

Vak: Creative Media

credits: 5

Vakcode	GTVB22FTCM	Werkvormen	Werkcollege
Naam	Creative Media	Toetsen	Creative Media - Overige toetsing
Studiejaar	2022-2023		
ECTS credits	5		
Taal	Engels		
Coördinator	P.G.T. Huitema		

Leeruitkomsten

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.

Inhoud

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.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Instituut voor Communicatie, Media & IT

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