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Refer to guidance notes for completion of each section of the specification.

Module Code:	COM461

Module Title:	Character Design & Digital Sculpting

Level:	4	Credit Value:	20

Cost Centre(s):	GACP	JACS3 code: HECoS code:	I630 101019

Faculty	FAST	Module Leader:	Jack Harker

Scheduled learning and teaching hours	36 hrs
Placement tutor support	0 hrs
Supervised learning eg practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total contact hours	**36** hrs
Placement / work based learning	
Guided independent study	164 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA (Hons) Game Art	✓	
BA (Hons) Game Art (with Industrial Placement)	✓	

Pre-requisites
None

Template updated: September 2019

Module Aims
This module is designed to introduce the character design workflow from concept through to representation within a game engine. This includes the relevant creative design techniques for characterisation, the initial process in constructing the character in 3D and sculpting process to provide additional detail. The emphasis of this module is the reflective process that the students take as they understand each section of the character workflow and how it relates to the ongoing process.

Module Learning Outcomes - at the end of this module, students will be able to	
1	Identify concepts and techniques for character design
2	Apply industry relevant tools to develop a sculpted 3D character
3	Demonstrate the character design workflow from concept to a game engine ready product

Employability Skills The Wrexham Glyndŵr Graduate	I = included in module content A = included in module assessment N/A = not applicable
CORE ATTRIBUTES	
Engaged	I/A
Creative	I/A
Enterprising	I/A
Ethical	N/A
KEY ATTITUDES	
Commitment	A
Curiosity	I/A
Resilient	A
Confidence	I/A
Adaptability	I/A
PRACTICAL SKILLSETS	
Digital fluency	I/A
Organisation	A
Leadership and team working	N/A
Critical thinking	I/A
Emotional intelligence	I/A
Communication	A

Derogations
N/A

Assessment:

Indicative Assessment Tasks:

Coursework will take place throughout this module as a single creative workflow. Students will be required to initially design their character, then progress their character over a certain number of milestones. Indicatively, this could be a milestone every 3-4 weeks.

Assessment will occur at each of these milestones to ensure that students get the relevant feedback as the module progresses. This assessment will be largely based on the relevant concepts, skills and design solutions required to meet that milestone.

On completion, the students will be required to engage in a reflective showcase of their work.

Indicative word count: 4000 words

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3	Coursework	100%

Learning and Teaching Strategies:

As this module will progress with the project workflow, the strategies will change to best support student achievement. Initially, the module will start with a heavier reliance on didactic elements to ensure that the students get the relevant design concepts early in the process. As the students progress their ideas, this will shift to more tutorial-based sessions with informal support.

Syllabus outline:

- Characterisation
- Anatomy
- Facial Expressions
- Stories & Motivations
- Autodesk Suite
- Sculpting & Subdivisions
- Painting & Texture Maps
- Unreal Implementation

Indicative Bibliography:

Essential reading

Mike De la Flor (2010). *Digital sculpting with Mudbox,* Focal Press.

Osti, R (2016) *Basic Human Anatomy: An Essential Visual Guide for Artists,* Monacelli Press

Other indicative reading
Keller, E. (2013). *Maya Visual Effects the Innovator's Guide:* Autodesk Official Press.

Keller, E. (2013). *Maya Visual Effects the Innovator's Guide:* Autodesk Official Press.

Salen, K. & Zimmerman, E. (2003). *Rules of Play: Game Design Fundamentals*, The MIT Press.

Ingrassia, M. (2009). *Maya for games modelling and texturing techniques with Maya and Mudbox, Focal* Press/Elsevier, Amsterdam; Boston.

Derakhshani, D., (2015). *Introducing Autodesk Maya 2016,* SanFrancisco: John Wiley & Sons, Inc.

Watkins, A. (2012) *Getting started in 3D with Maya create a project from start to finish: model, texture, rig, animate, and render in Maya Focal Press,* Waltham, MA