Vak: Creature Design level 2 — credits: 5

Vakcode	GTVB23ELCD2
Naam	Creature Design level 2
Studiejaar	2025-2026
ECTS credits	5
Taal	Engels
Coördinator	L. Meerlo
Werkvormen	Werkcollege
Toetsen	Creature Design level 2 - Overige toetsing

Leeruitkomsten

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.

Inhoud

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.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Instituut voor Communicatie, Media & IT

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