

Welcome to Animation & Games

This presentation will provide an insight into what this course is and all information around it.



Who am I?

My name is Charlie,
and I am the lead
lecturer for the
Animation & Game
course. Here are
some facts to get to
know me!



I am a 25 yr old Illustrator,
Animator, Game designer.

My favourite games are:

Fnaf 2

Pokemon Emerald

Until then

Legend of Zelda: Majora's
Mask

Slay the Princess

Baldurs gate 3

My favourite Animations
are:

Princess Mononoke

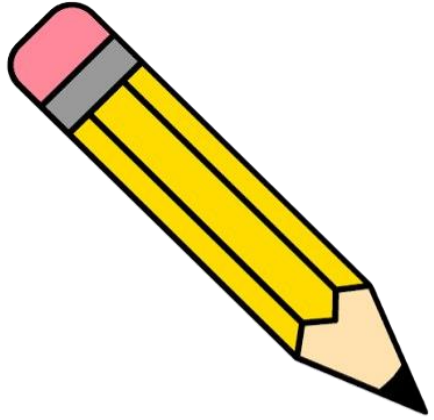
Sword Art Online

Sonic Underground

Young Justice

Your name





Meet co-lecturer Azlan!

3D & ANIMATION SPECIALISM





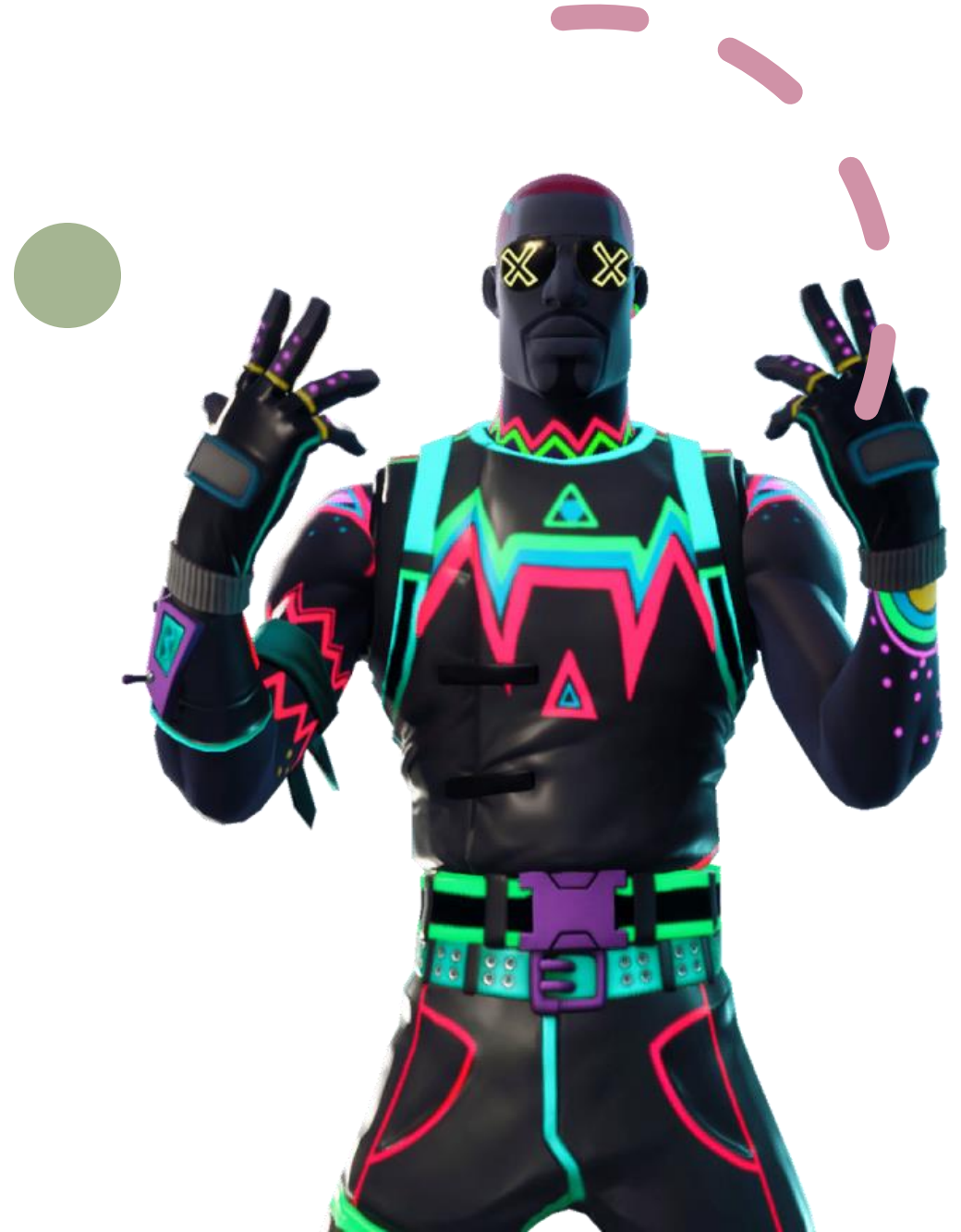
Introduction task

To introduce ourselves, please pass around the game controller and answer the following 4 questions. You will have 5 minutes to think about them:

- What is your name?
- What is your favourite game?
- What is your favourite Animation?
- What do you want to do within the industry? Why?

What is this course?

- This Course educate you on how to use industry standard software for Game and move animation.
- You will get a better idea of the pipeline used in the Animation & Game Industry
- This Course will also allow you to make you own portfolio of work ready for Higher education and Industry.



What will you learn?

You will be covering more of an in-depth look at the range of skills you will need to enter the industry. Your learning will be split into 3 categories:

- Theoretical
- Practical
- Digital

All 3 of these are vital to understanding the field, You will be applying all 3 to your final outcomes which will represent what you have learnt.

You will also be introduced to industry standard software and explore a range of options to help better your understanding of your pathway



Standards for success

Standards for Success

Student Learning Contract

We have high expectations for our students. These standards are designed to help you reach your full potential at West Thames College and to support others in achieving theirs.

We expect students to:

- Attend every lesson
- Be on time, every time
- Show respect to students, staff, visitors and neighbours
- Wear your college ID card
- Be ready and equipped for every lesson
- Keep the college clean and tidy
- Meet all homework and assignment deadlines
- Practice online safety and use of appropriate language

We don't expect students to:

- Use a mobile phone in class
- Disrupt lessons
- Eat in class
- Use language or behaviour which may cause offence to others
- Wear hats, caps, headphones, or hoodies in college
- Damage college property

To support our students' success, we provide:

- A safe and healthy place to learn
- Fair treatment and respect
- Extra help if you need it
- Regular updates on your progress, along with information, advice and guidance for future next steps
- Opportunities to share your feedback

Thank you for reading this contract. We will discuss our expectations and these standards during your induction and throughout your time at West Thames College.



Tracy Aust
CEO & Principal



Classroom rules

When in Class please make sure to follow these rules:

- Coats, Jackets, Hats, and headphones must be taken off for the duration of the lesson.
- No eating or drinking allowed in the classroom
- Treat everyone with professional standards and respect
- Make sure all equipment is turned off and put away properly
- No games are to be played outside lesson curriculum inside the class
- Please make sure the door is shut behind you.



Word Press Set up

- Please Follow the following guide to set up your blog page. Once set up please create the following headers to categorise your work for this project in the induction page:
 - Project Overview
 - Research/Visual Studies
 - Classroom Work
 - Dev-log entries
 - Final Work assets

<https://artwtc.com/blog-setup/>

INDUCTION PROJECT - **"Order and Chaos"**



Mini Task

We will put you into groups where you will have a piece of paper and a dice. You will take it in turns to roll the dice and whatever it lands on you get to add to your maps/world.

Each player has 5 turns and at the end you will show off what you created between yourselves. You can add whatever you like, no context is needed, you can have a dinosaur in medieval times drive-thru, its completely up to the dice roller where they take the story.

Only rule is each turn must add something to the worlds overall story.

1. Add a character
2. Add a landmark
3. Add an Event
4. Add an environment / new land mass
5. Miss a turn
6. Add any 1 of the above

What is game design?

We are going to watch this video and take notes, then make sure to upload your notes to your new site under the Class work section.

<https://www.youtube.com/watch?v=LBtucVc8lOM>



Practical task

- Individually, you will create a new Epic Games account and sign into Fortnite. Today we will be looking at the level creator feature Fortnite offers and testing and using it getting comfortable with the software.
- Your task for today is to play through at least 2 of the game modes Fortnite offers. Take notes of the gameplay and apply what you learnt from the video to it. With this you should answer these 3 questions in detail.
- 1. How does the game feel? Is it difficult to learn? Did you experience any challenges? What emotions does it get from you?
- 2. Is the game cohesive? Does it work well together? If not why?
- 3. How would you improve one of the game modes or features? What would you do different and why?
- Make sure you record this by writing your answers down and taking a pictures/screenshots to back this up. These will go on your websites.



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- A decorative graphic in the bottom left corner consisting of a purple circle, an orange semi-circle, and a blue square.

Remote learning task

- For this week's remote learning task, please set-up your Wordpress page fully. Use the instruction video and help documents on the artwtc blog.
- As well, please make a start on your dev-log section, these will be checked weekly going forward so make sure you stay up to date with them.
- Your dev-log week 1 should document your activities towards your level design for the week as well as documented visual evidence towards this. Remember to answer the following questions each week. This can be done either in a written format or as an interview/ video dev-log style format.
- The questions:
 1. What you did?
 2. Why did you do it?
 3. How you feel about it?
 4. What could you have done differently?

