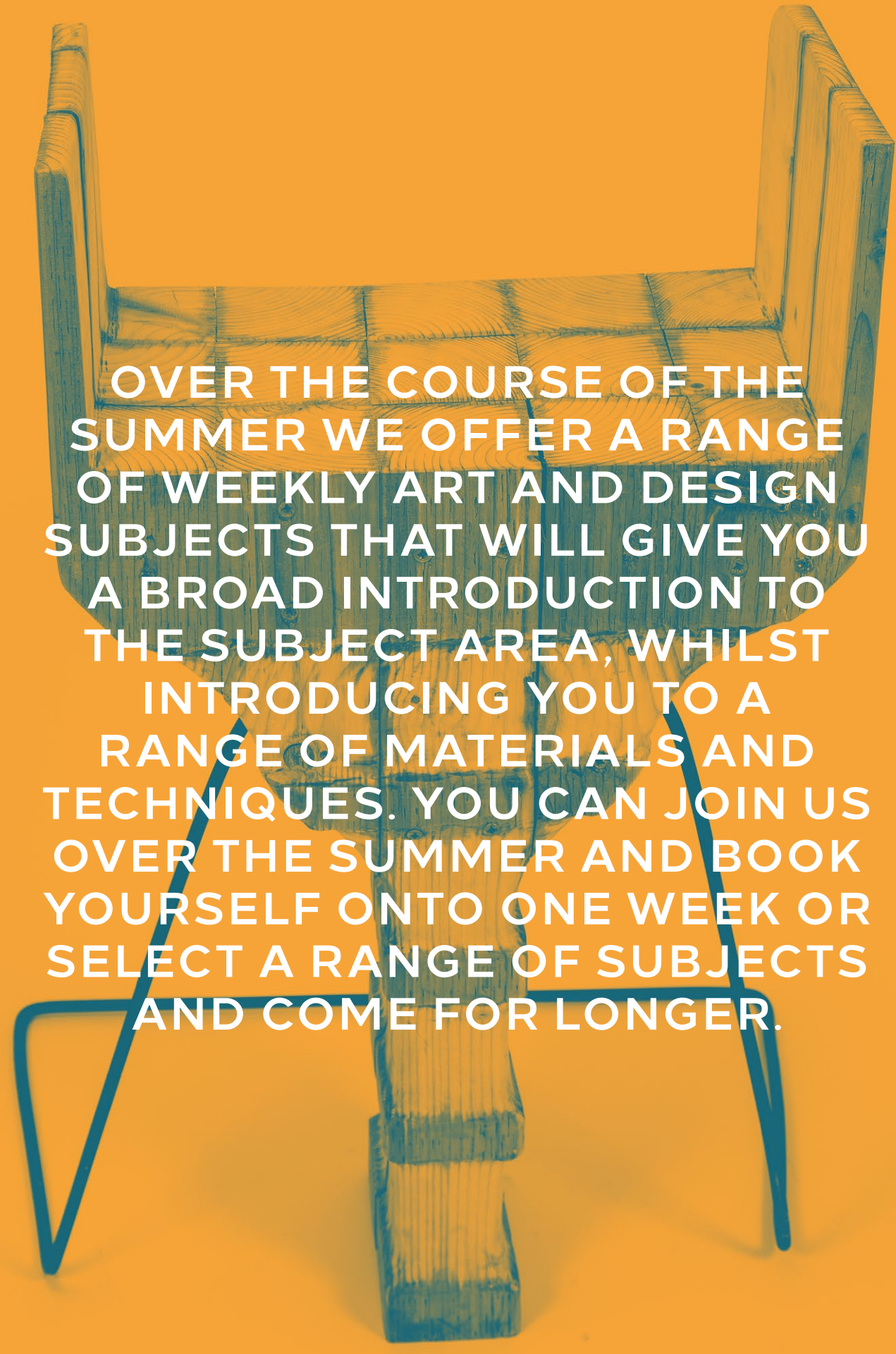
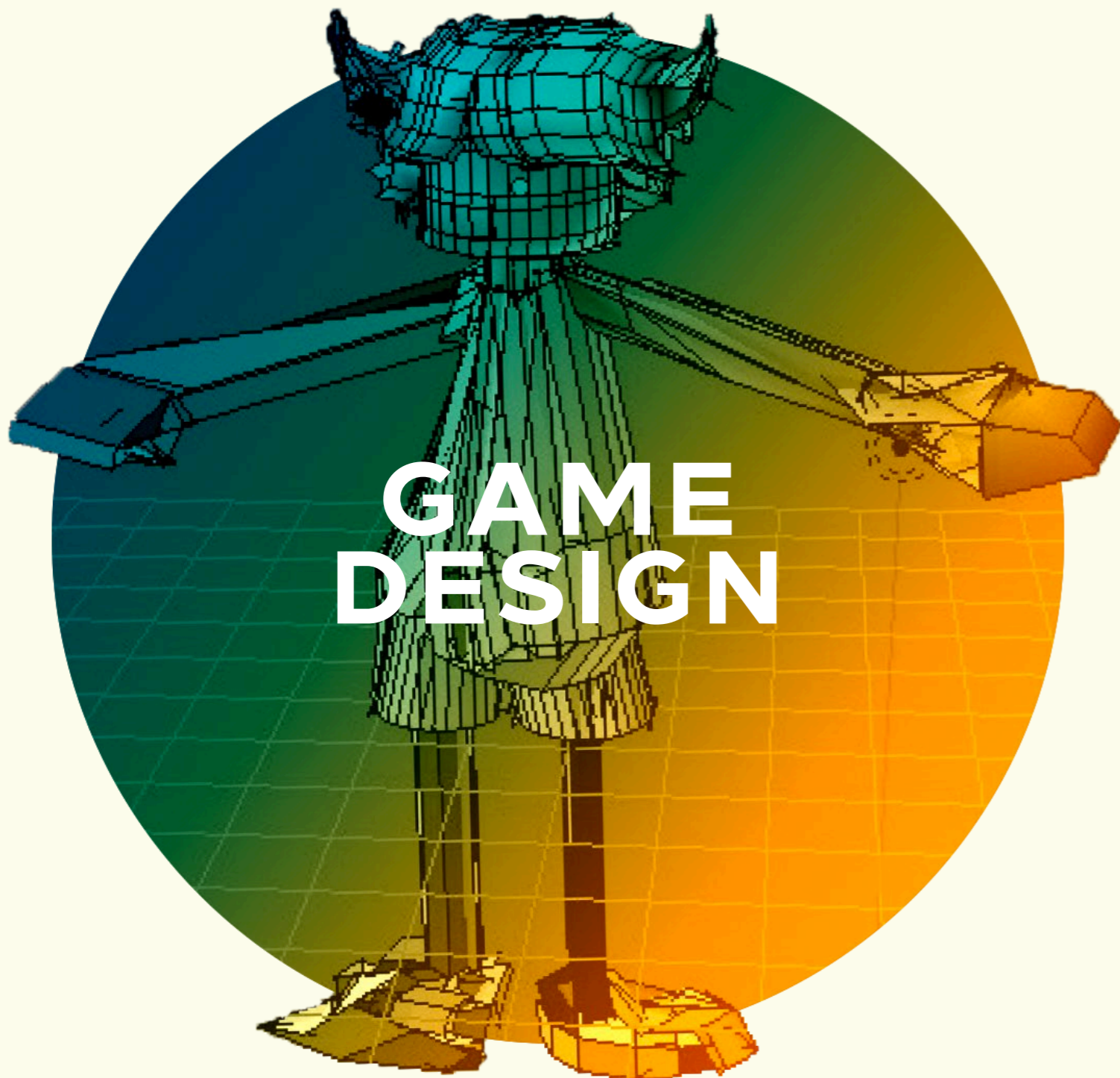




Art & Design Weekly Summer School



OVER THE COURSE OF THE SUMMER WE OFFER A RANGE OF WEEKLY ART AND DESIGN SUBJECTS THAT WILL GIVE YOU A BROAD INTRODUCTION TO THE SUBJECT AREA, WHILST INTRODUCING YOU TO A RANGE OF MATERIALS AND TECHNIQUES. YOU CAN JOIN US OVER THE SUMMER AND BOOK YOURSELF ONTO ONE WEEK OR SELECT A RANGE OF SUBJECTS AND COME FOR LONGER.



AIMED AT INDIVIDUALS WHO LIVE FOR GAMES, THIS CREATIVELY AND TECHNICALLY DEMANDING ONE-WEEK COURSE EXPLORES THE CREATIVE POSSIBILITIES IN DEVELOPING YOUR OWN GAME. USING A RANGE OF SOFTWARE PACKAGES TO CREATE 3D CHARACTERS AND BACKGROUNDS YOU WILL LEARN HOW TO DEVELOP GAME NARRATIVES, CHARACTERS AND PLOTS. YOU WILL BEGIN TO THINK AND WORK LIKE A GAMES DESIGNER, UNDERSTANDING HOW TO CREATE GAME CHALLENGES, RULES AND LOGIC. IT WILL GIVE YOU AN IMPORTANT FIRST STEP INTO UNDERSTANDING THE GAMES INDUSTRY AND IDEAL FOR STUDENTS WHO ARE THINKING ABOUT FUTURE DEVELOPMENT OF THEIR IDEAS INTO A MORE SUBSTANTIAL PIECE OF WORK.

LEARN FROM PROFESSIONALS

This programme will give you the chance to study in central Cambridge in a fun and creative environment led by experienced tutors at CSVPA.

BROADEN YOUR SKILLS IN THE INDUSTRY

Throughout the week, you will learn how to design and build a sector piece for a game, start to design the backdrops on paper and research using Padlet for mood boards. You will also gain an understanding of concepts for games, game engines and will receive an introduction to texturing.

DEVELOP YOUR SKILLS IN:

Concepts for games | Designing and building a sector piece for a game | Texturing | Unity; Games Engines | Maya

DATES AVAILABLE:

• Sunday 19th July 2020 to Sunday 26th July 2020

PROGRAMME OUTCOMES

1. You will have explored a range of practical concepts in creating a sector piece for a game
2. You will have had the opportunity to solve creative briefs through a range of techniques and skills guided by our highly experienced staff
3. You will have a basic understanding of game engines
4. You will be able to create basic texturing

SAMPLE TIMETABLE

Day	7:15-8:40	9:00-12:00	12:00-13:00	13:00-16:30	16:45-19:00	Social Activities
Sunday	BREAKFAST		LUNCH		DINNER	Welcome Meal
Monday		Introduction to Game Art. Set the task for the week (Design and Build a Sector piece for the Game Sure Footing).		Play Sure Footing for Reference. Concepts for games. Start to design the. Backdrops on paper, research using Padlet for mood boards.		Evening Activities
Tuesday		Introduction to Maya Introduction to 3D principles and concepts Live Demo of me showing the tools.		Workshops creating 3D backdrops for Sure Footing.		Evening Activities
Wednesday		Introduction to Uvs Live Demo of creating Uvs		Workshop creating Uvs ready for texturing.		Evening Activities
Thursday		Introduction to Texturing Live Demo of creating Textures for Sure Footing		Workshop creating textures. Demo of Normal/AO maps.		Evening Activities
Friday		Game Engines Unity demo getting work into engine.		Game Engines Unity demo getting work into engine.		Evening Activities

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.