

Vak: Character Design

credits: 5

Vakcode	GTVB23FTCD
Naam	Character Design
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	E.P. Psomadellis

Werkvormen	Action learning
Toetsen	Character Design - Overige toetsing

Leeruitkomsten**Learning Outcomes**

This Focus Track 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 employs appropriate prototyping methods to develop digital interactive prototypes.

LOL C Level 2 - The student elaborates digital prototypes using appropriate methods and techniques.

LOL D Level 2 - The student can construct technical solutions informed by relevant knowledge and theories.

Inhoud

In this course, students will work independently to produce a 3D animated character for real-time rendering within a game engine. The students will present the incremental stages of their work and discuss crucial decisions made during the creation of their game-ready animated character within a real-time render scene.

The real-time render scene showcases the character's personality through the utilization of thorough research, references, 3d modelling, rigging, animation, and visualization techniques. The digital, interactive, real-time scene in the game engine enables the player to activate various animations.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Kunst, Ontwerp & Ruimte

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