Vak: Procedural Assets — credits: 5

Vakcode	GTVB23ELPA
Naam	Procedural Assets
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	K. Boerema
Werkvormen	Werkcollege
Toetsen	Procedural Assets - Overige toetsing

Leeruitkomsten

Learning Outcomes

This course has five Programme Learning Outcomes.

Programme Learning Outcomes

LOL B Level 2 - The student considers contextual factors in the implementation of their solutions.
LOL B Level 2 - The student can make use of relevant visualisation techniques.
LOL C Level 2 - The student compares and selects appropriate technical solutions to satisfy complex problems.
LOL C Level 2 - The student can experiment with innovative concepts to address complex or complicated situations.
LOL D Level 2 - The student can construct technical solutions informed by relevant knowledge and theories.

Inhoud

Procedural generation using algorithms is an effective way of using available computing power to create unique assets, levels, worlds or even universes. This elective focuses on teaching students about the different methods of procedural generation available, how to use these methods and how these methods can help in creating unique experiences.

The student will learn to set up their own use-case and implement specific learning goals. Starting with the exploration of the application and boundaries of a technique and the relevant software. First by replicating examples of procedural techniques and later applying different techniques in their own use-case. The solution to the use-case will be achieved by weighing the pros and cons of possible solutions and making the right design choices. These design choices are showcased in a presentation.

The student will build a product that consists of multiple procedural generation methodologies (noise, scatter, parametric etc).
The specific product can be a scene that is procedurally generated or a tool that can be used to create new procedural created assets (city builder etc.). The assessment product will be a showreel video of the product suitable for the professional portfolio.

Opgenomen in opleiding(en)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development 2
CMGT Exchange Minor Game Design & Development

School(s)

Kunst, Ontwerp & Ruimte

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