Course: Creature Design level 2 credits: 5

Course code	GTVB23ELCD2
Name	Creature Design level 2
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	L. Meerlo
Modes of delivery	Tutorial
Assessments	Creature Design level 2 - Other assessment

Learning outcomes

Learning Outcomes

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course.

Content

Content

Students will be creating a game ready character or creature from concept to 3D model. The model will have to convince that the students thought about the “why”, by creating a backstory that matches the visual characteristics, for example, physical abilities, use of colour etc. Why does my creature/character have this shape or colour? If it is an Aquatic creature, how does this influence its looks, its clothes, its movements etc. This elective go through all the steps starting with brainstorming, visual research, concept-art, followed by modelling/sculpting, retopology, textures, hair/fur ending with HD-render, and some compositing.

Optional adding rigging/animation and in game-engine rendering depending on scope.

The entry requirement for this elective is that the student has passed level 1 of the elective.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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