BISHOP BURTON College

Level 3 in Art and Design (3D Design / Textiles and Fashion Design / Games Design, Graphics and Illustration)

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Subject	Level	Study Mode	Duration	Start Date
Art and Design	Level 3	Full-Time	1-2 years, depending on study route	September 2027

Practical vs Theory

60% 40%

The Course

This course will enable you to bring your creative ideas to life. You will work on live projects that provide 'real world' design experience, building up a professional, innovative portfolio. As well as building core creative skills, you will be able to specialise in either 3D Design, Textiles and Fashion Design or Games Design, Graphics and Illustration.

Course Aims

- To provide you with practical and professional skills for the creative sector.

What You Will Study

Year 1

- Visual Recording and Communication
- Critical and Contextual Studies
- The Creative Process
- Graphics Materials, Techniques and Processes
- Materials, techniques and processes
- Specialist Option Units linking to your chosen specialism in Textiles and Fashion Design, Games Design, Graphics and Illustration or 3D Design.

Year 2

- Developing an Art and Design Portfolio
- Developing and Realising Creative Intentions
- Managing a Client Brief
- Working to Scale
- Curating an Exhibition
- Specialist Option Units linking to your chosen specialism in Textiles and Fashion Design, Games Design, Graphics and Illustration or 3D Design.

Entry Requirements

You will need four GCSEs at grade 4 or equivalent, including English and Maths. A satisfactory reference is also needed.

Teaching and Learning Approach

You will learn through a range of practical and theoretical sessions, enhanced by guest speakers and a range of visits to bring the skills to life.

Time Required on Campus

You will normally be in college three days a week.

Work Experience

You will undertake 40 hours work experience.

How You're Assessed

You will complete assigments for internal assessment, as well as externally assessed exams.

Clothing, Equipment and Additional Costs

- Drawing equipment including pens, pencils, rubber, ruler, sharpener, watercolours
- A digital camera/smartphone is useful for taking photos of your work
- A laptop or tablet would be useful
- Sketchbooks

Progression

You will be able to progress to study a wide range of creative courses at degree level.

Careers

Work as an interior designer, animator, graphic designer, set designer, filmmaker, architect, illustrator, product designer, computer game environment designer. textiles designer, fashion designer, print maker, industrial designer, computer concept artist, comic book artist and many more.

Financial Information

Find the full details of the fees associated with this programme and the financial support available on our https://www.bishopburton.ac.uk/degree-level-courses/information/fees-and-finance.

How to Apply

To apply, scan the QR code at the top of this page!