BTEC Level 3 Digital Game Design

Part A - Bridging Work Task

This is a fantastic opportunity to expand your understanding of Digital Game Design as you prepare for enrolment and start at Franklin in September.

Please complete the work and bring a copy to your enrolment, either printed or electronically.

The work will take you around **4 hours** so plan your time to best suit you.

How do I complete and submit my task?	Complete the tasks on paper/handwritten or digitally, and bring a copy, either paper or electronically, to your enrolment appointment. Also, bring this along to your first lesson in September. If you didn't attend the Taster Day, don't worry. It isn't essential for completing this work, but please ensure that you have completed this bridging work.
Introduction to your Bridging Task	This task will give you an introduction to the first topics you can expect to study in September. Unit 32 – Concept Art. We will be looking at concept art within the first unit learning key techniques and creating your own concept art. Your bridging work will focus on two main things, analysis and creativity. Both elements are required throughout the course and will be challenged and improved on regularly.
Task details	1. Explain what concept art is and how we use it in making video games? (250 words max) 2. Research and look at the concept art of Takumi Wada for the game The Legend of Zelda - Breath of the Wild. **Choose one concept art** from Takumi Wada for the game The Legend of Zelda - Breath of the Wild. **Write a visual analysis that covers the points below. (1000 words max)**

	A. Discuss what techniques and materials are used to create the concept art? **B.** What is the genre of the game? **C.** Who is the target audience of the game? **D.** What is your opinion of the artwork? Elaborate on the colour theory and psychology, shape language, and composition of the concept art. 3. **Create** concept art of a character that would fit into a game inspired by the mystical and fantasy world of the Legend of Zelda games. **Specifications:** One standing pose in **full colour** render, three head sketches with different expressions presented in a design board. (artwork can be digital or hand-rendered) **Include** sketches and development work to show your thought process, explaining what you did and why. For more guidance see: https://sites.google.com/franklin.ac.uk/dgdbridgingwork

Resources to help you with the Bridging Task	You can also use the following websites to help with the task: • Instagram / Pinterest / Art Station You can also use any other research sources and materials you wish.
Extension Tasks	
Extension Tasks to stretch and challenge you	If you have completed the above to the best of your ability, feel free to try this extension task (*this is optional*): Create concept art of the environment or locations that might feature in the same game, these could include your character, but it doesn't have to.
Massive Open Online Courses **(MOOCs)**	You might enrol and complete the following to push you a little further (this is optional): Follow along with Ross Draws on YouTube. Illustration & Concept Art Master Course Series There are a wide range of tutorials on YouTube. Courses are also available on: Skillshare / Domestika / Udemy. NOTE: Some courses may not be free.

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Part B – Preparing for Studying at Franklin

A fantastic opportunity to widen your understanding of the course.

Examining Board and Specification	This course is a National Diploma BTEC and runs as a double unit, this means it will be the equivalent of 2 subjects. Over the course of the programme, you will cover a TOTAL of TEN units, four of which are MANDATORY units, two of those are EXAMS. The course itself is very coursework heavy, and you will learn a variety of software and skills required to create video games, from the visuals, to planning, modelling and creating a game from scratch. The exams are Controlled Assessments, and you will be given a brief and a chunk of time to complete the tasks set in exam conditions, this will be in the second half of year 2. **We cover the following topics:** - Concept Art 2D Animation 3D Modelling 3D Environments - Game Production - Scripting **Studying this course will give you a wide range of skills:** - A variety of skills useful across the creative industry - Creative Thinking - Creating a game from start to finish **Progression after this course:** This qualification will allow you to furth study at university, create your own work and potentially move into the industry in the future.
Preparing for the course	**Here are some helpful sources of information if you would like further information about the subject:** **Reading**: ImagineFX Computer Arts

	Drawing Basics and Video Game Art – Solarski C (2012)
	Watching:
	[Computer Arts](#)
	[BAFTA's Young Game Designers](#)
	[Adobe Creative Cloud](#)
	[ImagineFX](#)
	Websites:
	[Artstation Magazine](#)
	[Creative Blog](#)