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

Module Code:	COM652

Module Title:	AAA Asset Production

Level:	6	Credit Value:	20

Cost Centre(s):	GACP	<u>JACS3</u> **code**: <u>HECoS</u> code:	I630 101019

Faculty	FAST	Module Leader:	Jack Harker

Scheduled learning and teaching hours	24 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	**24** hrs
Placement / work based learning	
Guided independent study	176 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 allow students to research, evaluate and develop their 3D workflow in relation to their own specialisms. The aim is to produce a single, high-quality game asset that can be compared to a large-scale company product. This will involve using the latest industry standard tools and technology to create something that is of a high quality and fit for purpose. This high-quality asset should be showcased in the best possible light through a game engine or other high-quality rendering software.

Module Learning Outcomes - at the end of this module, students will be able to	
1	Evaluate industry standard practice for large scale 3D asset development workflows to identify efficient strategies for practice.
2	Compose a fully realised 3D game asset with the emphasis on aesthetic design, quality and fitness for purpose.
3	Integrate a fully realised 3D game asset into an industry standard portfolio platform and showcase content in a professional manner.

Employability Skills The Wrexham Glyndŵr Graduate	I = included in module content A = included in module assessment N/A = not applicable
CORE ATTRIBUTES	
Engaged	**A**
Creative	**I/A**
Enterprising	**I/A**
Ethical	**I/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	**I/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 research and/or create a case study to identify their specialist area 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 demonstrating their final portfolio piece. Indicative word count is 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:

- Case Studies & Research
- Portfolio showcasing
- Surface rendering technology
- Organic sculpting
- Rendering software
- Game engine implantation
- Workflow Reflection

Indicative Bibliography:

Essential reading

McDermott, W (2018). The PBR Guide: A Handbook for Physically Based Rendering. Allegorithmic; 3rd edition.

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

Other indicative reading

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

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