



Longley Park

SIXTH FORM

LONGLEY PARK SIXTH FORM TRANSITION PACK

GAMES DESIGN

UAL Level 3 Game Art & Design

In September you'll begin your Game Art & Design course, where you'll learn the skills you need to begin your career working in the creative side of the video games industry. Over the course you'll be learning art skills, 3D modelling, animation, graphic design, character design, concept art, architecture and level design. To help prepare yourself for the new course, we've put together a summer project.



Console Wars - Create a Video Game Idea

2020 will see the beginning of the next console war, as Playstation and Xbox both release new consoles in the same year. In any console generation, it's the job of video game artists to imagine the worlds and characters that help make the games consoles a success. Your job is to develop a new video game idea, by working through the following steps:

- **Initial Research** - Choose either Xbox or Playstation to create your game for. Research the games that will be on these new consoles. Can you think of a new idea for a video game?
- **Game Pitch** - Write a short pitch explaining your idea for a new video game for either the PS5 or Xbox. What will you do in the game? What would be the goal of your game? How would you make your game challenging? Where and when will your game be set?
- **Visual Research** - Once you have decided your game idea, gather some images online that could help you develop it. For example, if you are designing a fantasy game you might research different types of medieval armour from around the world. Carry out some background research to help you understand the world you're creating.

- **Concept Art** - Using your visual research, draw some artwork showing one of the main parts of your game. For example, you might draw a character, an environment, or a vehicle. We know drawing isn't everyone's strength, but the most important thing at this stage is to have a go. You'll get the chance to learn lots of new skills once the course begins.

Further reading and research

If you'd like to learn more about Game Art and Design over the summer, here are some recommended links:

- **Artstation** (<https://www.artstation.com/>) - This site lets you browse the portfolios of hundreds of video game artists, including both concept artists and 3D modellers
- **Sketchfab** (<https://sketchfab.com/>) - Another collection of portfolios, this time focusing on 3D modelling and animation
- **Kotatu Fine Art** (<https://kotaku.com/c/fine-art>) - Every couple of days, the video game site Kotaku highlights the portfolio of a video game concept artist
- **Game Maker's Toolkit (YouTube channel)** - If you want to learn about gameplay design, this is the best collection of videos to get started with
- **NoClip (YouTube channel)** - If you'd like to learn more working in the video games industry, NoClip has an excellent selection of short 'behind the scenes' documentaries