



Animation and Games Design
Applicant Study Pack

Description of course:

Video games are a rapidly growing area of study and industry. It is now a known fact that video games outperform many other entertainment industries such as music, television and film. But what do you need to succeed in this course? Well, you have to be a highly motivated individual that has an interest in video games or animation. You will not only enjoy playing video games or watching animated films but also want to learn how these products are developed from the ground up. Therefore, students who often study with us on this course tend to have one or more of the following skills and competencies.

- Creative
- Competent drawing skills
- Passion for video games or animation
- Ability to work as part of a team
- Willingness to learn new skills
- A robust analytical frame of mind
- Strong attention to detail
- Computer literate
- Understanding of programming languages such as C# or python
- A good level of Maths & English (GCSE level or above)
- Good communication skills

It is important to note that not all skills listed above are needed, but most importantly is the willingness to learn and engage with the subject and all aspects of the course content.

The course outline gives you an idea of how the course is structured, what you can expect to be doing and why you are doing it.

2D Traditional Skills

Firstly, students enrolled in the animation and games design course will develop skills that are related to traditional drawing and experimental design techniques. Students will take part in observational drawing classes learning constructional design techniques to establish an understanding of three-dimensional composition. The skills learned during this stage of the course will benefit the students by giving them a deeper understanding of three-dimensional form, lighting and shading and design concepts based on contextual influences.

2D Digital Skills

While developing an understanding of traditional art skills, students will also begin to learn software skills that support the development of their traditional concepts. From here, students can explore many aspects of digital art and design and photography and are encouraged to bridge the gap between traditional and digital design methods through exploration. Some of the software learned during this stage of development are Adobe Illustrator, Photoshop and After-Effects. To support this process, students will also use different types of hardware such as graphics tablets, scanners, DSLR cameras, PC and much more at an introductory level.

3D Skills

Once students have developed knowledge and understanding of how traditional methods can support and aid in the development of a product. They will then be introduced to other forms of media such as 3D modelling for animation and video games. Students will be expected to complete several small projects that enable them to understand this complex subject. Some of the topics covered are low polygon modelling, 2D-texturing, UV-unwarping and real-time rendering at an introductory level.

Games Development

In addition to 3D modelling, students will be introduced to games design and develop concepts. These cover a wide variety of topics such as feedback loops, interface design, computer games engines, computer games programming and much more at an introductory level.

Theoretical Work

All subjects are underpinned by theoretical work, which helps students to develop a deeper understanding of the subject areas and also prepare students for academic progression to universities.

Task One

The Animation and Games Design course utilises many digital resources. For students to maximise their starting potential it is essential that they complete the following tasks.

Email Account Setup

Google email – All students are required to set up email accounts for use on this course and to take with them when they leave. Students should follow professional naming conventions and avoid using slang or terminology that might be deemed inappropriate or unprofessional. Emails should also be separate from your personal email accounts used for social activities such as gaming.

Here are some poor examples... **(DON'T USE EMAILS LIKE THESE)**

SivalFox574@gmial.com

GanstaPrime@gmail.com

FireChamp557@gmail.com

Sketmaster3000@gmial.com

Here are some good examples **(USE EMAILS LIKE THESE)**

rob.gamedev@gmail.com

rob.game.art@gmail.com

jane.game.anim@gmail.com

tom.digital.games@gmail.com

Instagram Account Setup

Using your newly created email you must set up an Instagram account, this account should be separate from any social activates you do and should only be used in relation to your work and course content. It is import when setting up an Instagram account that students use appropriate naming conventions. Once the Instagram account has been set up students must follow...

- clarendon.anim.games
- Clarendonsixthcreative clarendonsixth
- Sketchfab
- artstationhq
- unrealengine
- unitytechnologies

Once you have completed the above tasks you must take a picture of front cover, and write a short description about what you are most excited to do on the animation and games design course, tagging in **clarendon.anim.games**, **Clarendonsixthcreative** and **clarendonsixth**.

Sketchfab Account Setup

You will need to visit www.sketchfab.com and create an account using your newly created email. When creating a user name for this account you are again expected to follow appropriate naming convention. Once an account has been set up, explore the site content, like and share at least one model to your Instagram page describing what you like most about it (screen shot can be used for this) then tag in **clarendon.anim.games**, **Clarendonsixthcreative** and **clarendonsixth**

Artstation Account Setup

You will need to visit a website called artstation.com and create an account using the same naming conventions as before. Once you have set up the account, you will be expected to explore the site content and find a piece of work you really like. You must then like and share this work via your Instagram feed (screen shots can be used) and tag in **clarendon.anim.games**, **Clarendonsixthcreative** and **clarendonsixth**

TASK TWO

Character Design Task



Character and their design play an important role within animation and games products, with characters often being expressive focus points of intricate story lines. The design and style of the characters we enjoy to watch and play as in video games & animations represent personality and back story's.

For this task you are expected to create a character concept showing at least three poses. Your design should help to tell a story about that character and portrait a personality trait. You can use any inspiration for the development of your character, this task can be completed digital or within a sketch book.

You should consider the following when designing and presenting your character.

- You should include at least three poses for the character.
- You should consider ways you can portrait a personality feature
- The character does not have to be human
- You can design the character in any art style you like, please try to challenge yourself
- You can use any materials and resources you like, paint, pens, paper, digital.

What next?

- Visit our website – www.clarendon.ac.uk for more information.
- Attend our New Students' Day.
- Make it official, join us for enrolment in August. Letters will be sent to all applicants at the end of July with more details.