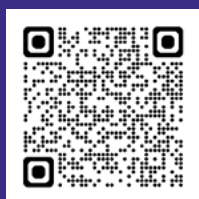




Welcome to Games & Concept Art



Please see our welcome blog for all the welcome information:
welcometogamesart.wordpress.com



Introduction

Games and Concept Art is an exciting mixture of 3D model making, character design and game mechanics to bring to life interactive visual stories and games.

The gaming industry is worth nearly £7.82 billion and is growing exponentially and has accelerated since the covid pandemic. Gaming has supported young people to connect with others remotely and establish new friendships.

In this course, you will be guided across multiple briefs exploring the design cycle from research to idea generation, development and creation of your media production projects.

We'll be challenging typical views that games design is not just about levelling up, hours spent playing and status. We encourage students to consider games design as a way of problem solving such as encouraging people to exercise, tackling litter and assistance in developing language skills as examples.

On this course you will use specialist programmes such as Photoshop, Blender and Unreal Engine to help visualise and communicate your concepts and ideas to specific audiences.

What you'll need for your course

To get the best out of your course we strongly encourage you to be sketching every day, but don't just sketch them! Talk about them and show them to people. We do a lot of peer-to-peer collaboration in which sharing ideas and bouncing ideas off someone is the most exciting and playful thing you can do. Take pride in your work and show it off.

We work in a room with a lot of PCs, and it can get very hot, we encourage you to bring a bottle of water to stay hydrated. Drinking water has also been proven to increase concentration and productivity.

Our Student Services team offer financial support towards the costs of coming to college. For further guidance, please contact one of the team directly on: **01539 814700** or go to the student money pages on the website.

Summer preparation

Congratulations on being accepted on to the Digital Arts: Games and Concept Art course. We are looking forward to working with you. In preparation for you joining us, we'd like you to become immersed in our creative and entertaining world. Start watching more games related shows such as Arcane - and try to appreciate the narration, techniques used, and the character build up.

We'd also like to see more of your own work by creating a character of your own choice. Aim to produce a variety of sketches and compositions of this character to fully explore your ideas. Then create a story based around this character... who are they, what are their ambitions or purpose, what are their conflicts or who is their enemy. Characters with interesting back stories are great ways to engage and hook an audience in the medium you are working in.

Enrichment opportunities

There are plenty of opportunities for you to be part of. We plan regular visits to local universities to encourage students to explore this progression pathway. We also participate in a range of events such as the window trail for the Lakes International Comic Art Festival. If you think you can work faster than Sonic, smash through problems like Crash Bandicoot or manage multiple objectives like Animal Crossing's, then this course is for you!

We're looking forward to welcoming you to the Games & Concept Arts Department!

If you are unsure of anything, this information will be further explained at Enrolment Day and during your induction.



Find out more...

Department information
kendal.ac.uk/games

Day-to-day student life

 [@kendalgamesart](https://www.instagram.com/kendalgamesart)