



MOSAIC
@SOHO
Capital City College

Games Animation and VFX Skills

[NextGen] - Level 3 Extended Diploma

This course will be delivered at the new Centre for Applied Technology in Soho, in the heart of London's Digital and Creative economy. This is an exciting new addition to Westminster Kingsway College, opening in September 2024.

Our bespoke building will provide unparalleled facilities tailored for the creators and innovators of tomorrow, enabling learners to hone their craft on industry-standard equipment and develop the skills that the industry desperately needs.

The centre boasts industry-leading equipment and state-of-the-art training spaces including:

- **Green Screen Studio**
- **Animation Studio**
- **Virtual Production Suite**
- **Edit, Grade, Dub and Voice-Over Studio**
- **Podcast Studio**
- **TV Studio and Control Room**
- **Lecture Theatre**
- **Comprehensively Equipped Alienware Animation Studios**

The repurposed Soho Centre will act as a beacon for world-class Creative and digital sector provision, providing a talent pipeline of qualified and experienced individuals to access the fantastic career opportunities in these sectors.

This course has been designed by NextGen, and validated by AIM Awards, to give you skills and knowledge for the workplace, working in association with award-winning employers including Sony, Microsoft, Ubisoft, Blue Zoo, Centroid, Double Negative, Framestore, MPC The Imaginarium.

NextGen Skills Academy is an organisation set up by the Government and the Games, Animation and VFX industries to directly address skills gaps and shortages in these sectors.

These are fast-moving industries, so NextGen collaborates with industry experts to make sure their vocational qualifications for young people are up-to-date and relevant. They do this through working with an Employer Steering Group and Further

Start Date: 2 September 2025

Duration: 1 Year

Attendance: Full Time

Center: Soho Centre

<https://www.capitalccg.ac.uk/course/pdf/41750/>



Education to support the delivery of a Level 3 Extended Diploma in Games, Animation and VFX Skills, accredited by AIM Awards.

The Games, Animation and VFX sectors are academically stretched but vocationally focused, which is why employers supported the creation of NextGen and continue to work closely with them. This course embodies the fundamental skills and knowledge identified as necessary for employment in these industries. It was developed in 2015 by NextGen with industry collaboration from Sony Interactive Entertainment Europe, Microsoft, Ubisoft Reflections, The Imaginarium, Blue Zoo, Framestore, Double Negative, Centroid and MPC. NextGen is always expanding and has since added Creative Assembly and Playground Games to its roster of supporters.

All NextGen courses are practical, applied and relevant, and they include real-world challenges and feedback from industry. NextGen students become the next generation of creators, whether their next steps are into an apprenticeship or vocational higher education they have a solid base of technical skills allied to practical teamwork, communication and iteration experience.

Extended Diplomas have two one-year programmes. You need to finish the first year before moving on to the second.

WHAT WILL I STUDY?

This course consists of two separate qualifications. In your first year of study, you will work towards the Level 3 90-Credit Diploma. Following successful completion of this qualification, you will be able to progress to the Extended Diploma. Our Extended Diplomas offer equivalent UCAS points to studying 3 A Levels.

Topics covered can include:

- The Games, Animation and VFX Industries
- Maths Fundamentals for the Games, Animation and VFX Industries
- Fundamental Product Programming Skills
- Art Fundamentals for the Games, Animation and VFX Industries
- Fundamental Animation Skills for the Games, Animation and VFX Industries
- VFX Fundamentals for the Games, Animation and VFX Industries
- 3D Tools: Principles and Practice
- Core Principles of Game Design
- Images and Sounds for Imagined Worlds
- Story/Playboarding
- Production Management
- Business and Common Working Practice in the Games, Animation and VFX Industries
- Emerging Technologies
- Creative and Technical 3D Modelling

WHAT WILL I NEED?

You will need:

- Four GCSEs at grade 4 or above, including English Language and Maths or an equivalent Level 2 qualification at Merit (and Functional Skills in English and Maths at Level 2/GCSE English Language and Maths at grade 4 or above)

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All applicants must have an interview to confirm that the course is suitable for them.

HOW WILL I BE ASSESSED?

The course is assessed throughout the year and with an end-of-course portfolio.

WHAT WILL IT COST?

AGED 16-18

If you will be aged 16, 17 or 18 on 31st August prior to the start date of your course and you have the legal right to remain in the UK for the duration of your programme then your study with us will be free. Please see [here](#) for the documents you will need to show us.

Some courses will have other associated costs, such as for specialist materials and trips. Many of our students are eligible for financial support, see [here](#) for details.

ADULTS - LEVEL 3

If you will be aged 19 to 23 prior to the start date of your course, and do not already have a full Level 3 qualification, you may be eligible for a Level 3 entitlement, in which case your study with us will be free. If you are older, or already have a Level 3, we have many other Level 3 courses that are also [free](#) to study. Otherwise, you will have to pay the fees yourself or apply for an [Advanced Learner Loan](#).

Please see [here](#) for the documents you will need to show us.

Some courses will have other associated costs, such as for specialist materials and trips. Many of our students are eligible for financial support, see [here](#) for details.

WHAT CAN I DO AFTER?

This course will provide you with the skills and opportunity to progress to higher level study, such as an HNC or apprenticeship, across post-production, VFX, animation, games and creative computing.

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