

Module code: MOD008462	Version: 2 Date Amended: 23/Mar/2023
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1. Module Title
Digital Sculpting for Games

2a. Module Leader
Amanda Surowka

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
4

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Computer Games Art		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module will introduce you to the creation of highly detailed 3D game assets, through the use of digital sculpting software. You will learn the industry standard tools required to sculpt digital assets and the difference between digital sculpting and 3D modelling. The module will also introduce you to the development of characters for video games, starting with the essential aspects of character generation. The module encourages you to develop an understanding of the relation between traditional hand drawing of character concepts and the digital creation of game characters. Sessions utilise this knowledge to explore body, mass, texturing, and detailing, to create unique video game characters. Through experimentation with varied approaches to prop and character production, you will explore the digital tools necessary to inform your creative skills as a digital sculptor.

6b. Outline Content

- Digital sculpting tools and techniques
- Digital sculpting of props and characters
- Visual and contextual research
- Critically evaluating character models
- Developing video game characters

6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

6d. Specialist Learning Resources

Students will have access to specialist game development labs, with the latest industry standard game development tools such as game engines, 3D modelling tools, graphics packages and other suitable software. The students will have access where appropriate to a variety of specialised game development hardware such as joysticks, virtual reality equipment, graphics tablets and mobile devices. Face-to-face learning activities will be held in appropriate rooms, including gaming labs and active learning rooms when designated. This is in addition to access to the internet and Anglia Ruskin University LMS.

7. Learning Outcomes (threshold standards)		
No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate an understanding of body, mass and detailing in character sculpting.
2	Knowledge and Understanding	Plan and effectively execute appropriate workflow strategies for the development of digital sculptures.
3	Intellectual, practical, affective and transferrable skills	Create game assets utilising a range of digital sculpting tool features with technical proficiency.
4	Intellectual, practical, affective and transferrable skills	Display artistic ability in the use of digital sculpting tools to create video game props/characters.

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	24	1-4	1 hr Lecture per week
Other teacher managed learning	48	1-4	2 hr Practical per week
Student managed learning	228	1-4	Self-directed learning and development
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Practical	1-3	50 (%)	Fine Grade	30 (%)
50-hour project to digitally sculpt a game prop					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Practical	1-4	50 (%)	Fine Grade	30 (%)
50-hour project to digitally sculpt a game character					

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

(a) achieve the qualifying mark for each element of fine graded assessment as specified above

(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]