

MA Game Art: Module Information

Programme Structure:

The MA Game Art is a 48 week course including 18 weeks of class-based study time, a 12 week collaborative project and a 12 week final project.

Our MA Game Art involves 5 key modules:

Game Art - Foundation

Game Art - Advanced

Game Art – FX and Technical Art

Game Collaborative Project

Game Production Project

MODULE 1 – GAME ART – FOUNDATION (30 CREDIT MODULE):

Assignment 1 - Mobile Environment

Assignment 2 - Retrospective / blog

Weeks 1 – 7:

Week 1 - Introduction to modelling for Games

Week 2 - Texturing for Video games

Week 3 - Lighting and materials for mobile

Week 4 - Mobile Game Art

Week 5 - Lighting and baking for video games

Week 6 - Animation workflows

Week 7 - Interactivity and 3D

(Assignments 1 & 2 submit)

MODULE 2 - GAME ART - ADVANCED (30 CREDIT MODULE):

Assignment 3 – Next-gen Environment

Assignment 4 - Retrospective / blog and presentation

Weeks 8 – 12:

Week 8 - Introduction to Digital Sculpting

Week 9 - PBR work-flows

Week 10 - Game Engine Fundamentals

Week 11 - World Building

Week 12 - Advanced Game Engine

MODULE 3 – GAMES ART - FX AND TECHNICAL ART (30 CREDIT MODULE):

Assignment 5 - Stand alone in game FX elements or as environment enhancement

Assignment 6 - Retrospective presentation

Weeks 13 – 18:

Week 13 - Introduction to FX in games / Simulations

(Assignments 3 & 4 submit)

Week 14 - Simulations / 3D / 2D fluids 2 engine

Week 15 - Animation and Dynamic Meshes

Week 16 - Advanced Materials

Week 17 – Cascade and Particles

Week 18 - Work-flows for magical and natural effects

End of short course review and MA formative review

Weeks 19 - Polish art work based on wk18 review feedback

Weeks 20 - **(Assignments 5 & 6 submit)**

MODULE 4 - GAME COLLABORATIVE PROJECT (30 CREDIT MODULE):

Assignment 7 - Group proposal / design document

Assignment 8 - Group game art project

Assignment 9 - Retrospective / blog and presentation

Weeks 21 – 34:

Weeks 21 - *Production Development Workshops*

Weeks 22 - Wk1 Collaborative brief Schedule- assignment 7

Weeks 23 - Wk2 Collaborative brief Schedule- assignment 7(**Present**)

Weeks 24 – Wk3 Collaborative project

Weeks 25 – Wk4 Collaborative project

Weeks 26 – Wk5 Collaborative project

Weeks 27 – Wk6 Collaborative project

Weeks 28 – Wk7 Collaborative project

Weeks 29 – Wk8 Collaborative project- assignment 8 (**Review**)

Weeks 30 – Wk9 Collaborative project- assignment 8 (polish)

Weeks 31 – Wk10 Collaborative project-assignment 8 (**Submit**)

Weeks 32 – BREAK

Weeks 33 – Wk11 Collaborative retrospective - assignment 9

Weeks 34 - Wk12 Collaborative retrospective - assignment 9 (**present**)

MODULE 5 - GAME PRODUCTION PROJECT (60 CREDIT MODULE):

Assignment 10 - Game art production project

Assignment 11 - Retrospective

Week 35 - Week 48:

Weeks 35 – Wk1 Game Production Project

Weeks 36 – Wk2 Game Production Project

Weeks 37 – Wk3 Game Production Project

Weeks 38 – Wk4 Game Production Project



Weeks 39 – Wk5 Game Production Project

Weeks 40 – Wk6 Game Production Project

Weeks 41 – Wk7 Game Production Project

Weeks 42 – Wk8 Game Production Project

Weeks 43 – Wk9 Game Production Project

Weeks 44 – Wk10 Game Production Project

Weeks 45 – Wk11 Game Production Project

Weeks 46 – Wk12 Game Production Project **assignment 10 submit**

Weeks 47 – Wk14 Retrospective assignment 11 work

Weeks 48 – Wk15 Retrospective **assignment 11 submit**