

## Module specification

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Module code	COM747
Module title	Character and Creature Production
Level	7
Credit value	20
Faculty	FAST
Module Leader	Jack Harker
HECoS Code	101019
Cost Code	GACP

### Programmes in which module to be offered

Programme title	Is the module core or option for this programme
MA Game Art	Core

### Pre-requisites

N/A

### Breakdown of module hours

Learning and teaching hours	12 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	9 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
<b>Total active learning and teaching hours</b>	<b>21 hrs</b>
Placement / work based learning	0 hrs
Guided independent study	179 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

For office use only	
Initial approval date	August 2021
With effect from date	September 2021
Date and details of revision	

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Version number	1

## Module aims

This module is designed to allow students to research, evaluate and develop their digital 2D and 3D character/creature design workflow in relation to their own specialisms. The aim of the module is to produce game asset work that is realised as a final product. Indicatively this could be a fully animated playable or non-playable character or creature within a game engine or fully realised in a cutscene. This could represent a traditional humanoid character or something that resembles other creatures/inanimate objects with additional qualities.

Students will be required to undertake research to evaluate contemporary tools and practices to relate to their own specialisms and forward relevant concepts through their own work. Documentation will be assembled throughout to showcase professionalism and students will finish the process with a high-quality portfolio piece.

## Module Learning Outcomes - at the end of this module, students will be able to:

1	Evaluate industry standard practice for animate assets and material design workflows to identify efficient design solutions.
2	Design and develop unique, character/creature asset work that showcases proficiency in subject specialisms.
3	Assemble comprehensive design and workflow documentation and engage in reflective practice to inform ongoing professional work.
4	Integrate character/creature asset work into an industry standard portfolio platform or game engine that demonstrates asset capabilities and fitness for purpose.

## 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/process. Throughout the module several milestones will be planned (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. An early milestone of this module will represent an equivalent of a proposal of study along with validity of subject area/specialism.

This assessment will be largely based on the relevant concepts, skills and design solutions required to meet that milestone. Throughout the module students will be required to document their on-going creative processes and finalise this with reflective practice to influence their ongoing practice.

These assessment milestones may vary with differences in style, workflow, and technologies but indicatively these milestones may feature the following steps:

- Exploratory Case study/Evaluation of existing content and material.
- Proposal of viable product.
- Development and refinement of concepts through design work.
- Finalisation and integration of work within final platform.
- Showcasing or promoting product through engine and/or portfolio.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, 4	Portfolio	100

## Derogations

N/A

## 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.

In line with the Active Learning Framework, this module will be blended digitally with both a VLE and online community. Content will be available for students to access synchronously and asynchronously and may indicatively include first and third-party tutorials and videos, supporting files, online activities any additional content that supports their learning.

## Indicative Syllabus Outline

As this module focuses on individual student research and practice, there will be key concept areas that will be covered with didactic elements, but additional areas will be chosen and furthered by students.

Key Concepts:

- Case Studies & Research
- 2D & 3D Workflow
- 3D Geometry Development
- Painting & Texturing
- Digital Sculpting and Baking
- Autodesk & Adobe Suite
- Workflow & Reflection

Indicative research areas:

- Characterisation

- Anatomy
- Facial Expressions
- Stories and Motivations
- Creature Design
- Organic & Inorganic Creatures
- Animation
- Game Engine Implementation
- Portfolio Presentation

## **Indicative Bibliography:**

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Please note the essential reads and other indicative reading are subject to annual review and update.

### **Essential Reads**

Holmes, M. T., (2016), *Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film, Animation and More*, New York: IMPACT Books.

### **Other indicative reading**

3dtotal Publishing (2015), *Anatomy for 3D Artists: The Essential Guide for CG Professionals*, Worcester: 3dtotal Publishing.

Murdock, K. (2020), *Autodesk Maya 2020 Basics Guide*, Kansas: SDC Publishing.

Ginko Press (2019), *Next Level: Game Design*, Hamburg: Ginko Press.

## **Employability skills – the Glyndŵr Graduate**

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Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas. [Click here to read more about the Glyndwr Graduate attributes](#)

### **Core Attributes**

Engaged  
Enterprising  
Creative  
Ethical

### **Key Attitudes**

Commitment  
Curiosity  
Resilience  
Confidence  
Adaptability

### **Practical Skillsets**

Digital Fluency  
Organisation  
Leadership and Team working  
Critical Thinking  
Emotional Intelligence  
Communication