

**PART A: GENERAL INFORMATION**

<b>1. Module Title</b>		Video Game Art – Pro (EXGA5001)
<b>2. School</b>		Escape Studios
<b>3. Level</b>		5
<b>4. Total Credits/ ECTS Value</b>		30 (15 ECTS)
<b>5. Total Synchronous Contact Hours</b>		90
<b>6. Programme(s) to which the Module Contributes</b>		BA/MArt The Art of Video Games
<b>7. Related Modules</b>	<b>Pre-requisites</b>	None
	<b>Co-requisites</b>	None
	<b>Post-requisites</b>	None
	<b>Excluded Combinations</b>	None
<b>8. External Accrediting Body (If applicable)</b>		N/A
<b>9. Modes of Study</b>		Full-time
<b>10. Delivery Site(s)</b>		Escape Studios, London

**PART B: MODULE LEARNING OUTCOMES****11. Learning Outcomes**

On successfully completing the module students will be able to:

**Demonstrate Knowledge & Understanding of...**

1. The creative processes and techniques involved in the creation of assets for video games
2. Established theories, principles and tools used in the creation of assets for video games
3. The role of different elements involved in the video game production process

**Demonstrate Intellectual Skills in...**

4. Evaluating established solutions in response to a given video game art brief
5. Developing a response to a brief that meets the creative and technical requirements

**Demonstrate Subject Specific Skills in...**

6. Evaluating established solutions in response to a given video game art brief
7. Developing a response to a brief that meets the creative and technical requirements

**Demonstrate Transferable Skills in...**

8. Designing, planning and delivering a project that meets a defined set of objectives within given time and resource constraints
9. Developing their skills and knowledge through engagement with their peers and wider professional community

**PART C: RATIONALE AND DELIVERY**

**12. Synopsis of the Curriculum**

Mobile gaming is a rich and diverse sector of the video game industry, characterised by a wide array of devices, each with its unique limitations and formats that shape the artistic and design elements of a particular project.

Game artists are often tasked with crafting content that caters to a wide spectrum of devices, ranging from modest low-end devices to cutting-edge AAA titles playable on high-end handheld platforms. This module serves as a fundamental building block for students, equipping them with a solid understanding of efficiency and optimization in content creation, which will prove invaluable across the various devices they may encounter in their careers.

- The purpose of this module is to develop students' understanding of advanced 3D and 2D techniques in mobile development for use in a professional environment. The aims are:
- Develop a mobile level with navigation, simple state changes,
- To develop students' understanding of and expertise in video game art techniques for use in a professional game production environment.
- To provide students with an understanding of established video game production processes for mobile games
- To develop students' skills in designing, developing and delivering assets for engaging video game content for mobile games

Keywords: Video games, 3D, art, design, mobile

Outline syllabus:

- Introduction to Art direction
- Level Design
- Efficient 3D modelling
- Texturing for Games
- Lighting in Game Engine
- Optimisation and best practice

**13. Learning and Teaching Methods**

The module follows the Craft module model, with practical tutor-lead sessions in studio being the primary mode of delivery. In these sessions students are introduced to theory in the context of exercises, building their knowledge and understanding alongside their intellectual and practical skills.

**14. Contact Hours**

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Learning Hours
30 credits	Skills sessions (54 hours) Studio time (36 hours)	Preparation for classes, guided research, assignment preparation and development (210 hours)	300 hours

**15. Assessment Methods****Formative Assessment**

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during the contact hours.

**Summative Assessment****Assignment 1: Individual Game Art Project (75%)**

Approximately 6 weeks of development work.

**Assignment 2: Presentation (25%)**

Approximately 15 minutes

**Re-sits**

Students who fail this Module will be permitted to submit revised assessment components in accordance with the Academic Regulations

**16. Map of Module Learning Outcomes to Learning, Teaching and Assessment Methods**

Learning outcome	1	2	3	4	5	6	7	8	9
Learning/ teaching									
Skills Sessions	X	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X	X
Assessment method									
Individual Game Art Project	X	X	X		X	X	X	X	
Presentation				X					X

### **17. Indicative Reading List**

Level Up!: The Guide to Great Video Game Design Paperback, Scott Rogers, Wiley (2014)

Autodesk Maya 2023 Basics Guide, Kelly Murdock, SDC Publications, 28 Sept. 2022

Drawn to Life: 20 Golden Years of Disney Master Classes: The Walt Stanchfield Lectures - Volume 1, Walt Stanchfield, Focal Press (2009)

Light for Visual Artists Second Edition: Richard Yott, Laurence King Publishers (2019)

Reading Architecture: a visual lexicon: Owen Hopkins, Laurence King Publishing (2012)

<https://80.lv/>

[Artstation - Games and Real-Time 3D Environment Art](#)

[Artstation - Gameplay & Level Design](#)

### **18. Inclusive Module Design**

The College recognises and has incorporated the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with relevant policies and support services. Furthermore, the module design has sought to embed inclusive curriculum content.

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