

COURSE CONTENT

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| Course Code | DT2021 |
| Course Title | Game Assets Design |
| Pre-requisites | NIL |
| No of AUs | 3 |
| Contact Hours | 39 |

Course Aims

This introductory level course will provide you with the processes required for preparing and placing digital assets into a game environment. You will be introduced to industry standard digital tools and gain a creative and technical competency with modelling with modularity, 3D sculpting, texture preparation, polygon count control, and asset importing into a game environment. These skills will provide a base from which you can expand your skills in further study in game creation.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Demonstrate competency with specialist software to correctly produce 3D models for a digital game.
2. Employ production processes to create sculpted digital assets suitable for importing into a game engine.
3. Apply 3D UV orientation techniques to correctly prepare surfaces and textures for game asset 3D models.
4. Compile proficiently a range of assets into a game engine environment adhering to all technical requirements.
5. Discuss, critique, and contribute constructively to problem solving of game assets preparation employed by peers.

Course Content

This course will introduce you to assets creation for digital games. Emphasis is placed on learning techniques, principles, and strategies to enable on-going independent learning of the specialist software used. A wide variety of processes will be reviewed in order to provide an overall awareness of the complete game asset production process. Technical processes introduced include modelling with modularity, 3D sculpting, texture preparation, polygon count control, and asset importing into a game environment.

Once you have gained enough familiarity with essential processes, you will import these assets into a game engine to create a game environment. These assets will adhere to all the technical requirements and constraints in order to ensure a smooth playing game.

Most class sessions will contain demonstrations of a particular process by the instructor, reinforced with exercises and tasks for you to perform. Game Assets Design is comprised of many essential processes that once understood, offer a powerful digital toolset for creative expression and contribute to further studies in game design.