

## Course: Creature Design level 3

credits: 5

**Course code** GTVB24ELCD3  
**Name** Creature Design level 3  
**Study year** 2026-2027  
**ECTS credits** 5  
**Language** English  
**Coordinator** M. van der Wees

**Modes of delivery** Tutorial  
**Assessments** Creature Design level 3 - Other assessment

### Learning outcomes

#### Learning Outcomes

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.

### Content

#### 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.

### Included in programme(s)

Creative Media & Game Technologies

### School(s)

Arts, Design & Built Environment

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