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Module specification

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Module Code	GME605
Module Title	AAA Asset Production
Level	6
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
BA (Hons) Game Art	Core
BA (Hons) Game Art (with Industrial Placement)	Core

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	24 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	**24** hrs
Placement / work based learning	0 hrs
Guided independent study	176 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	15/06/2020
With effect from date	Sept 2020
Date and details of revision	10/05/2023 AB approval of revalidated Games suite March 24 Change of module code from COM652

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Version number	3

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, a portfolio platform 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.

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.

Formative 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.

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

The syllabus will reflect contemporary software and practices and may change based on relevant concepts however and indicative outline could be as follows:

- Case Studies & Research
- Project Planning and Scope Management
- Portfolio showcasing
- Surface rendering technology
- Organic sculpting
- Rendering software
- Game engine implementation
- Workflow Reflection

Indicative Bibliography:

Essential Reads

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

Other indicative reading

Kelly, H. (2021), *Environment Art in the Game Industry: A Guide to Rich and Realistic Environments Using Substance Designer,* Boca Raton: CRC Press.

Legaspi, C. (2017), *Anatomy for 3D artists: The Essential Guide for CG professionals,* Worcester: 3DTotal Publishing.

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