Prifysgol Wrecsam
Wrexham University

Module specification

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Module Code	GME709
Module Title	Character and Creature Production
Level	7
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
MA Game Art	Core
MA Game Art (with Advanced Practice)	Core

Pre-requisites

None

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
Total active learning and teaching hours	**21** hrs
Placement / work based learning	0 hrs
Guided independent study	179 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	August 2021
With effect from date	September 2023
Date and details of revision	10/05/2023 AB approval of revalidated Games suite March 24 Change of module code from COM747
Version number	3

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 fully 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:

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.

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.

- 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
None

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
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:

Essential Reads

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

Other indicative reading

Briggs, C. (2021), *An essential introduction to Maya character rigging,* Boca Raton: CRC Press.

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

Ries, A., Metheney, B., Baker, A. and Pfeilschiefter, K. (2020), *Beginner's Guide To Creature Design,* Worcester: 3Dtotal Publishing.