

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



To view this course and apply today

Subject

Art and Design

Level 3

**Study Mode** 

Full-Time

Duration

1-2 years, depending on study route

**Start Date** 

September 2026

## **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.

