Digital Industries

Course details

Course code: MMED001F

Campus: Brighton – Central

Attendance: Full Time

Duration: 1 Year

Qualification: UAL Level 3 Diploma in Creative Media Production & Technology

www.BrightonMET.ac.uk

Level 3 | Games, Animation & Illustration

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

STARTING INFORMATION

Enclosed in this document is information about the following:

→ First Day Checklist
→ Course Kit List
→ 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

CLICK TO VIEW -Screen shot below if link has expired.

STARTING INFORMATION

COURSE KIT LIST
Games Animation & Special Effects - LEVEL 3 & LEVEL 3 EXTENDED
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 +
ART MATERIALS	
A4 Portrait cartridge paper sketchbook	£5.30
A selection of pencils HB, 2B, 3B, 6B.	£3.25
Pencil Sharpener (£0.5) & rubber (£0.5)	£1.00
Ruler	£2.10
Black fineliner pen. Uni Pin Wallet Set.	£4.00
Graphics Tablet * 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.
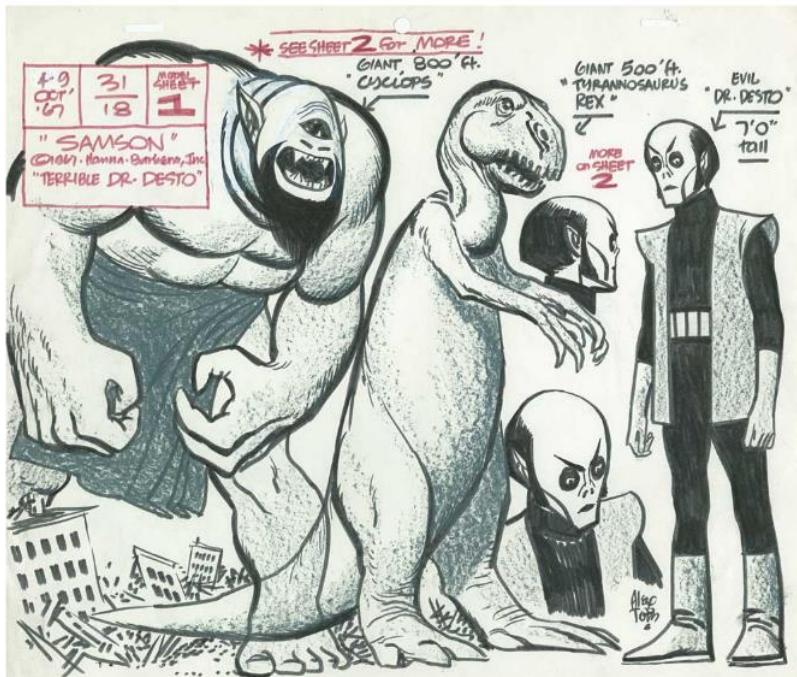
We have a small selection of Wacom Graphics Tablets, however, if you are able to afford one, we highly recommend that you purchase your own.

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 grabs below if link has expired.

MET Brighton Metropolitan College

Image: Character designs by Alex Toth

GAMES ANIMATION & ILLUSTRATION SUMMER PROJECT 2025:

INTRODUCTION TO CHARACTER DESIGN

SUMMER PROJECT: INTRO TO CHARACTER DESIGN

Welcome to Games Design Level 3!

As part of the course you will be drawing and designing characters. To help you get started we have set you a summer project on character design.

Please complete all FOUR steps on the following slides - this will help you prepare for the start of the course in September.

If you have any questions please contact:

Jaime Huxtable (jaime.huxtable@gbmc.ac.uk)

David Neilson Smith (david.neilsonsmith@gbmac.ac.uk)

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STARTING INFORMATION

STEP 1 - SKETCH A SELF PORTRAIT:

Sketch an A4 sized self portrait, concentrating mainly on your head and shoulders. The easiest way to do this is to draw yourself in front of a mirror.

Pay attention to your facial features, can you keep the eyes, nose and mouth in proportion? See if you can capture a certain expression, are you smiling or frowning?

You can use whatever materials you wish - just a HB pencil is fine (but if you want to use ink or colour that's great too!).

This sketch will come in handy for Step 4!

Image: *Self-portrait sketch*
F. Ernest Jackson (1872 - 1945)

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STEP 2 - COLLECT TWO IMAGES:

Collect two images on the theme of: *Humanoids & Anthropomorphs*

The images could be real world animals / objects or fictional characters.

You can look up the images online, take your own photos, or photocopy / scan from a book at your local library!

How you store these images is up to you. Just make sure you can easily access them so they can be shared with your tutors at the start of the course.

Image: *Blacksad* by Juanjo Guarnido

DEFINITIONS:

Humanoids: *a machine or creature that has the appearance and qualities of a human. This can include robots or fictional creatures that resemble humans in shape and potentially behavior.*

Anthropomorphs: *objects or beings, especially in mythology, religion, or fiction, that are attributed with human characteristics or qualities.*

STEP 3 - MAKE SOME OBSERVATIONAL SKETCHES

Make some studies of your chosen images in your sketchbook.

Pay attention to light and shadow, texture and any small details.

If your image is of a real life animal, pay close attention to the anatomy.

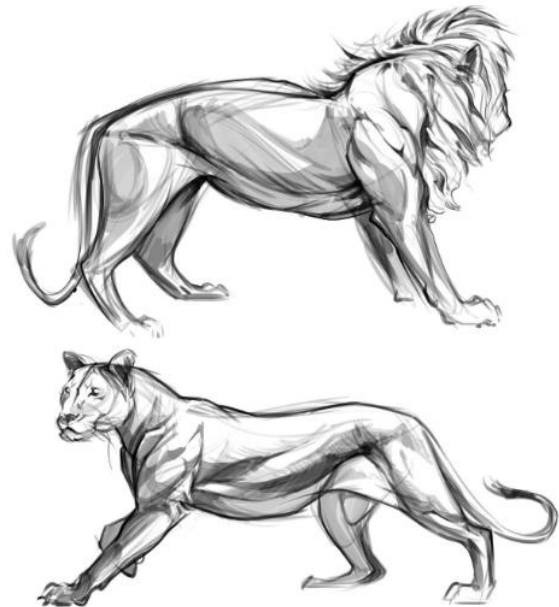Try to draw at least **three sketches** based on your images.

Image: Lion studies by Christian Bian

STEP 4 - CREATE AN ANTHROPOMORPHIC CHARACTER

Now, using your self portrait, images and observational sketches as reference, see if you can create an anthropomorphic or humanoid character!

Your drawing can be just the head & shoulders or full body.

How you combine all the elements is entirely up to you but you might want to consider the following:

- What sort of personality does your character have, can you introduce a facial expression or emotion?

- How old is your character, do they live in the present day or the distant past or future?

- What clothing are they wearing? Do they have glasses, headwear or a particular hairstyle?

Bring your character design with you on your first day in September, together with your self portrait and research material.

We look forward to seeing what you create!

Image: *Zootopia* character design sketches

FINANCIAL SUPPORT

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

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

CLICK TO VIEW

Link to LSG (Learner Support Grant) application

CLICK TO VIEW

CONTACT DETAILS

Support office

Games.computing@gbmc.ac.uk

David Neilson Smith

david.neilsonsmith@gbmc.ac.uk

Course leader

Karena Morrison

Karena.morrision@gbmc.ac.uk

Teaching & Learning Manager: Computing, Games & Immersive Technologies
Brighton MET College