Module code: MOD010779	Version: 1 Date Amended: 18/Dec/2024

1. Module Title

Introduction to Game Art

2a. Module Leader

Adam Twycross-Martin

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 introduces you to the processes and pipelines used to develop 3D assets for video games. You will use industry-standard 3D modelling software and tools to create robust digital assets, create textures and materials for your models and learn how to showcase them in a game engine. The module will also introduce you to some of the fundamental theories behind the creative and technical development of game assets, and how to apply them in practice. By the end of this module, you will have gained experience in the planning, modelling, texturing, and construction of robust digital game assets.

6b. Outline Content

- Workflows, processes and pipelines
- 3D modelling of props
- Textures, UV mapping, and materials
- 3D painting
- Game assets within a game engine
- Lighting within a game engine

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	Utilise a range of 3D modelling tool features with technical proficiency in the creation of game assets.
2	Intellectual, practical, affective and transferrable skills	Use digital painting tools and advanced materials to effectively add colour, texture, and detail to game assets.
3	Intellectual, practical, affective and transferrable skills	Produce 3D game assets that are effectively presented within a commercial game engine.

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	1-3	Two 1-hour lectures per week
Other teacher managed learning	48	1-3	Two 2-hour practical sessions per week
Student managed learning	228	1-3	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	100 (%)	Fine Grade	30 (%)

100hr project to design and develop 3D game assets (4,000 word equivalent)

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]