



**Southampton
Solent**
University

Digital arts, animation, games and VFX

Undergraduate courses 2026



Best university in Hampshire for learning opportunities, teaching, assessment and feedback, and academic support (NSS 2025).



**THE
SOLENT
I SEE,
SEES ME.**



Love games, animation, CGI, or VFX? Turn your passion into a career!

Get hands-on with 3D modelling, virtual production, texturing, lighting, animation, digital effects, compositing and motion capture, while building a standout portfolio.

Learn from industry experts and explore exciting careers in film, TV, gaming, visual effects, visualisation, virtual production, and beyond.

Your creative future starts here!

Our computer games degrees achieved 95% positivity measure for academic support in the subject of computer games and animation. (NSS 2025).

Why Solent?

- **Virtual production stage** – train on the UK's first student-focused virtual production stage, using the same tech behind *The Mandalorian* and *The Batman*.

Course list	UCAS tariff points	Foundation Year available	URL and UCAS code
BA (Hons) Animation	104-120	Y	www.solent.ac.uk/W615
BA (Hons) CGI and Visual Effects*	104-120	Y	www.solent.ac.uk/CGV1
BA (Hons) Computer Games (Art)	104-120	Y	www.solent.ac.uk/G450
BSc (Hons) Computer Games Programming and Design*	104-120	Y	www.solent.ac.uk/CGP1
BA (Hons) Digital and Game Art (Top-up)	104-120	–	www.solent.ac.uk/DG14

*Placement year available

- **High-tech studios** – work in cutting-edge spaces with powerful computers and the latest professional software for VFX, animation, and game design.
- **Industry-standard equipment** – collaborate with film and TV students using top-tier cameras like the Arri Alexa Mini and Sony FX9, just like the pros do.
- **We are a recognised Houdini training centre** – get hands-on with the world's leading VFX tool, taught by certified pros.
- **Real client projects** – join Solent Creatives, our in-house agency, and pitch for paid work with real-world clients to build your portfolio and confidence.
- **Guest talks and industry events** – stay inspired and connected with guest lectures, annual showcases, industry masterclasses, live briefs and our annual London studio trip.
- **Game jams and creative extras** – level up your skills with game jams, our video games academy and a buzzing animation society.
- **Graduate showcase** – show off your best work at our end-of-year graduate showcase - perfect for networking and launching your creative career.

Welcome to Solent's digital art hub!

Our studios are packed with high-powered computers and the same pro software used in the VFX, gaming and animation industries. Whether you're into building game worlds, creating stunning effects, or bringing characters to life, this is where your creative ideas come to play.



CGI and visual effects

Virtual production stage

Create blockbuster-style scenes using our 10m-wide LED wall and ceiling, paired with high-end tracked cameras and the Unreal Engine to create amazing shots, just like in *The Mandalorian* and *Murder on the Orient Express*.

Digital humans and motion capture

Use green-screen XR studio, photogrammetry DSLR body scanner, and Vicon motion capture system to build lifelike digital characters for film, games, and more.

Pro software, real skills

Get hands-on with tools like Maya, Houdini, Unreal Engine, ZBrush, Nuke, and more – used by top studios worldwide.



Take a virtual tour of our state-of-the-art facilities – visit explore.solent.ac.uk



Animation

Animation from the ground up

Start with traditional animation using lightboxes and stop-motion, then level up with ToonBoom, Adobe, and 3D tools. Use our dedicated workshop for model-making and two fully equipped spaces for shooting with Dragonframe, the industry's go-to software for professional stop-motion animation.

Full creative pipeline

Learn everything from concept art and storyboarding to cinematography, acting for animation, and final production.

Games

Game development like the pros

Whether you're into game design, game programming or 3D game art, use AAA and Indie industry software like Maya, Unreal, Unity, ZBrush, and Substance to design and make games and create game art from scratch.

Studio practice

In addition to our highly specialised course modules, we offer unique studio-based modules that simulate the experience of working in a professional game development studio. You'll have the opportunity to take on roles such as games designer, programmer or artist, collaborating on real game projects. This hands-on experience provides invaluable insight into how games are developed in the industry.





“ The best thing about the lecturers is how passionate they are about the subject. They are thorough and provide students with creative freedom, while pushing you to achieve your full potential.”

Luke Mean, Freelance 3D animator
BA (Hons) Animation

Discover more graduate success stories at
www.solent.ac.uk/DAGV-stories



“ The facilities were outstanding. Equipped with most up-to-date technology and software, we had complete access to the educational licensed tool packages used in the current gaming industry. Additionally, the tech support staff ensured that everything ran smoothly, making our experience truly exceptional.”

Ziyi Yang, Environment Artist
BA (Hons) Computer Games (Art)

How to apply

For information and advice on how to apply to Solent, find your course at www.solent.ac.uk/courses and visit the 'How to apply' section.

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Email: admissions@solent.ac.uk

solent.ac.uk

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