Vak: Creature Design level 3 — credits: 5

Vakcode	GTVB24ELCD3
Naam	Creature Design level 3
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	M. van der Wees
Werkvormen	Werkcollege
Toetsen	Creature Design level 3 - Overige toetsing

Leeruitkomsten

For this elective level 3, students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. These learning outcomes must be different from those of the previous two levels of the elective and require the approval of 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 skin, its movements etc. This elective go through all the steps starting with brainstorming, visual research, concept-art, followed by modelling/sculpting, retopology, textures and hair/fur.

The entry requirement for this elective is that the student has passed level 2 of the elective.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Kunst, Ontwerp & Ruimte

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