THE NATIONAL CENTRE FOR COMPUTER ANIMATION AT BOURNEMOUTH UNIVERSITY
NEW COURSES AT THE NCCA
• We currently have approximately 17,000 students studying with us.
• Over 1500 international students
• representing nearly 130 countries
• Two Campuses - Lansdowne and Talbot
• Excellent Road, Train, Coach and Air links.
• Ranked as one of the **200 most international universities**

• One of the **top 150 new universities (under 50 years old)**

• Position 56\(^{th}\) /127 in The Times Good University Guide 2017
Last year courses

- BA (Hons) Computer Visualisation and Animation
- BA (Hons) Computer Animation Arts
- BSc (Hons) Software Development for Animation, Games and Effects
OUR NEW COURSES:

BA (Hons) Computer Animation Technical Arts
BA (Hons) Computer Animation Art And Design
BA CVA > BA CATA

BA CAA > BA CAAD

BSC SDAGE > (NO NEW BSC)
BA CATA

BA (HONS) COMPUTER ANIMATION TECHNICAL ARTS

50/50 MIX OF ART AND SCIENCE: This course is a 50/50 mix of art and science, reflecting practice relevant to the production of computer graphics and animation for a range of industries and applications.
BA CAAD

BA (HONS) COMPUTER ANIMATION ART AND DESIGN

ART AND DESIGN: This course places an emphasis on the creative side of computer animation, combining traditional art disciplines like life drawing and cinematography, with more technically focussed disciplines allowing students to explore the production of computer animation using industry standard tools and software.
KEY CHANGES

DELIVERY: Both programmes now fit into CAS

ASSESSMENT: maximum of two elements of assessment

CONTACT: more time for students to learn and complete assessment
PHILOSOPHY

SCIENCE IN THE SERVICE OF THE ARTS

THE NCCA AT BOURNEMOUTH UNIVERSITY, UK
ENTRY

120 POINTS: both programmes have specific subject requirements (or equivalents)

TESTS: maths and drawing tests retained *if necessary*

INTERVIEW: including portfolio review
### BA (Hons) Computer Animation Technical Arts

<table>
<thead>
<tr>
<th>LEVEL 4</th>
<th>LEVEL 5</th>
<th>LEVEL 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>S1</td>
<td>S1</td>
<td>S1</td>
</tr>
<tr>
<td>S2</td>
<td>S2</td>
<td>S2</td>
</tr>
<tr>
<td><strong>Introduction to Production Tools (COMMON)</strong>&lt;br&gt;20</td>
<td><strong>Technical Arts Production (CATA)</strong>&lt;br&gt;20</td>
<td><strong>Group Project (COMMON)</strong>&lt;br&gt;20</td>
</tr>
<tr>
<td><strong>Programming Principles (CATA)</strong>&lt;br&gt;20</td>
<td><strong>Mathematics for Computer Graphics (CATA)</strong>&lt;br&gt;20</td>
<td><strong>Computing for Graphics and Animation (CATA)</strong>&lt;br&gt;20</td>
</tr>
<tr>
<td><strong>Visual Narrative and Design (CATA)</strong>&lt;br&gt;20</td>
<td><strong>Moving Image Theory and Practice (COMMON)</strong>&lt;br&gt;20</td>
<td><strong>Research and Development Project (COMMON)</strong>&lt;br&gt;20</td>
</tr>
</tbody>
</table>

**Option 1**<br>20

**Option 2**<br>20

**Option 3**<br>20

### BA (Hons) Computer Animation Art and Design

<table>
<thead>
<tr>
<th>LEVEL 4</th>
<th>LEVEL 5</th>
<th>LEVEL 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>S1</td>
<td>S1</td>
<td>S1</td>
</tr>
<tr>
<td>S2</td>
<td>S2</td>
<td>S2</td>
</tr>
<tr>
<td><strong>Introduction to Production Tools (COMMON)</strong>&lt;br&gt;20</td>
<td><strong>Computer Animation Production 1 (CAAD)</strong>&lt;br&gt;20</td>
<td><strong>Advanced Moving Image Theory and Practice (CAAD)</strong>&lt;br&gt;20</td>
</tr>
<tr>
<td><strong>Narrative Strategies (CAAD)</strong>&lt;br&gt;20</td>
<td><strong>Design for Production 1 (CAAD)</strong>&lt;br&gt;20</td>
<td><strong>Masterclass (COMMON)</strong>&lt;br&gt;20</td>
</tr>
<tr>
<td><strong>Fundamentals of Design (CAAD)</strong>&lt;br&gt;20</td>
<td><strong>Moving Image Theory and Practice (COMMON)</strong>&lt;br&gt;20</td>
<td><strong>Research and Development Project (COMMON)</strong>&lt;br&gt;20</td>
</tr>
</tbody>
</table>

**Option 1**<br>20

**Option 2**<br>20

**Option 3**<br>20

**FMP and Dissertation (COMMON)**<br>60
UNRIVALLED INDUSTRY LINKS

- Endorsed and accredited by industry
- Presentations, projects set by industry
LEARNING AT BU

• Lectures, small seminar/lab groups and academic advisor system.

• Continuous assessment via coursework and examinations.

• Peer Assisted Learning System (PAL).

• Virtual learning environment (VLE) website called myBU.
SOCIAL LIFE

• Excellent sports facilities available including a recently refurbished gym, football pitches, cricket pitch and badminton courts.

• Many student clubs and societies (Games Clubs, Games Jams)

• Students’ Union bars and restaurant on campus and in town.

Nightclub  SU Social Centre  Sports facilities
The university has consulted the latest available information in the production of this presentation for delivery in **June & July 2017**, but cannot be held liable for its accuracy.

Questions? We’ve got answers.

01202 961 916

askBUenquiries@bournemouth.ac.uk