

Course Information Sheet

Video Game Design with Blender Beginners



DH06E43A

Venue 📍 Hyde Park House	Start Date	19 Sept 2024 18:00
	End Date	25 Oct 2024 20:30
	Fee	No Fee
	Materials	£0

[OCSW DH06E43A Video Game Design with Blender Beginners \(oncoursesouthwest.co.uk\)](https://oncoursesouthwest.co.uk)

Craft stunning 3D assets and environments for your video games using Blender, a powerful and free 3D creation software.

Course Description:

Unleash your creativity and bring your game ideas to life! This 8-week course is designed for beginners with no prior 3D modelling experience. You'll learn the fundamentals of Blender, mastering essential tools to create stunning game assets like characters, props and backgrounds. Develop your skills through a series of practical exercises and build a portfolio of work ready to showcase your talents.

What will I learn?

- **Week 1-2:** Blender Interface Navigation - Become familiar with the Blender interface and explore its core functionalities.
- **Week 3-4:** 3D Modelling Basics - Learn to create basic 3D shapes, manipulate objects and master essential modelling techniques.
- **Week 5-6:** Texturing & Materials - Breathe life into your models with textures and materials, creating realistic and visually appealing assets.
- **Week 7-8:** Lighting & Rendering - Fine-tune your scenes with lighting effects and rendering techniques to create professional-looking results.

How will I be assessed?

- **Formative:** Weekly quizzes and in-class exercises to track progress and identify areas for improvement.
- **Summative:** Creation of a complete game environment or character model showcasing the skills learned throughout the course.

Who is this course for?

This course is ideal for:

- Aspiring game designers with no prior 3D modelling experience
- Enthusiasts looking to develop their artistic skills for game creation
- Individuals seeking a creative outlet and wanting to learn a valuable skill

Target Audience: Anyone with an interest in video game design and a passion for creating 3D content.

Progression Opportunities:

After completing this course, you could progress to:

- More advanced Blender courses to further refine your skills
- Game development programs to learn coding and game engine integration
- Online tutorials and resources to specialise in specific areas like character design or animation

Career or Job Enhancement Pathways:

This course can be a stepping stone towards various careers in the video game industry, including:

- 3D Game Artist
- Environment Artist
- Character Modeller
- Texture Artist

How do I enrol?

The quickest way to enrol is online at www.oucoursesouthwest.co.uk, simply create an account and select 'Enrol now'. Alternatively, if you have any questions, please call our friendly customer service team on 01752 660713.

How will the course be delivered?

This is a practical course, and the sessions will include tutor-led demonstrations, learner-led group activities, instruction and repetition. These will form part of the delivery together with one-to-one support as required.

Will I need to practise outside the classroom?

You will be encouraged to review your notes between lessons to ensure maximum benefit from your course. It is always useful to practise your skills between sessions. Your tutor may encourage home learning, or independent research.

How will I know I'm making progress?

During the first session, your tutor will discuss your goals and current level in relation to the course. Based on this assessment, you will agree individual targets which you will record in your individual learning plan (ILP). You and your tutor will review your targets regularly to ensure that you are making progress; these will be written in your individual learning plan.

What will I need?

Please bring a notepad, and pen to each session. You may wish to bring a file for any handouts. A laptop with internet access is required for completion of coursework and home learning outside of the classroom.

Please note:

Most courses attract a subsidy from the Education and Skills Funding Agency (ESFA). It is a requirement of the ESFA that you complete various forms at different stages of your course, further information is available on request. Courses are subject to a minimum number of enrolments and could be cancelled if recruitment is low. In some cases, an alternative class at a different location may be offered.

Terms and conditions are available at

<https://www.oucoursesouthwest.co.uk/learner-information/essential-information-for-every-learner>

Room numbers are subject to change - please check when you arrive at the venue.

