

## Course: Creative Media

credits: 5

<b>Course code</b>	GTVB22FTCM	<b>Modes of delivery</b>	Tutorial
<b>Name</b>	Creative Media	<b>Assessments</b>	Creative Media - Other assessment
<b>Study year</b>	2022-2023		
<b>ECTS credits</b>	5		
<b>Language</b>	English		
<b>Coordinator</b>	P.G.T. Huitema		

### Learning outcomes

This Focus Track has five Programme Learning Outcomes.

#### **Programme Learning Outcomes**

A2. The student considers contextual factors in the implementation of their solutions.

B1. The student can construct technical solutions informed by relevant knowledge and theories.

C1. The student can make use of relevant visualisation techniques.

C2. The student employs appropriate prototyping methods to develop digital interactive prototypes.

C3. The student elaborates digital prototypes using appropriate methods and techniques.

### Content

Students will work individually to create a real-time render 3D animated character in a game engine. Students will show iterative steps and address important choices in creating their game-ready animated character in a real-time rendered scene.

The real-time rendered scene reflects the character's personality by using appropriate research, references, modelling, animation and visualization techniques. The digital interactive real-time scene in the game engine allows the user to trigger different animations.

### Included in programme(s)

Creative Media & Game Technologies

### School(s)

School of Communication, Media & IT

share your talent. move the world.