

COURSE OVERVIEW

If you are excited by computer animation, illustration, character and games design, and vlogging and want to be working with the future of new interactive technologies then this is the right course for you.

DURATION:

Two years

ENTRY REQUIREMENTS

A minimum of four GCSEs at C/4 or above including Maths and English, plus a portfolio of work.*

You may also be able to study an A-Level alongside this course.**

Final grades will give the following maximum UCAS points score of: **168**

EXTENDED DIPLOMA INTERACTIVE DESIGN

This course offers you the opportunity to explore and design using digital illustration techniques. You will create concept designs in our dedicated state-of-the-art studios. Developing your creativity whilst being supported to improve through drawing and design skills to create 2D and 3D animation, graphic novel design, storyboarding, video and editing and character development.

* If you do not have Maths and/or English at grade C, you will be required to work towards these qualifications alongside this course.

** Please see entry criteria for A-Level study on page 12.

The course combines creativity and traditional skills with technical experience using state of the art software including Photoshop, 3D StudioMax, Mudbox and the Adobe Creative Suite. There are opportunities for excellent industrial links and 'live projects' set by designers who will help develop your ideas professionally.

You may also benefit from a range of educational visits to gather first hand research and experience design in its many forms. In the past there have been trips to Harry Potter World, Disney Land Paris and the Yorkshire Sculpture Park amongst others.



I didn't realise how good the facilities here at CCAD would be.

— KIRSTY STEBBINGS
FIRST YEAR STUDENT

STUDENT PROFILE

KIRSTY STEBBINGS

INTERACTIVE DESIGN - FIRST YEAR - AGE: 16
PREVIOUS SCHOOL:
REDCAR ACADEMY



Can you tell us something about your course that you didn't know before coming here?

I didn't realise how good the facilities here at CCAD would be. I'd never worked on digital animation as I've always had to work on it traditionally by hand, so here I got to experiment with that.

What are you going to do after college?

I'm looking to go to university to learn cell animation.

What's your favourite thing about CCAD?

I love how small CCAD is, it's not scary or daunting, it's really comfortable to be here and to work on something I enjoy doing!

What do you enjoy most about your course?

Working on my animation has been the best thing so far as that is what I want to do in the future.





STAY SOCIAL

 /weareccad

 @weareccad

 @ccad_
interactivemedia

