

Course Information Sheet

Video Game Design with Blender Improvers

DH06E43B



Venue 📍 Hyde Park House	Start Date	7 Nov 2024 18:00
	End Date	12 Dec 2024 20:30
	Fee	No Fee
	Materials	£0

[OCSW DH06E43B Video Game Design with Blender Improvers \(oncoursesouthwest.co.uk\)](https://oncoursesouthwest.co.uk)

Master the fundamentals of 3D modelling and animation for video games, using powerful open-source software Blender.

Course Description: Turn your passion for gaming into a creative skill! This 8-week course by OnCourses takes you through the exciting world of video game design using Blender, a leading free and open-source 3D creation suite. With no prior experience required, you'll gain the essential knowledge to model characters, environments, and props, bringing your game ideas to life. Learn from industry professionals and hone your skills through practical exercises and engaging projects. This course is perfect for beginners looking to jumpstart their video game design journey!

What will I learn?

- **Week 1-2:** Blender Fundamentals - Explore the Blender interface, master essential modelling techniques like box modelling and sculpting, and learn to navigate the 3D viewport.
- **Week 3-4:** Character Creation - Dive into character design principles, build low-poly characters for games, and explore basic rigging and animation.
- **Week 5-6:** Environment Design - Learn to create immersive game environments by modelling props, buildings, and landscapes. Discover techniques for texturing and lighting.
- **Week 7-8:** Project Development - Put your newfound skills to the test by creating your own 3D game asset or scene. Receive personalised feedback and refine your work.

How will I be assessed?

- **Formative:** Weekly quizzes and in-class exercises will assess your understanding of key concepts.
- **Summative:** A final project showcasing your 3D game asset or scene will be evaluated based on technical skills, creativity, and adherence to project guidelines.

Who is this course for?

This course is ideal for:

- Beginners with no prior 3D modelling experience
- Gaming enthusiasts interested in learning game development skills
- Aspiring artists and designers looking to expand their creative toolkit

Progression Opportunities:

After completing this course, you can progress to more advanced Blender courses to delve deeper into animation, texturing, and game engine integration. OnCourses also offers a variety of other game design courses, including programming and level design.

Career or Job Enhancement Pathways:

- 3D Artist (Games)
- Game Character Artist
- Environment Artist (Games)

How do I enrol?

The quickest way to enrol is online at www.oncoursesouthwest.co.uk, simply create an account and select 'Enrol now'. Alternatively, if you have any questions, please call our friendly customer service team on 01752 660713.

How will the course be delivered?

This is a practical course, and the sessions will include tutor-led demonstrations, learner-led group activities, instruction and repetition. These will form part of the delivery together with one-to-one support as required.

Will I need to practise outside the classroom?

You will be encouraged to review your notes between lessons to ensure maximum benefit from your course. It is always useful to practise your skills between sessions. Your tutor may encourage home learning, or independent research.

How will I know I'm making progress?

During the first session, your tutor will discuss your goals and current level in relation to the course. Based on this assessment, you will agree individual targets which you will record in your individual learning plan (ILP). You and your tutor will review your targets regularly to ensure that you are making progress; these will be written in your individual learning plan.

What will I need?

Please bring a notepad, and pen to each session. You may wish to bring a file for any handouts. A laptop with internet access is required for completion of coursework and home learning outside of the classroom.

Please note:

Most courses attract a subsidy from the Education and Skills Funding Agency (ESFA). It is a requirement of the ESFA that you complete various forms at different stages of your course, further information is available on request. Courses are subject to a minimum number of enrolments and could be cancelled if recruitment is low. In some cases, an alternative class at a different location may be offered.

Terms and conditions are available at

<https://www.onsouthwest.co.uk/learner-information/essential-information-for-every-learner>

Room numbers are subject to change - please check when you arrive at the venue.

