

Level 2 | Games Design & Animation

COURSE DETAILS

Course code: MMED008FA

Campus: Brighton – Central

Attendance: Full Time

Duration: 1 Year

Qualification: UAL Level 2 Diploma in Creative
Media Production & Technology

www.BrightonMET.ac.uk

Dear Student,

We're delighted to welcome you to Brighton MET College and are very much looking forward to you joining us this September.

During your first week, you'll receive key information about the course, the department, and the college. This will include your timetable and course handbook. Your tutor will introduce you to the structure of the course and assessments, outline the exciting work-related experiences you'll take part in, and explain our expectations of you as a student at Brighton MET.

We can't wait to support you on this creative and professional journey.

Best wishes,

Karena Morrison
Teaching & Learning Manager

Enclosed in this document is information about the following:

- First Day Checklist
 - Course Kit List
-

STARTING INFORMATION

- Summer Project
- Digital Handbook
- Staff Contact Details

FIRST DAY CHECKLIST

- ✓ A pen and/or pencil and a notebook
- ✓ Water bottle
- ✓ Work from Summer Project

COURSE KIT LIST

A list of items recommended for you to buy for the course.

Approximate Total Cost: £60

COURSE KIT LIST

GAMES DESIGN, ANIMATION - LEVEL 2

Please note: These art materials will be available at our college art shop.

ITEM GUIDE PRICE

GENERAL

Lined Notebook (of any kind) £1 - £6.30

Memory Stick £6.99 +

Headphone (Wired or Wireless, with AUX) £20 +

ART MATERIALS

A selection of pencils HB, 2B, 3B, 6B. £3.25

Pencil Sharpener (£0.5) & rubber (£0.5) £1.00

A4 Portrait cartridge paper sketchbook £5.30

Ruler £2.10

Black fineliner pen. Uni Pin Wallet Set. £4.00

Graphics Tablet

STARTING INFORMATION

* Please note that these products may no longer be available from these links

Wacom One Small

Wacom Intuos S Black

HUION Drawing Tablet

XP-PEN DECO 01

£30 +

Most industry standard software such as Adobe Suites and Unity will be provided on the college computers. If you have different software that you prefer to use, we recommend that you have a laptop with it on as we can't promise that we will be able to install extra software.

We have a small selection of Wacom Graphics Tablets, however, if you are able to afford one, we highly recommend that you purchase your own.

SUMMER PROJECT

A project for you to complete over the summer. This will introduce you to some of the processes and skill you will be learning about during your time of this course.

[CLICK TO VIEW](#) - Screen shots below if link has expired.

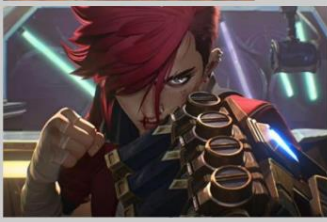
STARTING INFORMATION

Level 2 Games, Animation and Immersive Technologies

SUMMER PROJECT

THE BRIEF

A human or humanoid character who has to fight battles. They do NOT typically use a gun. Inspiration should come from things like martial arts, hand to hand, staff fighting, sword fighting or even using magic or advanced technology.



STARTING INFORMATION

Level 2 Games, Animation and Immersive Technologies

SUMMER PROJECT

WHAT WE'D LIKE TO SEE FROM YOU

- 1 - 2 Moodboards containing visual inspiration for your character (we'd recommend using Pinterest, Google Slides or PureRef)
- 1 - 3 A4 pages or digital canvases containing various thumbnail sketches of different poses and ideas for your character design
- Refined sketches of your character design
- Finished character design with colour and/or shading

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SUMMER PROJECT

UAL Creative Media Production Level 2 Games, Animation and Immersive Technologies

SUMMER PROJECT

For this summer project you will be expected to do a mini character design project. By doing this project, you will learn how to:

- Create a moodboard that will influence and inform your designs.
- Create thumbnail sketches that allow you to experiment with and develop your designs.
- Create a refined, well thought out design for a character.
- Work to a specific brief.

You can draw your character digitally or traditionally; the choice is yours!

STARTING INFORMATION

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SUMMER PROJECT

LEARNING RESOURCES AND TUTORIALS

[*How to effectively research for a creative project*](#)

[*Drawing Fundamentals*](#)

[*Painting Fundamentals*](#)

[*Online Life Drawing*](#)

[*Story Driven Shapes: Character Design Tips with David Colman*](#)

[**CHARACTER DESIGN 1: THUMBNAILING**](#)

(Please ignore the "prompt" section of this tutorial as we have already given you a prompt!)

[*Figure Drawing for Animators*](#)

STARTING INFORMATION

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SUMMER PROJECT

PAST STUDENT DESIGNS



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SUMMER PROJECT

PAST STUDENT DESIGNS



STARTING INFORMATION

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SUMMER PROJECT

THINGS TO REMEMBER

- You don't have to draw just one detailed character - keep it simple! Especially if you aren't hugely practised in drawing.
- Trust in your research and process. If things aren't going how you'd like them to, refer back to your moodboard/references.
- Make sure that all aspects of your design make sense and have a reason to be there.
- Have fun with it! That's the most important part.

FINANCIAL SUPPORT

Information can be found on our main website: brightonmet.ac.uk

Go to 'help and support' then 'financial support'



[CLICK TO VIEW](#)

STAFF CONTACT DETAILS

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Teaching & Learning Manager: Digital Industries

STARTING INFORMATION

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Level 2 & 3 Games Tutor