

Liverpool John Moores University

Title: LEVEL CREATION
Status: Definitive
Code: **4501GA** (116696)
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: St Helens College

Team	Leader
Carole Potter	Y

Academic Level: FHEQ4
Credit Value: 24.00
Total Delivered Hours: 96.00
Total Learning Hours: 240
Private Study: 144

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	9.000
Off Site	3.000
Practical	63.000
Tutorial	6.000
Workshop	15.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Digital Portfolio	80.0	
Report	AS2	Written Report (500 words)	20.0	

Aims

1. Produce a preproduction document.
2. Develop 3D model and textures for games.
3. Create an environment with interactive content functioning as a game level.
4. Evaluate an existing virtual space.

Learning Outcomes

After completing the module the student should be able to:

- 1 Research and design from a diverse area of reference.
- 2 Consider the discipline of working within the confines of a game engine.
- 3 Examine production pipeline for architectural structures to populate a 3D environment.
- 4 Record interactive elements and document playability.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Digital Portfolio	1	2	3
Written report (500 words)	4		

Outline Syllabus

Within this module you will explore the processes and technical aspects of game level design, and the visualisation of an environment. You will need to conceptualise, plan and block-out your design.

The implementation of textured assets will form the architectural features and will add authenticity and originality to the blocked-out area. Blocked out areas, textures and assets will strictly be built to the power of 2. The level will show an understanding of flow and movement through simple game environment.

To assist in understanding concepts of level creation the student will evaluate by dissecting the elements features and aesthetics of a pre-existing commercial games level.

Learning Activities

A short series of lectures and demonstrations will explain the methodology and procedure towards learning the digital and creative process needed to complete this task. Workshop sessions will develop your knowledge and skills and tutorials will help inculcate new methodologies and concepts into your practice.

References

Course Material	Book
Author	Ahearn, L.
Publishing Year	2008
Title	3D Game Environments
Subtitle	Create professional 3D Game Worlds

Edition	
Publisher	Focal Press
ISBN	

Course Material	Book
Author	Busby, J., Parrish, Z. and Eenwyck, J.V.
Publishing Year	2004
Title	Mastering Unreal Technology
Subtitle	The art of Level Design
Edition	
Publisher	Sams
ISBN	

Course Material	Book
Author	Busby, J., Parrish, Z. and Wilson, J.
Publishing Year	2009
Title	Advanced Level Design with Unreal Technology
Subtitle	Using Unreal Engine 3: Vols 1 - 3
Edition	
Publisher	Mastering Unreal Technology
ISBN	

Notes

The module will introduce level creation theory and build production techniques.