

# Game Art and Design

The background is a dark blue field filled with various geometric patterns. There are several light blue circles of different sizes, some solid and some as outlines. Thin, light blue lines crisscross the space. Clusters of small, light blue dots are arranged in various shapes, including a vertical line on the right, a horizontal line on the left, and a triangular shape in the lower-left. A semi-circular area with horizontal lines is visible in the bottom center.

# Course Area Introduction

**Game Art and Design** is all about creating the visual and interactive elements that bring games to life. It covers everything from **early concept sketches and character designs to fully modelled 3D worlds, animations, textures, lighting, user interfaces and gameplay experiences**. Artists and designers shape how a game looks, feels and plays, working together to tell stories, build believable environments and create engaging interactions for players.

The skills developed in this field connect directly to a wide range of creative industries, not just games. Graduates often move into **animation, visual effects, film and television, virtual production, architectural visualisation, product design, immersive media, advertising, and simulation work for sectors such as education, healthcare and engineering**. Many of the tools and workflows used in game art, like 3D modelling, Unreal Engine, animation and digital sculpting, are shared across these industries, making it a versatile and highly employable pathway.

# Course Area Introduction

The Game Art and Design course at Burnley College offers a fully practical, studio-style learning experience where you develop the creative and technical skills needed for a career in games.

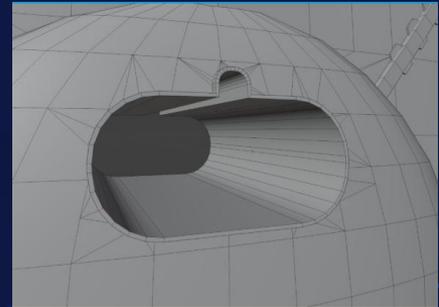
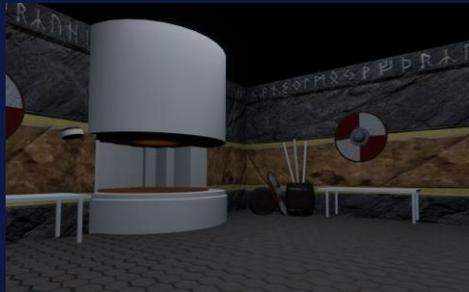
You'll work with industry-standard software to learn **2D and 3D asset creation, character and environment design, modelling, texturing, lighting, animation and game-engine use, including Unreal Engine.**

The course is entirely **project-based with no written exams**, allowing you to respond to real briefs, build games, and create a strong professional portfolio.

Options range from a **one-year Level 2 introduction through a two-year Level 3 programme to a degree-level pathway**, each designed to build your confidence, creativity and readiness for the games industry or further study.

# Skills and Knowledge Taught

- 2D Digital Art & Animation: Complex illustrations and animations.
- Traditional Art: High-quality concept art and storyboards.
- Project Report Writing: In-depth research and critical analysis.
- 3D Modelling & Texturing: Using Blender and Substance Painter for detailed assets.
- Unreal Engine: Designing interactive environments and gameplay mechanics.
- After Effect: Creating visual effects, HUDs and post-processing.



# Module and Assessment Structure

Our current modules and project briefs:

## Modules

Skills Development, Personal Progression,  
Creative Media Project & Responding to a Brief

## Assessments

All assessment on this course is practical  
coursework, where you will make products similar  
to: Dioramas, Game Ready Objects, Demo Levels,  
Concept Art



# What a typical year would look like

**Enrichment:** You will pick an enrichment, something that doesn't relate to your timetable that you might be interested in, every term. Some of our current learners have a choice between: D&D, life drawing, film Club and more! You are required to do 30 hours of enrichment a year

**PPD (Personal & Professional Development):** These are weekly sessions that will support you with preparation for progression, independent living, and exploration of other skills and topics. You are timetabled for 30 hours of PPD a year

**Industry Related Work:** You will need to engage with at least 30 hours of industry related activities each year which will be a combination of work experience, guest speaker, industry contact of various different forms

**Guest speakers:** During our industry week, you will get the opportunity to hear from industry professionals like Matthew Syrett, Stephen Hey, Elliott McSherry and others.

**Trips:** There are many trips available to Game Art learners and they include Disneyland, New York City, university trips and end of year Pleasure Beach Resort trip.

**Timetable:** Your timetable will typically be 3 and a half days a week. If you need to resit Maths and English, these will be in addition to the course hours.

# Example Student Work



# Example Student Work



# Employability and Career Paths

You may consider progression onto:

- BA (Hons) Game Art at Burnley College
- University Courses at other institutions
  - a. Game Art
  - b. Game Design
  - c. Game Development
  - d. Visual Effects
  - e. Various creative adjacent industries
- Apprenticeships & Employment within the industry



# Have a go at starting a Visual Diary

Over the summer, fill at least four pages of a journal or a sketchbook with anything visual that catches your attention:

- Magazine cutouts
- Colour swatches
- Sketches
- Notes about things that you notice
- Favorite quotes



See more work from our students here:

