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| **Assignment** | |
| Qualification | BTEC Extended Diploma in Computer Games Design |
| Unit number and title | Unit 66: 3D Modelling |
| Start date | 01/12/2017 |
| Deadline | 15/12/2017 |
| Assessor name | James Tedder |
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| Assignment title | 3D Models for an Asset Library |
| As a junior games designer working for a small games developer in the East Midlands, your manager has asked you to generate and record ideas for 3D models based on a creative brief.  **Learning Outcomes for Unit 66/67:**  **P2** Generate outline ideas for 3D models working within appropriate conventions and with some assistance  **M2** Generate detailed ideas for 3D models showing some imagination and with only occasional assistance  **D2** Generate thoroughly thought-through ideas for 3D models showing creativity and flair and working independently to professional expectations   |  | | --- | | **The work for this assignment must be submitted in accordance with the instructions given at** **the end of each task within the assignment**  **Students are reminded that late work will not be accepted for assessment. Student Declaration**  I declare that all the work submitted for this assignment is my own work, or in the case of group work, the work is **my work** I completed as part of the group, and that no part of it has been copied from any source (other than for referencing).  I understand that if **any** part of the work submitted for this assignment is found to be plagiarised  **none** of the work submitted will be allowed to count towards the assessment of the assignment.  Signed: Date:\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| **Task**  Create an on-line presentation (blog), written report, video or other form of presentation which shows your understanding of generating ideas for 3D models.  Using the brief provided by Wayne in Unit 68 you need to consider and understand what is required before creating 3D models. You should:   * Consider and interpret the creative brief * Generate and record ideas * Carry out pre-production planning * Compile a comprehensive development log evidencing your creative work.   Include:   * Stimulus: eg client brief, own brief, from market research * Ideas: brainstorming; sketches; pre-visualisation (concept drawings, storyboards, level diagrams, 2D and 3D architectural drawings) * Legal and ethical considerations: legal, eg copyright; ethical, eg confidentiality, decency; representation, eg race, gender, religion, sexuality * Specification: target audience; key visual themes; storyboards; constraints, eg polygon count, image resolution, output size, file type, file size   Think about what you did for P2 in Unit 78: Digital Graphics to understand the type of documents you need to create. | |

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| This brief has been verified as being fit for purpose | | | |
| Assessor | James Tedder | | |
| Signature |  | Date |  |
| Internal verifier | Wayne Gallear | | |
| Signature |  | Date |  |