University of Luton
Education that works

MSc Computer Animation

Introduction

This course is designed to prepare students for professional employment or further academic development in the strategic and continually expanding areas of Computer Animation. The programme will give postgraduate students a unique opportunity to access the expertise of university staff in three different departments, each with a different outlook on computer animation. Generally, postgraduate programmes lie in a single department in an area such as computing, art, informatics, media arts or similar. They appear to fail to recognise the fact that computer animation requires a variety of skills, not all of which can be taught in a single department.

Course Requirements

- For standard entry, applicants should have a good honours degree or equivalent qualifications, or a postgraduate qualification.
- For mature applicants with non-standard academic profiles, entry and exemption on the basis of Accreditation by Prior Learning, certificated or experiential (APL/APEL) is available.
- For overseas students, evidence of sufficient skill in English is required, with a minimum requirement being an IELTS score of 6.0, a TOEFL score of 580, or an equivalent score in TELAS, the University of Luton's own testing scheme

Full-time or Part-time?

There are two modes of delivery:
- Full-time – lasts for one year and consists of 3 semesters – semesters 1 and 2 contain the taught element, with semester 3 primarily for the thesis. Designed primarily for graduates of computing, media or design wishing to expand upon their existing skills with the expectation of finding a career in the Computer Animation industry.
- Part-time – lasts for three years usually – years 1 and 2 contain the taught element, with year 3 primarily for the thesis. Designed primarily for those employed in an area of the computing, media or design industries, wishing to enhance their knowledge, continue education to a higher level, and adapt their career into one in the Computer Animation industry.

Start Dates

September

Duration

12 months Full-time (September start)
2 or 3 years Part-time

Assessment

Assessment is by a mixture of Assignments, exams, and group work

Course Content

The course is divided into 3 blocks of study material, with the taught modules delivered in the first two blocks, Block A and Block B, with Block C being the Dissertation.

Block A
Core modules:
- Computer Graphics
- 3D Modelling
- Studio and Professional Practice
- Understanding Media

Block B
Core modules:
- 2D Computer Animation
- 3D Computer Animation
- Studio and professional Practice
- Representation and Reality

Career Prospects

This award will provide an academic grounding and training in essential computing and animation skills within the subject discipline to produce up-to-date, skilled and employable postgraduates.

It is clear that there exists a market for graduates of the proposed MSc programme. Looking at recruitment websites for relevant employment areas (such as http://www.flay.com or http://www.ukworksearch.com/jobs/computer/animation) there is a high level of demand for computer animators. This demand is world-wide, with the Australian online careers service (http://www.jobsearch.gov.au) ranking IT Computer Animation among its top 150 jobs. Indeed, they assess Computer Animation as having 'Very Good' Job Prospects, and a 'Very Large' Occupation Size, and a very promising future.

Contact Details

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