

Liverpool John Moores University

Title: ASSET CREATION
Status: Definitive
Code: **4502GA** (116697)
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 | 12.000 |
| Practical | 66.000 |
| Tutorial | 6.000 |
| Workshop | 12.000 |

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 research and preproduction document that informs a creative project.
2. Build and add materiel to a number of assets.
3. Introduce production of Level of Detail models.
4. Display and render assets in a virtual studio set up.

Learning Outcomes

After completing the module the student should be able to:

- 1 Examine and interpret a set brief.
- 2 Refine software processes appropriate for modelling in the game industry.
- 3 Understand the relationship between project budget and outcome.
- 4 Develop personal presentation techniques.

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

You will generate a user controlled asset (such as a weapon or vehicle), at various Levels of Detail. Developing modelling techniques and expand your knowledge of shaders by producing a number of textures to produce one complex asset. The game industry works on a number of platforms, all with different specifications. Your design will need to be up-scaled or down-scaled producing a number of assets fitting in a number of differing constraints and budgets. The design document and asset will be displayed in an original, creative ascetic expanding your portfolio.

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 | 2009 |
| Title | 3D Game Textures |
| Subtitle | Create Professional Game Art Using Photoshop |
| Edition | 2nd Ed |
| Publisher | Focal Press |
| ISBN | |

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| Course Material | Book |
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|------------------------|----------------------------|
| Author | Dayley, L. and DaNae, B.D. |
| Publishing Year | 2010 |
| Title | Photoshop CS5 Bible |
| Subtitle | |
| Edition | |
| Publisher | Wiley & Sons |
| ISBN | |

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|------------------------|---|
| Course Material | Book |
| Author | Omernick, M. |
| Publishing Year | 2004 |
| Title | Creating the Art of the Game |
| Subtitle | Highly visual Giude to the workflow and creative process of a game artist |
| Edition | |
| Publisher | New Riders |
| ISBN | |

Notes

Produce an asset with a number of Level of Detail iterations.
 Formative reviews and tutorials will take place at scheduled times during the module to allow appropriate feedback.