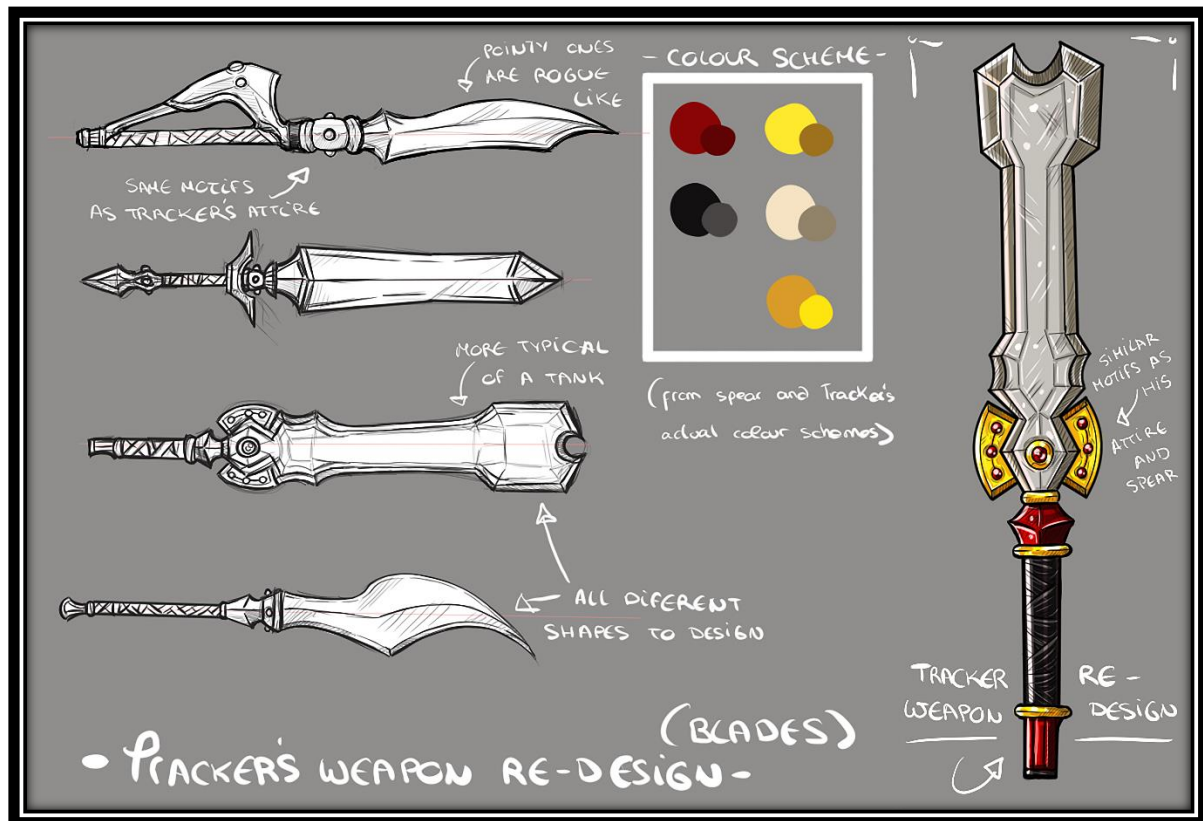


MArts (Hons) Creative Computer Games Design

Visual Studies for Film and Digital Media M4X01897

2017-18



Visual Studies M4X01897

Level 4 Module – 20 Credits

Deadline: **14/12/2017**

Lecturer 1: Jon Carroll, Module Tutor (john.carroll@uwtsd.ac.uk), Monday 12:00 – 14:00, AA108B

Lecturer 2: Julian Hainsworth, Module Lecturer (julian.hainsworth@uwtsd.ac.uk) Monday 16:00 – 18:00, AA108B.

Please make an appointment with your tutor for a tutorial if you have additional questions not covered in the sessions. If you need to consult the course team urgently, please email the staff member concerned. Additional support times / production surgery will be indicated on your timetable. The room will be available at this time and there will be a member of staff available for support and to answer questions.

Module Evaluation:

At the end of this module, you will be asked to complete a module evaluation form. Please refer to the anticipated learning outcomes when making your evaluation.

Module Outline

Aims.

To develop a technical and artistic awareness of the intrinsic relationship between observation, technique, process and ideas creation.

To foster an expectation that the results of visual studies help to solve design problems, whilst being capable of existing as objects in their own right.

Learning Outcomes.

By the end of this module students should be able to:

1. Externalise, evidence and appraise the practices of visual studies.
2. Independently generate and evaluate new and innovative stylistic methods in the creation of conceptual design work.

Module Content.

For this module students work as individuals and will implement appropriate conceptual techniques for the production of 3D assets.

The students will work to create stylised and characterised game assets and game characters, this will be accomplished through the utilisation of appropriate 2D design methods and 3D implementations.

At the end of this module the students will demonstrate their completed work to the lecturing team.

The following software/hardware will be used on this module:

Autodesk Maya, Adobe Photoshop CC, Allegorithmic Substance Painter, Epic Unreal Engine 4 and Adobe Premiere Pro. PCs will be available during class as will provisions for traditional design. All students will be expected to **maintain a sketchbook throughout the module duration which will require pencils, pens** and other equipment each week. Minimum PC spec required for the module/course will be available on request for any students buying their own equipment.

Assessment Criteria

Assessment 1 (100%) Deadline: **14/12/2017**

Assessment Deliverables:

Individual Demonstration (5 min per student) (50%)

Preproduction material (50%)

Ideas:

In the development of ideas and material you should embrace as many sources of inspiration as possible and not simply limit yourself to a google image search or the video games within your idea's genre; embrace music, architecture, natural history and art galleries (this is not an exhaustive list) as these can make excellent sources of inspiration and help evolve and generate ideas. Try to think laterally when struggling and remove yourself from your comfort zone.

Demonstrations:

Each student should arrive for the demonstrations with **every** piece of material that they have created over the semester for this project. The material should be organised in a manner which makes it readily available for demonstration when prompted.

You are being assessed for the preproduction material as well as the final 3D assets.

Technical:

Each student maintain an archive of work on a specified drive.

Other:

Each student on the production teams will contribute an equal amount of work throughout the assignment.

Deadline & Feedback

Deadline: **14/12/2017 (AA108B)**

Feedback due: **February 2018 (AA108B)**

Feedback is an essential part of all education and training programmes. It helps learners to maximise their potential at different stages of training, raise their awareness of strengths and areas for improvement, and identify actions to be taken to improve performance. Feedback can be seen as informal (for example in day-to-day encounters between teachers and students or trainees, between peers or between colleagues) or formal (for example as part of written or clinical assessment). However, there is no sharp dividing line between assessment and teaching in the area of giving feedback on learning. Feedback is part of the overall dialogue or interaction between teacher and learner, not a one way.

Communication.

During your studies you will therefore receive feedback in many ways, including the following:

- Dialogue between teachers and students in formal classes.
- Direct questions and responses from teachers inside and outside formal classes.
- Email correspondence between teachers and students.
- Interactions between students and teachers using the module message board on Moodle.
- Informal comments and responses to pitches and presentations in classes.
- Comments and annotations added to written submissions, such as essays and reflective journals.
- Formal written feedback in response to assignments recorded on the summative assessment module feedback forms.

You will have an opportunity to discuss your feedback with your tutor. Feedback will be returned on assessed work within three weeks of submission.

Weekly Schedule

 Prifysgol Cymru Y Drindod Dewi Sant University of Wales Trinity Saint David		Swansea College of Art Founded 1853	
Creative Computer Games Design - Visual Studies			
Level 4 Students (1st Year)			
Semester One Scheme of Work			
Academic Session 17/18			
		Jon Carroll	Julian Hainsworth
Week 0	25/09/2017	Induction Week	Induction Week
Week 1	02/10/2017	Introduction into the module and idea generation	Introduction into the module and idea generation
Week 2	09/10/2017	Introuddction into character design	Introduction into asset design
Week 3	16/10/2017	Introduction into 3D Digital Sculpting	Introduction into 3D Modelling / Painting
Week 4	23/10/2017	Characterisation and personality	Characterisation of assets
Week 5	30/10/2017	Stylisation in characters	Stylisation of assets
Week 6	06/11/2017	Design in Sculpting	Unwrapping 3D assets
Week 7	13/11/2017	Fine detail / Visual character history	Lived in Environments (dirt and lighting)
Week 8	20/11/2017	Finalising a character sculpt	Finalisation of assets
Week 9	27/11/2017	Project Review Week and finalise the current workload and begin presentation preparations	
Week 10	04/12/2017	Finish the current workload and presentations	
Week 11	11/12/2017	Project Demonstration week.	
Holidays - Start: 18/12/2017 End:05/01/2018			
Week 12	08/01/2018	Feedback week.	
Week 13	15/01/2018	Semester 2 Prep.	
Week 14	22/01/2018	Semester 2 Prep.	

This Scheme of Work is subject to change

Reading List

ESSENTIAL READING

Baldwin, J. & Roberts, L. (2006) *Visual Communication: From Theory to Practice*. AVA.

Berger, J. (1975) *Ways of Seeing*, Penguin Books.

RECOMMENDED READING

Altiner, A., Cole, D. & Stoski, C. (2013) *d'artiste Matte Painting 3*. London: Ballistic Publishing.

Safadi, S. (2013) *Digital Painting Techniques: Volume 5*. London: 3D Total Publishing.

Scheer, D. (2015) *The Death of Drawing: Architecture in the Age of Simulation*. Routledge.

Stott, T. (2014) *Play and Participation in Contemporary Arts Practice*. Routledge.

Various authors (2009) *Digital Painting Techniques: Practical Techniques of Digital Art Masters (Masters Collection)*. Focal Press.

Journals:

ACM Digital Library.

Game Studies.

Journal of Computer Game Design.

International Journal of Computer Games Technology.

Websites:

<http://gamasutra.com/>

<http://uk.ign.com/>

<http://www.develop-online.net/>

<http://www.3dbuzz.com>

<http://www.lynda.com>

Notes.
