VET IN SCHOOLS

VCE VET - CREATIVE DIGITAL MEDIA
GAME ART FOUNDATIONS
CUA31015 Certificate III in Screen and Media

Learn industry standard game design workflows and technologies to teach you how to create and design games using 3D software.

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SPECIALIST EDUCATORS IN
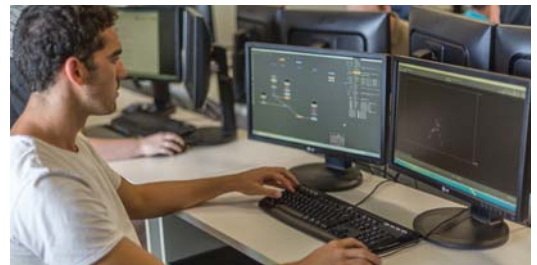GAMES, ANIMATION & FILM VFX

Overview

VCE VET CDM combines industry standard game design workflows and technologies to teach you how to create and design game art using 3D software.

In the first year, you will be introduced to the Unreal Engine along with Photoshop and Maya. You will learn to create unique 3D assets, design game elements as you complete a diorama, and learn HTML and animation techniques.

During the second year, you will expand and build on these techniques as you learn how to create a custom character. You will also cover key topics including website design and construction, and the production of 2D animation.

The course introduces students to the fundamentals of 3D modelling and game design including:

- 3D Modelling and Texturing
- Game Environment Design
- Design Techniques
- Problem Solving
- Animation Techniques
- Website Design

PROJECT	DESCRIPTION
The Industry Knowledge and Web Development	You will explore the games industry, looking at the jobs currently advertised in game art and what employers are looking for. You will also learn web design to design the website for your own game studio.
Design 3D Diorama	You will develop ideas through the pre-visualisation process. You will learn how to look in new places to find answers and understand perceived or actual barriers to development.
Create 3D Diorama	You will learn how to develop the core skills required to be a game artist. You will begin to develop your creative skills in modelling, texturing, lighting and develop your understanding of post-production techniques.
Character Design	You will be learning the elements and principles of design. You will have to go through the entire design process to create this character, from brainstorming activities, reference gathering to final concept art.
2D Animation	You will learn 2D animation techniques and apply the principles of animation such as timing, spacing, overlap, squash and stretch to create a variety of animations.
Web Portfolio	To get into any industry, you too will need to know how to promote yourself and artwork to potential employers or clients.
VCE Exam	You are required to sit the final VCE VET examination. This course is designed to include dedicated sessions that help students revise and apply all they have learnt to maximise their chances of achieving excellent examination results.

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Front page: student work by Milan Kruger

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