

# HEAD START PACK: Creative Industries

**Course Title:** UAL L3 Diploma in Computer Games Design & Development

**Course Code:** 1B2016

**Below is a list of links that can help you inspire your creations:**

**Environment Art:** <https://www.artstation.com/artwork?medium=digital3d&category=environments>

**Character Art:** [https://www.artstation.com/artwork?medium=digital3d&category=character\\_modeling](https://www.artstation.com/artwork?medium=digital3d&category=character_modeling)

**General Game Art:** [https://www.artstation.com/artwork?medium=digital3d&category=game\\_art](https://www.artstation.com/artwork?medium=digital3d&category=game_art)

## Personal Creations:

Sneak peek at 3D Art created by people in the profession.

**Adrian Jones (Tutor):** <https://sketchfab.com/AdrianJones>

**Jas Kullar (Masters Graduate):** <https://www.artstation.com/jaskullar>

**Anand Shukla (Year 2, Level 3 Animation Student):** <https://www.artstation.com/anandshukla>

## Artist Note:

“3D Art is the lifeblood of digital creation, used in all games and most movies. It’s an art form that covers many areas and there are many disciplines to learn, once you learn your tools the possibilities are endless!”



## Software:

You will be utilising software such as **Maya** to create 3D models these are the backbone of the 3D Art process and creates for form and definition of an object.

Using the power of **Photoshop**, we can apply textures onto our models. These textures are combination of colour, images, detail to bring our 3D models to life.

**Unreal Engine 4** is the chosen game engine that will act as the home for all our completed models. The engine itself is powerful to control effects such as lighting, rendering, environments and much, much more! This is the foundation to game creation. Unreal Engine 4 supports visual scripting which allows us to program mechanics to create any kind of game.



## Social Media: (Ctrl + Click)

[FACEBOOK](#)



[INSTAGRAM](#)



[TWITTER](#)





## Reading List:

3D Art Essentials: The Fundamentals of 3D Modelling, Texturing and Animation – Ami Chopine

3D Modelling for Beginners: Learn everything you need to know about 3D Modelling – Danan Thilakanathan

3D Game Environments: Create Professional 3D Game Worlds – Luke Ahearn

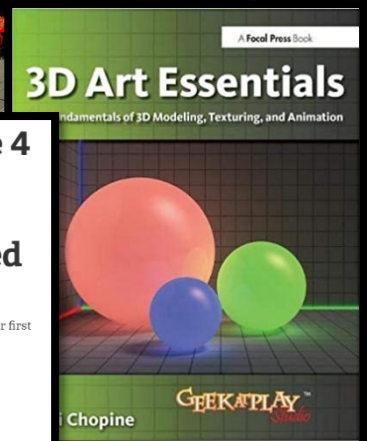
Unreal Engine 4 Tutorial for Beginners: Getting Started – By Tommy Tran

### Unreal Engine 4 Tutorial for Beginners: Getting Started

In this Unreal Engine tutorial, you will be guided through installing the engine, navigating the interface and creating your first game object.

By Tommy Tran  
Jan 17 2017 - Article (25 mins)

4.9/5 ★★★★★ 73 Ratings



## Watching List:

Mike Hermes - [https://www.youtube.com/channel/UCNWfrhzNRMx\\_p1YIUKVDKQ](https://www.youtube.com/channel/UCNWfrhzNRMx_p1YIUKVDKQ) (All your 3D Modelling essentials from beginner to expert)

Game Dev Academy - <https://www.youtube.com/channel/UCOeB7iML5JQPOQjBwDWHXSg> (Mixture of Game Design and 3D modelling)

Tesla Dev - <https://www.youtube.com/user/TeslaUE4> (All your Unreal Engine 4 scripting/programming needs)

World of Level Design - <https://www.youtube.com/channel/UCHuzwCBMsExSsORBmDzhGYA> (All your environmental modelling needs)

James Taylor - <https://www.youtube.com/channel/UCG-PGhwzTOjekSGflmeBSdA> (Character and Gun modelling needs)

Riot Games - <https://www.youtube.com/watch?v=RqRoXLLwJ8g&list=PL42m9XiTqPHJdJuVXO6Vf5ta5D07peiVx> (Game Design series)

Monster Hunter: World - <https://www.youtube.com/watch?v=vRPIBIHHV8Q> (Game Design series)

Polygon Academy - [https://www.youtube.com/watch?v=xC0uL\\_QQWeY](https://www.youtube.com/watch?v=xC0uL_QQWeY) (Cover the subject of modularity)

## Useful Websites:

<https://www.artstation.com/> (3D Art Inspiration)

<https://sketchfab.com/feed> (3D Art Inspiration)

<https://www.pinterest.co.uk/> (Finding Textures or High-Quality Images)

<https://trello.com/justanothermiracle/boards> (Project Planning)

<https://www.textures.com/> (Textures Database)

<http://cpetry.github.io/NormalMap-Online/> (Texture Map Generation)

<https://pngtree.com/so/game-buttons> (2D Game Buttons For UI)

<https://www.mixamo.com/#/> (Free Characters & Animations)

<https://www.online-convert.com/> (Converting Files)

## Equipment / Materials:

This is a basic list of equipment you should have with some additions:

**Decent Desktop / Laptop** (To work from home & run the software without issues).

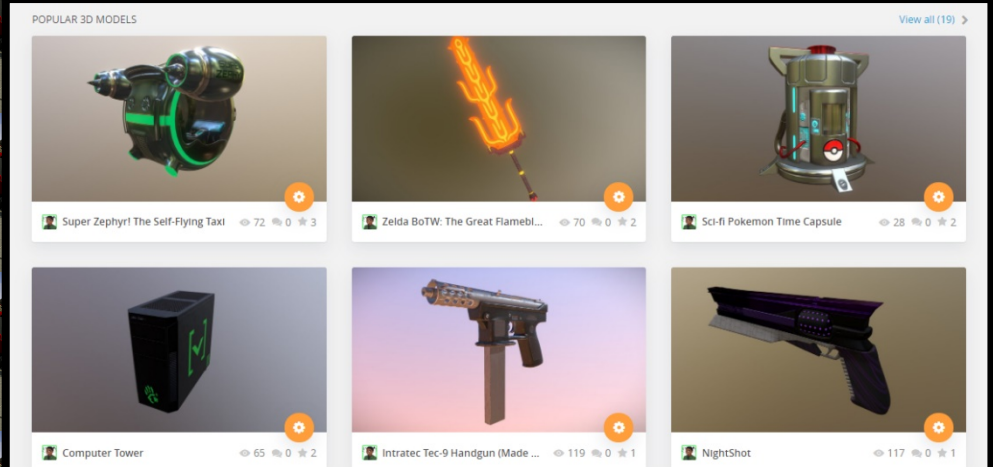
**Portable Hard Drive** (To transfer work safely and efficiently).

**USB** (For smaller data transfers / presentations).

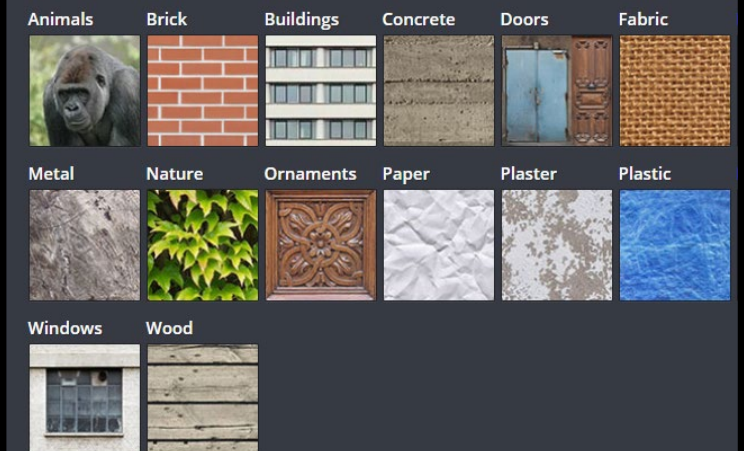
**Access to software such as Maya & Photoshop** (Student licenses available).

**Diary Book /w Pen** (Taking notes during class).

**Sketchpad /w Pencils** (Concept Ideas).



## Photo Textures





# Study Skills Support

## General Tips

Organisation and getting ready to study

<https://www.youtube.com/watch?v=h9ven4N67i0&feature=youtu.be>

## Writing Tips and Tricks

Planning your writing

<https://www.bbc.co.uk/teach/skillswise/planning-your-writing/z46nqp3>

Writing an informative text

<http://teach.files.bbc.co.uk/skillswise/en13styl-e3-w-writing-an-informative-text.pdf>



## Presentation Skills

- Step by Step Guidance on preparing a presentation <http://www.sussex.ac.uk/skillshub/?id=310>
- Creating a presentation <http://algonquincollege.libguides.com/studyskills/creating-presentations>
- How to create an effective presentation <https://www.youtube.com/watch?v=AXYxManvl8E&feature=youtu.be>
- Managing presentation anxiety <http://algonquincollege.libguides.com/studyskills/presentation-anxiety>
- Delivering a presentation <http://algonquincollege.libguides.com/studyskills/delivering-presentations>