

Course Information Sheet

Video Game Design with Blender Upper Intermediate



Take your game design skills to the next level! Learn intermediate Blender techniques to create stunning 3D assets for your video games.

Course Description:

This exciting 8-week course is designed for aspiring game designers with a foundational understanding of Blender. You'll delve deeper into the software, mastering techniques to create high-quality 3D models, textures, and animations specifically for video game development.

What will I learn?

- **Weeks 1-2:** Refine your 3D modelling skills. Learn advanced sculpting techniques, retopology workflows, and efficient optimization for game engines.
- **Weeks 3-4:** Master the art of texturing for games. Explore UV unwrapping, creating PBR textures, and baking normal maps for realistic visuals.
- **Weeks 5-6:** Bring your models to life! Learn character and object animation principles for creating engaging in-game experiences.
- **Weeks 7-8:** Polish your project. Integrate your creations into a basic game environment, focusing on lighting, materials, and rendering techniques.

How will I be assessed?

- Weekly assignments testing your newly acquired skills.
- Mid-term project showcasing your modelling and texturing abilities.
- Final project demonstrating your complete game asset creation pipeline, including a 3D model, textures, and animations.

Who is this course for?

This course is ideal for:

- Game design enthusiasts with a basic understanding of Blender.
- Hobbyists looking to elevate their 3D asset creation skills for game development.
- Individuals seeking to enhance their portfolio for the games industry.

Target Audience:

This course is designed for upper-intermediate learners who possess a working knowledge of Blender and a passion for video game development.

Progression Opportunities:

After completing this course, you can progress to more advanced Blender topics like rigging and character animation. Additionally, consider exploring game development engines like Unity or Unreal Engine to bring your 3D assets to life within a full game environment.

Career or Job Enhancement Pathways:

- 3D Game Artist
- Environment Artist
- Character Artist
- Level Designer

How do I enrol?

The quickest way to enrol is online at www.oucoursesouthwest.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.

