

Work Activity Brief

Course	UAL Games Design Level 3		
Project Title	Introduction to Games Design, 3D Modelling and Animation		
Tutor	Aaron Thomas		
Issue date	April 2020	Completion date	August 2020

Project overview

The game industry requires skilled, professional people that can demonstrate a range of fundamental skills whilst showing critical self-awareness. This task will provide you with a taster of a range of subjects and give you an introduction to some of the crucial industry skills, such as contextual development, concept, planning, research and production. The tasks are adapted to your individual skillset, giving you an example of how the UAL course will run at East Surrey College.

Once you have completed your project, please forward this to the following email address along with your full name: submissions@esc.ac.uk. We'll then forward this on to our curriculum teams who will be in touch shortly.

Outcome of the project

This project has been developed to help you to prepare for the programme that you will be joining in September. It will hopefully give you some insight in to the subject area and support the development of your skills in working independently and your assignment writing skills

Task 1: Setup an account with Trello and Pinterest.

Task 2: Research **one** piece of digital media (eg film, animation, game) and **write 100 words** on how you might change or improve an idea.

Task 3: Develop a mood board (<https://blog.spoonflower.com/2014/12/create-a-mood-board-with-pinterest/>) using your Pinterest account. Develop this mood board around your chosen media from the previous task.

Task 4: Design **one** concept for your proposed idea. This could be a character change, colour change, new scenes, script, new models etc. You can do this through any medium and try to think outside of the box.

Task 5: Complete **one** of the tutorials below and write a paragraph on what you found interesting:

- Games Design - <https://learn.unity.com/tutorial/introduction-setup#5c7f8528edbc2a002053b717>
- 3D Modelling - <https://www.youtube.com/watch?v=TPrnSACiTJ4>
- Animation - <https://www.youtube.com/watch?v=mpN8LmG9Cqg>

All the above tutorials use open source and free software.

Task 6: Complete a reflection/evaluation of **at least 100 words** over the process you have followed.