

Unit Title:	Art Fundamentals for Games Animation
Unit Level:	Three
Unit Credit Value:	3
Unit Code:	WNI808
Unit Type:	Academic Subject Content
Unit Review Date:	31/12/2028
Graded / Ungraded:	Graded

This unit has 3 learning outcomes:

Learning outcomes	Assessment criteria
The learner will:	The learner can:
1. Understand how the history of art informs the creation of games.	1.1 Discuss how the artistic concepts used in three historical artworks have influenced contemporary games design, and how these traditional concepts, methods and theories have translated into digital practice, including light, colour, texture, composition, perspective and style.
2. Be able to demonstrate basic drawing skills for different purposes.	2.1 Demonstrate basic drawing skills, including: (a) line drawing (b) textures (c) shadows (d) perspective (e) colour theory (f) anatomy (g) character design (h) Gestural
3. Be able to demonstrate digital art skills for different purposes.	3.1 Develop a portfolio of at least four pieces of finalised digital artworks based upon a specific art style or theme. You should showcase your creative process, from concept to final render and include a three of the following: (a) 3d/2d Game Assets (b) character designs/ assets (c) Environmental layout / design (d) Creature design / assets (e) Vehicle design / assets

Assessment (Graded)

1. Meets assessment criteria	At least a Pass
2. Further grading	
▪ Meets assessment criteria but not merit grading standards	Pass
▪ Meets assessment criteria and merit but not distinction grading standards	Merit
▪ Meets assessment criteria and distinction grading standards	Distinction