

HIGHER NITEC IN GAMES ART & DESIGN

Core Modules

Game Design Principles

On completion of the module, students should be able to conduct market research, determine game genre and features, create game design documents, integrate game audio and craft gamification approaches. They will also be able to build and present mini prototypes.

Drawing Fundamentals

On completion of the module, students should be able to conduct reference studies and sketch game props, environments and characters.

2D Game Asset Creation

On completion of the module, students should be able to conduct art direction research, sketch game environments, prepare 2D art asset requirements, create sprite sheets and graphical user interfaces. They will also be able to produce and perform checks on final 2D artworks.

3D Modelling and Texturing for Games

On completion of the module, students should be able to prepare 3D art asset requirements and create game characters, environments, props and lighting in game engine. They will also be able to optimise art assets, produce and perform checks on final 3D artworks.

Game Level Production

On completion of the module, students should be able to outline game stories, analyse user interface (UI) requirements, create game scenes, conduct peer review sessions and refine game designs.

3D Rigging and Animation for Games

On completion of the module, students should be able to create character and object rigs, and animation keyframes. They will also be able to perform test rendering, optimise art assets and integrate game assets into game engine.

Game Portfolio Development

On completion of the module, students should be able to create game trailers and build portfolio webpages.

Industry Attachment

Students are provided with the opportunity to work in actual games design and development environment.