BTEC Games Design – Summer Independent Learning Activity

Context / Scenario

You are working as part of the creative team called 'Sixteen studios' as a short-term internship in the game design studio.

The company 'Sixteen studios' want to ensure your internship becomes permanent, to do that, they have asked you to write a report examining the purposes and techniques of 3D animation used in the media industry. This is across all industries as they try to explore alternative uses for their facilities and create more revenue, yet your main focus will be games. They also want you to explore a job role to map out your future, this can help them know where to deploy you and where your skillset and knowledge lay.

PART 1

TASK 1: Uses of digital 3D animation in different media sectors – 300- 500 words

Things to think about: you may make reference to technical characteristics for example, how, 3D animations for the film industry will be much more detailed and higher poly count than those for use in games.

- 3D animation in TV and film.
- Narrative animation.
- Music videos.
- Advertisements.
- Idents and title sequences.
- 3D animation in digital games.
- Walkthroughs and simulations.
- Uses of different styles of digital 3D animation to appeal to different audiences.

TASK 2: The development of 3D digital animation techniques. 200-500 words

Things to think about: Evaluate examples of 3D animation clearly showing how the techniques have developed and become more sophisticated over time. For example, compare contemporary digital examples with compositing digital 3D animation with live action footage in the film sector. This report must be accompanied with a clearly defined timeline.

- Influential pre-digital 3D animators, including Willis O'Brien and Ray Harryhausen.
- The development of digital 3D animation techniques.

- 1970s wireframe animations.
- 1980s uses of CGI and morphing.
- Motion capture.
- Compositing with live action footage.
- Machinima.

TASK 3: Technical Considerations. 200-500 words

Things to think about: Provide examples that will refer to the below points. Evaluate why these aspects are important suitability for purpose. For example, you may comment that although the use of particle systems for animation in a virtual environment may look effective, games producers must be careful not to overuse these and slow the game down. Therefore, you must compare the different purposes and techniques by the use of examples.

- Appropriate software for the intended purpose.
- Polygon count.
- File size.
- Rendering time.

PART 2

Research Task:
As part of this task, you'll research job roles within the gaming industry looking at potential employers and roles within the industry. This will help you decide what specific part of the Game Industry you would like to work in, compile a list of the areas you would like to work in and give reasons for your choices.

Links for researching jobs:

https://www.youtube.com/watch?v=GAJhCw2QNlI
https://www.youtube.com/watch?v=1zl2ZH6Kfbg
https://www.youtube.com/watch?v=lGar7KC6Wiw
https://www.youtube.com/watch?v=c0o6BPYKBiA

Find the job you want within the Games industry. Use the following websites to look for jobs within this area and the skills required. – Once a job has been discovered, annotate the article mapping how you'll get there through educations, training and gaining experience.

http://jobs.gamesindustry.biz/any/uk-and-europe
https://www.gamesjobsdirect.com
https://www.indeed.co.uk/Game-Writer-jobs
https://www.reed.co.uk/career-advice/how-to-get-a-job-in-the-games-industry/
creativeskillset.org

Concept Artist - AAA Studio - £35,000 North West, UK
£35000 - £40000 per annum Creative Personnel
Posted 18 days ago

Responsibilities:
This position will require artists to learn and master the visual style and illustrate new assets following the guidelines and requirements of the game.
Requirements:
Have a good understanding of form and function with an eye for Industrial design
Collaborate heavily with the design and production teams while maintaining the Art Directors vision
Must be able to work to an idea/design/concept that is not my own. This will require a professional attitude. Join BIMA.. this is because….

Create stunning environmental art that captures the overall filmic quality of the games universe
Have a strong foundation in lighting and atmospherics
This is a very specific skill and would mean that I would have to gain knowledge and experience in this particular type of art.

Would need to learn and develop the specific software knowledge for this.
Ability to create concept art in 3D and 2D
I have been able to gain some experience in both but would need to develop this much further – this can be part of my BTEC games Design course and extra curriculum experience in working with people within the industry. I have also been undertaking Computer Science and Drama, I feel these can help because…. .

Qualifications:
Strong understanding of all aspects of concept art regarding illustration and design
I have some knowledge but will need to develop this. This will be best achieved through first completing a University course/apprenticeship. I have looked at completing a Games Design course at SAE London UK, this course allows me to explore specific pathways that will link well to this position.

YOUR TURN!