8,590
Technical Art for Games and VFX	£7,845	£6,100	£11,080	£8,590
UI/UX for Games and Interactive Media	£7,845	£6,100	£11,080	£8,590
Programming for Games and VFX	£7,845	£6,100	£11,080	£8,590
VISUAL EFFECTS				
Visual Effects	£7,845	£6,100		
CONCEPT ART				
Concept Art and Experience Design	£7,845	£6,100	£11,080	£8,590
MOTION GRAPHICS				
Motion Graphics	£7,845	£6,100	£11,080	£8,590

Please refer to our website for the most up-to-date information on our courses at
▸ **escapestudios.ac.uk/courselist**

EVENING - ONLINE COURSES

If you're looking for that work/study balance, our evening - online courses (UK time) could be the best option for you! Learn directly from industry-trained tutors.



ANIMATION

- Storyboarding (10 weeks)
- 2D Animation with Toon Boom Harmony (10 weeks)
- 3D Animation (20 weeks)
- 2D Character Design (8 weeks)

GAMES

- Video Games Art Production (20 weeks)
- Indie Game Development: Zero to Indie Hero (10 weeks)

MULTI-DISCIPLINE

- Character Creation for Games and VFX (18 weeks)
- Unreal Engine for Architecture (6 weeks)
- Unreal Engine for Film and TV (6 weeks)

VISUAL EFFECTS

- Producing for VFX (8 weeks)
- Houdini (20 weeks)
- Compositing for VFX (20 weeks)
- 3D Foundation (20 weeks)

CONCEPT ART

- Concept Art (5 weeks)

MOTION GRAPHICS

- Motion Graphics (12 weeks)

Please refer to our website for the most up-to-date information:
▶ **escapestudios.ac.uk/courselist**

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 and understand every step of your course.

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

HEALTH AND WELLBEING

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

STUDENTS WITH DISABILITIES

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

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

ATTENDANCE

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

OPEN-DOOR POLICY

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

ADDITIONAL SUPPORT

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

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

INTERNATIONAL STUDENTS

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

INTERNATIONAL ADMISSIONS

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

Postgraduate applicants will need a good undergraduate degree in a relevant subject (or significant professional experience) and a postgraduate portfolio.

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

ENGLISH LANGUAGE REQUIREMENTS

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

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

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

VISA AND IMMIGRATION

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

VISA REQUIREMENTS AND ELIGIBILITY

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

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

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

INTERNATIONAL AGENTS

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

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

ACCOMMODATION AND COMMUTING

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

Well Street Hall, Hackney

WELL STREET HALL, HACKNEY

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

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

MCMILLAN STUDENT VILLAGE, GREENWICH

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

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

McMillan Student Village, Greenwich

Flinders House, North Greenwich

FLINDERS HOUSE, NORTH GREENWICH

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

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

UNIVERSITY OF LONDON HOUSING SERVICES

UNIVERSITY OF LONDON
HOUSING SERVICES

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

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

COMMUTING

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

Commuting is manageable and affordable if you choose to study on campus. Our postgraduate and short course students can also apply for travel discounts such as a Student Oyster Card, a 16-25 Railcard or a 26-30 Railcard.

For more information:

- **escapestudios.ac.uk/accommodation**

HOW TO APPLY

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

Our Admissions Team will get in touch to take you through the next steps.

START DATES

We have two intakes per year for our postgraduate degrees and short courses:

- February
- September

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

There isn't a formal application deadline for most of our postgraduate and short courses, but we encourage you to apply at least two months ahead of the course start date. This will secure your place and you'll be considered for our scholarships and discounts.

ENTRY REQUIREMENTS

POSTGRADUATE MASTERS

We're looking for students with talent and drive who can make an impact in the creative industries. We encourage students to apply from a range of backgrounds and will carefully consider your qualifications or work experience to see if you're suited for one of our postgraduate degrees.

Typically, our postgraduate entry requirements are:
- An undergraduate honours degree in a related discipline or significant industry experience.
- If your application is accepted, we'll ask you to submit a creative portfolio of work. We will provide guidance on what we expect to see.

SHORT COURSES AND EVENING - ONLINE

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

For specific entry requirements, please visit the course pages on our website: **escapestudios.ac.uk**.

If you have any questions about how to apply or our entry requirements, get in touch!
- Call our Admissions Team on **+44(0) 204 570 5091**
- Email us at **admissions@escapestudios.ac.uk**

DISCOUNTS

We want to provide opportunities for students with creative potential to study at Escape Studios.

	Postgraduate masters	Short course (14-21 weeks)
Early application discount	Yes	Yes
Early payment discount	Yes	
15% Escapee discount	Yes	Yes
20% Escapee discount	Yes	

EARLY APPLICATION DISCOUNT FOR HOME STUDENTS

This discount of 5% is open to all home students who 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 FOR INTERNATIONAL STUDENTS

This discount of 5% is open to any international students who apply and are accepted onto an eligible programme (see website for details) and pay the complete course tuition fee in one instalment before enrolment.

ESCAPEE DISCOUNT

The standard Escapee discount of 15% 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.

UK home students living in England could choose to apply for a Government Master's Loan to help fund your studies (postgraduate degrees only).

- See the UK Gov website for details: **www.gov.uk/masters-loan**.

Escape Studios student project

YOUR BURNING QUESTIONS: ANSWERED

WHAT IS LIVE ONLINE?

When you choose to study live online at Escape Studios, you get to experience the same course as the on campus students. Live online classes take place at 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.

It brings the best of both worlds together – the flexibility of online learning and the interactions of a real-time environment.

- Live interaction from the comfort of your own home.
- Structured learning with industry standard software.
- Help and support while working remotely.

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

If you sign up to the in-person course as a UK home student, that gives you the freedom to either study in person or online as and when you need. You just need to let us know for attendance purposes in advance when you will be here in person or online.

However, if you sign up to the online course, you cannot attend in person.

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.

DO YOU OFFER PLACEMENTS OR WORK OPPORTUNITIES?

Not specifically, but students on any postgraduate masters, or 14 to 21 week short courses, or 20-week evening – online courses can access our 12-month Aftercare package.

Students on our postgraduate masters and 14 / 21 week short courses also get the opportunity to level-up their work and build connections with feedback sessions from industry professionals. There is no better way to get up to industry standard than receiving feedback from the industry itself.

FUTUREPROOFING CREATIVITY: EMBRACING AI AND EMERGING TECHNOLOGIES

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

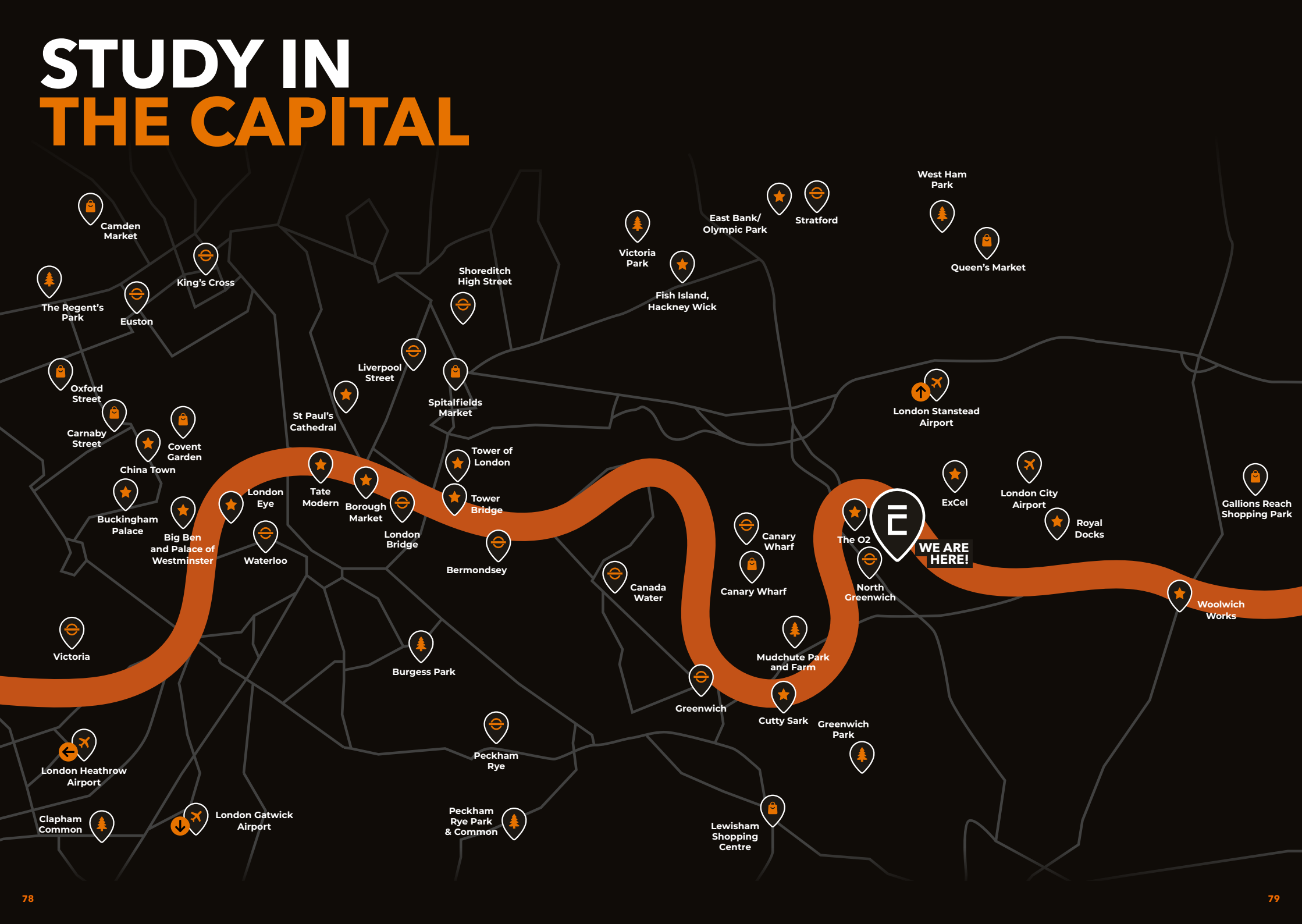
We want you to understand the potential and impacts of AI, real-time, virtual-production and augmented reality within your discipline. We work closely with our industry partners to make sure we incorporate the latest tools and methods into our programmes and equip our graduates with the critical and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

We bring real-world learning into the classroom. As an example, students are encouraged to use AI tools for ideation, inspiration and storyboarding - saving time in the pre-production stage of projects, but in a considered way that uses students' creative skills to analyse the outcomes. Ultimately, we aim to equip you with the confidence to embrace new technologies and prepare you with the skills that employers are looking for.

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

SIMON FENTON
Deputy Principal/ Dean of Interactive and Real-Time

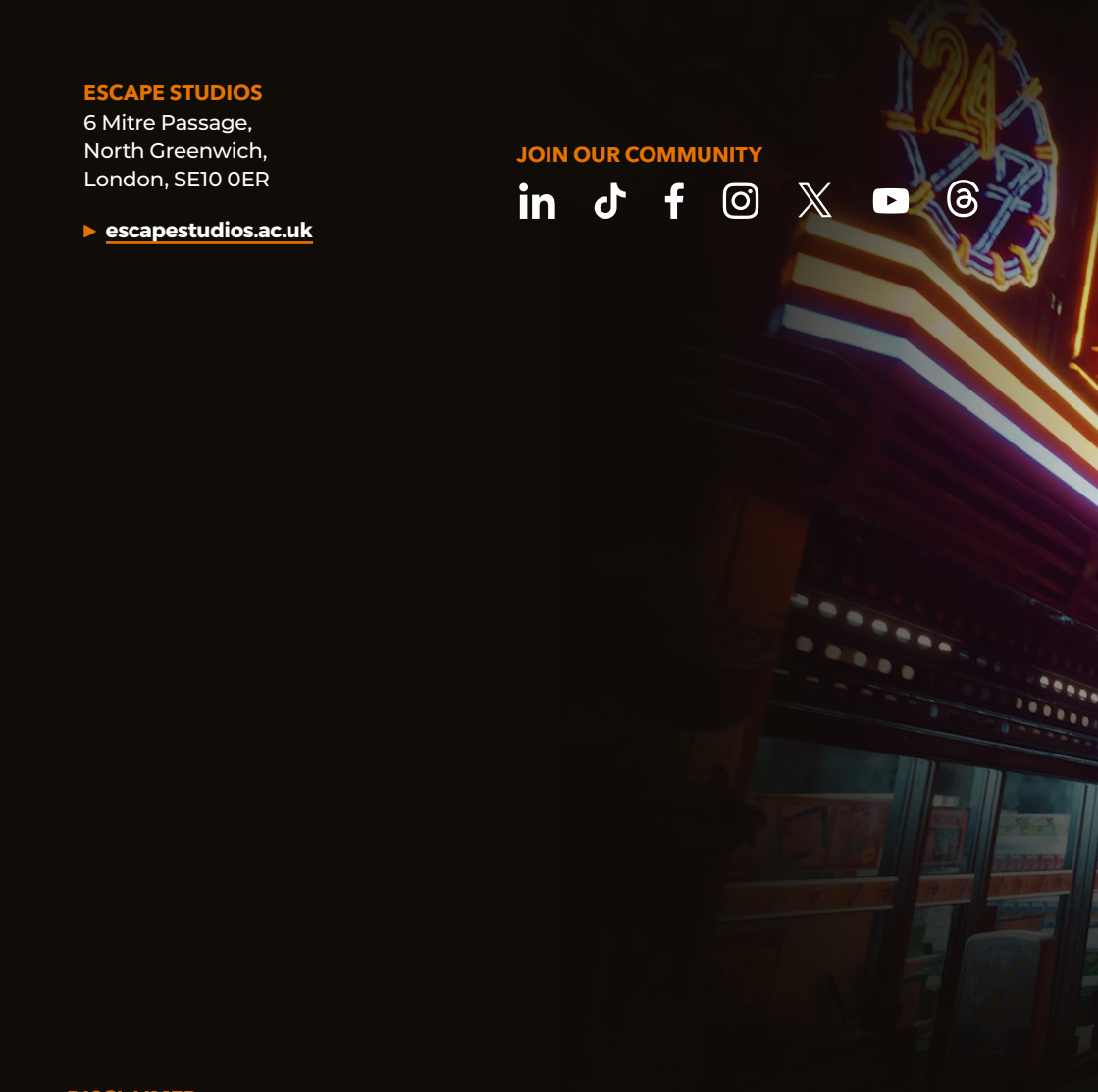
STUDY IN THE CAPITAL



ESCAPE STUDIOS
6 Mitre Passage,
North Greenwich,
London, SE10 0ER

▶ **escapestudios.ac.uk**

JOIN OUR COMMUNITY



DISCLAIMER

This prospectus was published in June 2025. 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 2025/2026. 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**.