



Longley Park

SIXTH FORM ACADEMY

Creating Excellence Together,  
through a culture of care

Get Ready  
For...

UAL Game Art  
& Design

LONGLEY PARK SIXTH FORM

## What will I study?

The games industry employs a huge range of creative careers, from 3D modellers to character designers to animators. In this course you'll be learning a wide range of skills, including 3D modelling, concept art, graphic design, and animation. In the 1<sup>st</sup> year we'll learn the basics of each of these skills, and then in the 2<sup>nd</sup> year you'll be able to choose your own specialisms. You could take these skills into one of the many specialist roles in the games industry, or explore careers in areas such as animation, marketing, illustration or the media.

All of the assessment on this course is through coursework. There are no exams. You'll be given lots of freedom in your projects, and be able to choose your own research, influences and art styles. We'll learn more about how the games industry works through weekly case studies to help you decide the types of games you'd like to work on.

## What can I do next?

After the course, your UAL Creative Practice qualification can open doorways into many creative fields. Many of our students progress onto university, where they have studied subjects such as Game Art, Game Design, Illustration, Animation, Film Production, Graphic Design, Creative Writing, and Architecture. Though our course has a specialist focus on the games industry, we can support you in reaching a wide range of destinations.

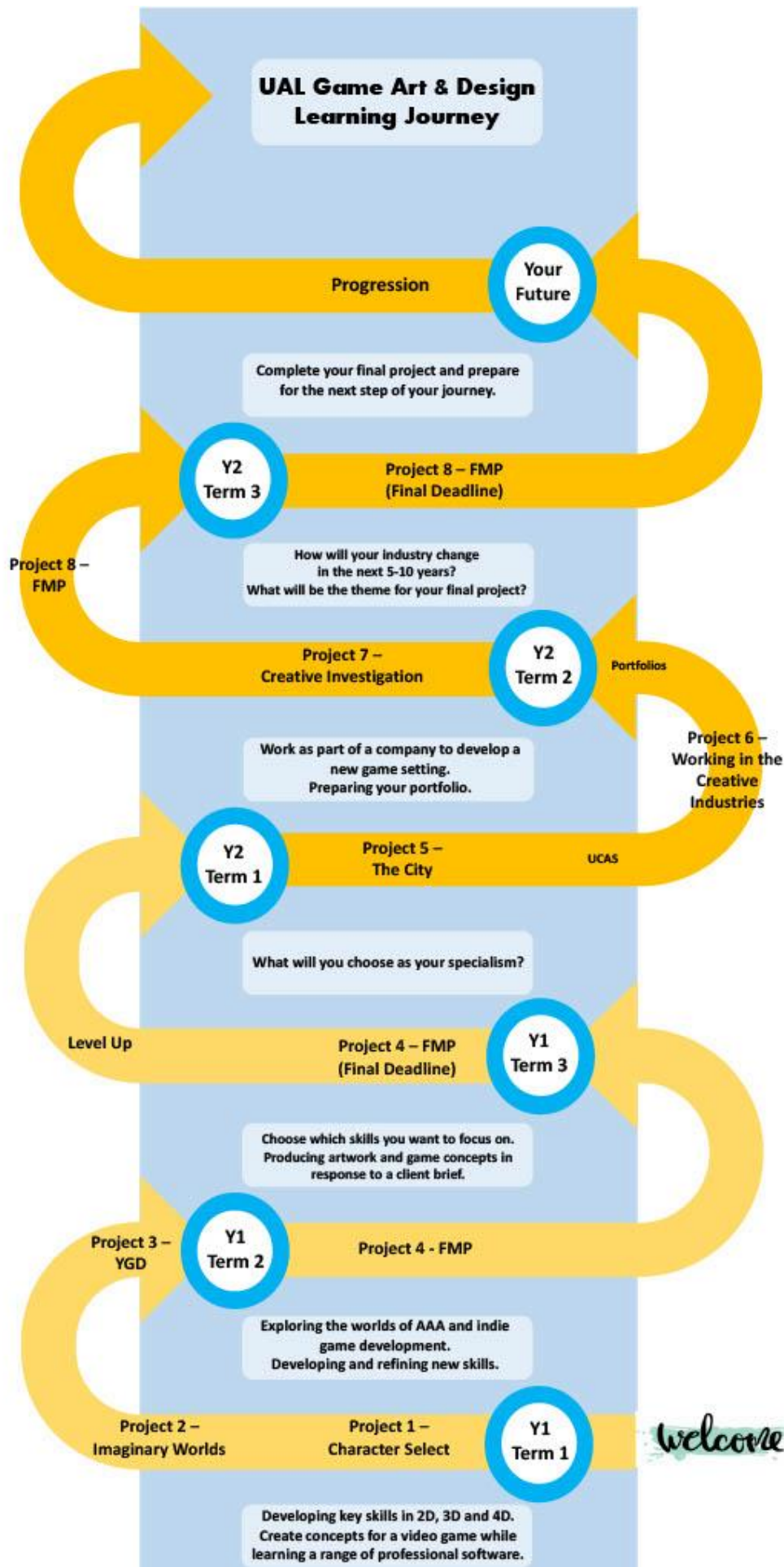
In our dedicated portfolio sessions we help you put together a portfolio of work ready to present to future employers and universities. You could use your portfolio to continue your studies, enter employment in the creative industries, or go freelance.

## What additional opportunities will I have on my course?

You'll have access to a wide range of software, including Blender, the Adobe programs (Photoshop, Illustrator, After Effects, Premiere, etc.) and Autodesk programs (Maya, Mudbox, etc.). You can use our dedicated Game Art computers to work on your projects between lessons. If you have a PC at home you'll be able to use our education licenses to download these programs for yourself too.

You'll have access to digital graphics tablets, so that you can draw directly onto the computer. You'll also have access to all the supplies of the art department, whether this is video cameras or painting supplies.

You'll have the opportunity to receive specialist masterclasses at venues like The National Videogame Museum and Sheffield Hallam university. We'll guide you through competitions like the BAFTA Young Game Designer's Award, where you can win an industry mentorship. Like a real game design studio, we'll go out on location to gather images and information to turn into game ideas.



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, 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

We're currently in a console war between three major games consoles – the PS5, the Xbox Series X/S and the Nintendo Switch. 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:

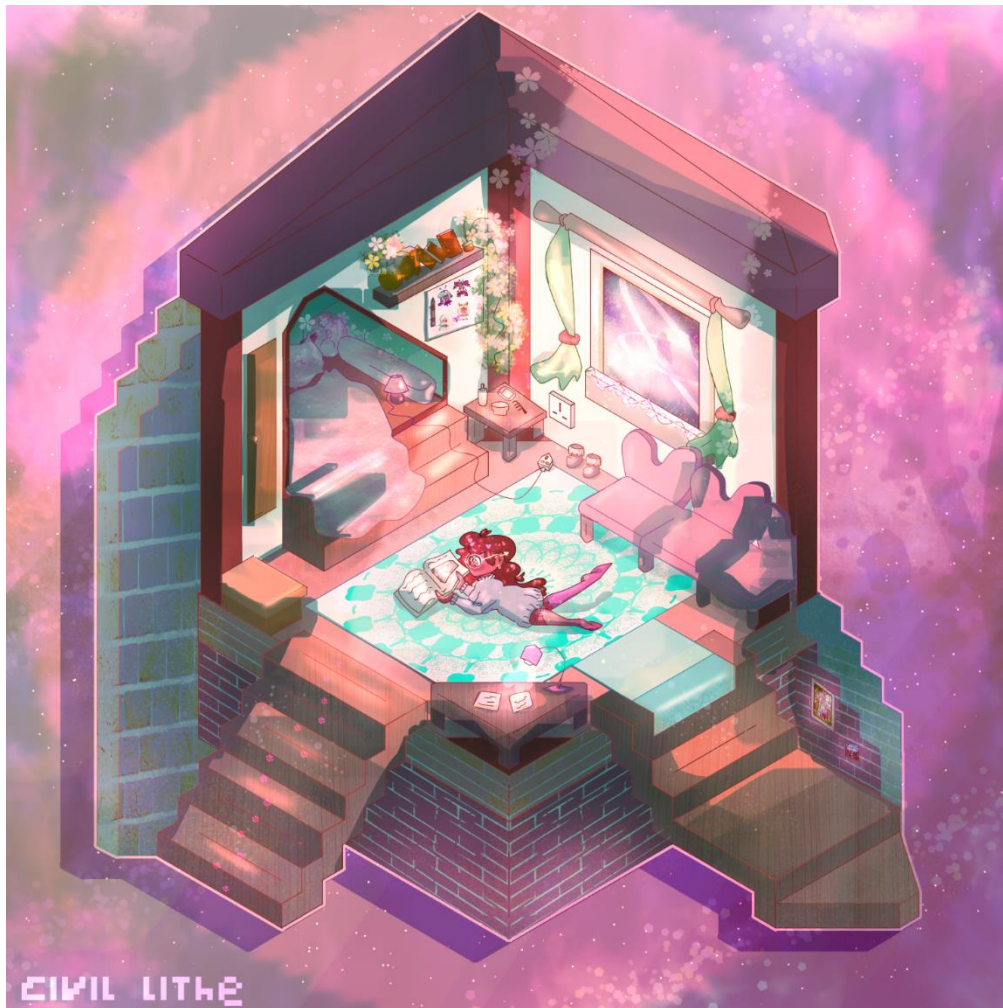
- **Initial Research** - Choose either Xbox, Switch or Playstation to create your game for. Research some of the games on these consoles. Can you think of a new idea for a video game?
- **Game Pitch** - Write a short pitch explaining your idea for a new video game for either the PS5, Xbox or Switch. 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, create 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. If you have access to any tools or software already you might want to use them here to create your artwork.

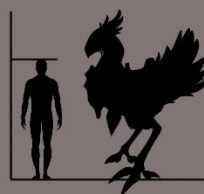
## Student Artwork Gallery

To help you start thinking of ideas for next year, here is a sample of some of the recent work students have been creating...





## BIRD MOUNT





## How can I go the extra mile to prepare for my course?

### Additional Reading/ Useful Websites:

- **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.
- **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 .
- **Video Game Animation Study (YouTube channel)** - If you'd like to learn more about video game animation, this is a great place to start.

## What else can I do to prepare for starting Sixth Form?

### What our students say

"Be confident. Put yourself out of your comfort zone and meet new people; you will meet lots of new people when you get here"

"Get ready emotionally, it is different from school!"

"Start looking at Universities/ Careers now! It will give you a focus when you start at Sixth Form"

"You will need to be more independent and be able to manage your time differently to school. Start building those skills now!"



**Longley Park**  
SIXTH FORM ACADEMY  
Creating Excellence Together,  
through a culture of care

# Get Ready For...

## Additional Opportunities

We offer a variety of different opportunities to enrich your time with us and support your next steps:

- ~A variety of Clubs and Societies through Project You
- ~Employer immersion visits & Trips to employers
- ~Work Experience & Placement
- ~Trips to Universities
- ~Guest Speakers
- ~Leadership through the Student Ambassador Programme
- ~ Independent Learning Centre with IT, books and journals, quiet and group study + Seminar Rooms
- ~Health and Fitness Activities in our onsite gym
- ~Duke of Edinburgh
- ~Career Ready internship Programme
- ~ Access to wellbeing, academic tutorial, and careers support