Current Assignment list

*Use the links or our websites for assignments sheets and further assignment information*

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| **Units for:** | **Assignment:** | **Due in:** | **More info:** | **Tutor:** | **Completed?** | **Grade** |
| Unit 70: Computer Game Engines | Assignment 1 | **10 / 10 / 16** | Discuss the purpose of game engines and the features within them.<http://waynecheeseman.blogspot.co.uk/2016/09/assignment-1-unit-70.html> | Wayne |  |  |
| Unit 66: 3D ModellingUnit 67: 3D AnimationUnit 68: 3D Environments | Understand theory and applications of 3D | **11/10/2016** | Theory document outlining key aspects of the 3D modelling and animation process including rendering.<http://jamestedder.net/unit-66-67-3d-modelling-animation/> | James & Wayne |  |  |
| Unit 69: Concept Art | Concept Art for Games: What you need to know | **25/11/2016** | Discuss concept art, why we use it and the stages that are gone through.<http://jamestedder.net/unit-69-drawing-concept-art-for-computer-gamesfaizaan-sangrar/> | Faizaan Sangrar |  |  |
| Unit 66: 3D ModellingUnit 67: 3D AnimationUnit 68: 3D Environments | Be able to devise 3D models and Environment | **29/11/16** | One presentation on your game idea and world (Wayne) including your 3D model ideas (James).<http://waynecheeseman.blogspot.co.uk/2016/09/unit-68-3d-landscape-concept-art.html>Under assignment 2: <http://jamestedder.net/unit-66-67-3d-modelling-animation/> | Wayne & James |  |  |
| Unit 6: Critical Approaches to Creative Media Products | Understand how media producers define and create products for specific audiences | **Task 1: 9/11/2016****Task 2:****7/12/2016** | **Task 1 -** Explain audience research (Quantitative & Qualitative) and complete your own research (Survey).**Task 2 -** Analyse similar games to your own brief.<http://jamestedder.net/unit-6-critical-approaches-to-creative-media-products/> | James |  |  |
| Unit 66: 3D Modelling | Be able to create 3D models following industry practice | **25/01/17** | Create your 3D character model following industry practice. Include the processes used and critique of the finished product.<http://jamestedder.net/unit-66-67-3d-modelling-animation/> | James |  |  |
| Unit 71: Object-Oriented Design for Computer Games | Object Oriented Design Principles | **Task 1:****20/02/2017** | You need to understand and discuss the purpose of object-oriented design for games.<http://waynecheeseman.blogspot.co.uk/2017/01/oo-design-assingment-one.html> | Wayne |  |  |
| Unit 6: Critical Approaches to Creative Media Products | Responses to Media Products | **Task 1: 22/02/2017 Task 2: 15/03/2017** | **Task1 -** P3/M3/D3 - Audience Response and BehaviourConstruct a survey and write an article for a fanzine on the effects of violent action games<http://jamestedder.net/p3-understand-how-media-audiences-respond-to-media-products/>**Task 2 -** P4/M4/D4 - Analysis of a Computer GameYou have been commissioned to write a critical article on a chosen category of game for a games magazine.<http://jamestedder.net/unit-6-critical-approaches-to-creative-media-products/> | James |  |  |
| Unit 68: 3D Environments | Create the 3D environment | **29/3/2017** | You have created in the art classes initial sketches of models and landscapes. From these initial sketches and prototypes of game create the full environment.<http://waynecheeseman.blogspot.co.uk/2016/12/3d-landscape-home-page.html> | Wayne |  |  |
| Unit 67: 3D Modelling & Animation | Creating 3D animation for a computer Game | **Task 1: 07/04/2017 Task 2: 24/05/2017** | **Task 1** – P2/M2/D2 Generate ideas and specification documentation for a trailer/advert or cut-scene.**Task 2** – P3/M3/D3 - Create an animation in Autodesk Maya which lasts at least 30 seconds based on your idea developed in Task 1.<http://jamestedder.net/unit-66-67-3d-modelling-animation/> | James |  |  |
| Unit 68: 3D Environments + Unit 70: Computer Game Engines + Unit 71: Object-Oriented Design for Computer Games | Killer Klowns based game | **24/05/2017** | So what is required is a game play video of you playing your game and discussing the game as you play it (10 - 15 min video).  Also give me a 5 minute video of a friend playing the game.In addition I need 2 other videos :-One covers the OO Design(Blueprints) within the game and how it is used.Also a video on the environment and how you set it up.<https://waynecheeseman.blogspot.co.uk/2017/04/final-game-post.html> | Wayne |  |  |