Prifysgol **Wrecsam**
Wrexham University

Module specification

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Module Code	GME411
Module Title	Game Asset Production
Level	4
Credit value	20
Faculty	FACE
HECoS Code	101019
Cost Code	GAGM

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Computer Game Development	Core
BSc (Hons) Computer Game Development (with Industrial Placement)	Core
BSc (Hons) Computer Game Design and Enterprise	Core
BSc (Hons) Computer Game Design and Enterprise (with Industrial Placement)	Core
BA (Hons) Game Art	Core
BA (Hons) Game Art (with Industrial Placement)	Core

Pre-requisites

None

Breakdown of module hours

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

For office use only	
Initial approval date	10/05/2023
With effect from date	September 2023
Date and details of revision	March 24 Change of module code from COM473
Version number	1

Module aims

This module will introduce the students to industry standard workflow techniques for game asset production by providing practical experience in the application of principles that are integral to solving design problems within computer game design and media applications. Through the above process, the module will enable an understanding of the student's own creative process and workflow through engagement in one or more production practices. Students will have a full understanding of the core aspects of making assets and how they relate to wider game development.

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

1	Apply design methods and principles to plan 3D game assets.
2	Utilise industry standard software, techniques, and tools to produce 3D game assets.
3	Demonstrate assets as part of a game-ready asset pack.

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

The assessment will take the form of a portfolio of work which will be digitally presented within a game environment or a digital platform. Students will be expected to produce a design document which breaks down each milestone of the project and evidence of good workflow practices.

To finalise the assessment, students will demonstrate their understanding of game asset creation with a finalised product.

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

Derogations

N/A

Learning and Teaching Strategies

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.

As this module progresses, the strategies will change to best support a diverse learning environment. Initially, the module will start with a heavier reliance on engaging tutor-led lectures, demonstrations, and workshops to ensure that the students get the relevant threshold concepts. As the module continues experiential and peer learning strategies will be encouraged as the students' progress with their coursework. Sessions will shift to more tutorial-based sessions to focus of formative feedback for individual student achievement.

Indicative Syllabus Outline

Syllabus includes topic areas that include:

- Introduction to graphical design techniques.
- Introduction to pixel art, illustration.
- Digital Design workflow cycle.
- Research, design and planning.
- Colour systems & texturing techniques.
- Conceptualisation and Mood boarding
- Introduction to 2D to 3D development workflow
- Introduction to 3D asset production
- 3D geometry, UV mapping and Texturing
- Scale, resolution and exporting assets
- Portfolio presentation and showcasing

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update. Please *ensure correct referencing format is being followed as per University Harvard Referencing Guidance.*

Essential Reads

Murdock, K. (2022), *Autodesk Maya 2023 Basics Guide,* Kansas: SDC Publications.

Other indicative reading

3dtotal Publishing, (2017), *Beginner's Guide to ZBrush,* Worcester: 3dtotal Publishing.

Caldwell, C. (2019), *Graphic Design for Everyone*, London: Dorling Kindersley.

Chavez, C., Faulkner, A. (2021), *Adobe Photoshop Classroom in a Book: The Official Training Workbook from Adobe*, California: Adobe

Li, J., Arevalo, K., Tovar, M. (2021), *Creating games with Unreal Engine, Substance Painter, & Maya: Models, Textures, Animation, & Blueprint.* Boca Raton: CRC Press.

Romero, M.F., Sewell, B., Cataldi, L. (2022), *Blueprints visual scripting for Unreal Engine 5*, Third Edition, Birmingham: Packt Publishing.