

## Module specification

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Module Code	GME408
Module Title	Character Design & Digital Sculpting
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
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
<b>Total active learning and teaching hours</b>	<b>36 hrs</b>
Placement / work based learning	0 hrs
Guided independent study	164 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

For office use only	
Initial approval date	15/06/2020
With effect from date	Sept 2023
Date and details of revision	10/05/2023 AB approval of revalidated Games suite March 24 module code replaced from COM461
Version number	4



## Module aims

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This module is designed to introduce the 3D pipeline for character development. This includes conceptual designs through to a fully developed 3D character model. The module includes and introduces creative design techniques for concepting, characterisation, initial 3D fundamentals and processes in constructing a character in 3D with poly modelling and sculpting. The emphasis of this module is the reflective process that the students take as they understand and demonstrate each section of the character workflow and how it relates to the ongoing process.

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

1	Identify concepts, fundamentals, and techniques for character design.
2	Apply industry relevant tools and techniques to develop a 3D character.
3	Demonstrate the character design workflow from initial concepts to a game engine ready product.

## Assessment

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Indicative Assessment Tasks:

This module consists of a 100% coursework. Students will be required to create and develop their character over several progress milestones. Indicatively, these milestones could be every 4 to 6 weeks for development to progress at a manageable rate.

Formative assessments will occur at each milestone to ensure that the students get the relevant feedback as the module progresses. These assessments will be largely based on the relevant concept, skills and design solutions required to meet the milestone.

On completion, the students will be required to engage in a reflective showcase of their work from initial designs to final outcome.

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

## Derogations

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N/A

## Learning and Teaching Strategies

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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

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

- Concept Art
- Characterisation
- Anatomy
- Facial Expression
- Poly Modelling & Sculpting
- UV Mapping, Painting & Texturing
- Rigging & Weight Painting
- Unreal Implementation

## Indicative Bibliography:

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### Essential Reads

Briggs, C. (2021), *An Essential Introduction to Maya Character Rigging*, Florida: CRC Press.

### Other indicative reading

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

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

Osti, R. (2016) *Basic Human Anatomy: An Essential Visual Guide for Artists*, Monacelli Press.

Venter, H, (2022), *Unreal Engine 5 Character Creation, Animation and Cinematics*, Birmingham: Packt Publishing.

