Course: Character Design

credits: 5

Course code	GTVB23FTCD
Name	Character Design
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	E.P. Psomadellis
Modes of delivery	Action learning
Assessments	Character Design - Other assessment

Learning outcomes

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

In this course, students will work independently to produce a 3D animated character for real-time rendering within a game engine. The students will present the incremental stages of their work and discuss crucial decisions made during the creation of their game-ready animated character within a real-time render scene.

The real-time render scene showcases the character's personality through the utilization of thorough research, references, 3d modelling, rigging, animation, and visualization techniques. The digital, interactive, real-time scene in the game engine enables the player to activate various animations.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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