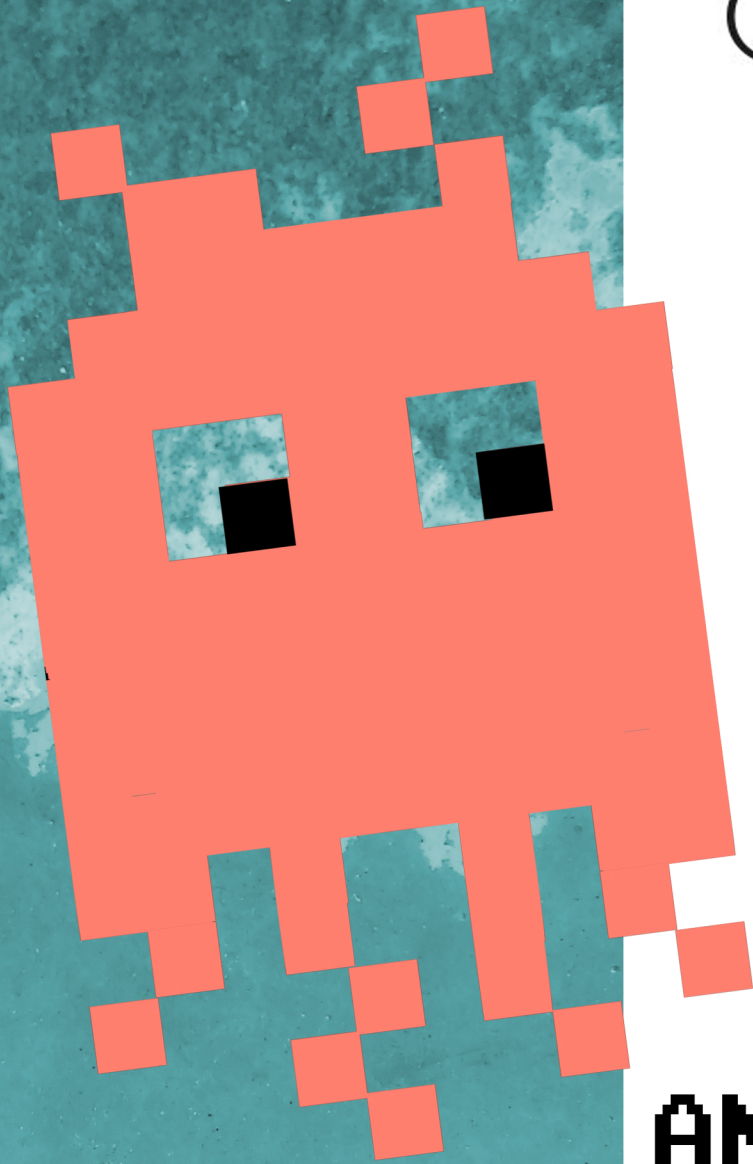




**CALLYWITH
COLLEGE**



**GAMES,
ANIMATION +
VFX SKILLS**

Starter pack

WELCOME TO CALLYWITH!

First and foremost, thank you for opting to join the Games, Animation and VFX Skills cohort! Over the course of your two-year Extended Diploma, we are going to teach you a range of 2D, 3D and 4D skillsets, each of which reflect industry pipeline processes.

This will include a range of projects, all of which aim to hone your skills in the best possible way, whilst introducing you to a range of brand new software platforms too.

So our first tip to you is - *Download the software and have a go!*

When you join us, you will use:

- Photoshop for concept design
- 3DS Max for hard surface and organic modelling, as well as texturing and rendering
- Maya for hard surface and organic modelling, as well as texturing, rendering and animation
- Unreal Engine for games design

Photoshop (and the rest of the Adobe Suite) requires a paid subscription, which can be purchased on a pay-monthly student license, whereas the 3D programmes and Unreal are free to download with an Autodesk Education or Epic Games account.

PREPARATION FOR STUDY

Your first year, right through to that first Final Major Project - the project which determines your overall grade for the year - is all about getting good at everything.

By the end of your first year, you will be able to complete high-quality, verging on industry-standard pieces of digital art - but this only comes with hard work and practice. Lots of practice!

Build your core skills and develop your ability to work independently to a set brief by completing the following tasks:

Create a character challenge

Grow your core drawing skills, as well as your ability to draw from your imagination, by designing at least one new character or asset (a thing that could exist in a 3D environment) every week!

This will improve your ***technical drawing skill***.

Create a world

Escape to another reality by inventing one! We encourage all our students to develop in-depth lore and narrative design into their concepts, to enrich their creative outcomes.

This will improve your ***literacy skills***.

Follow online tutorials

To get any good with the 3D and Games development software, we all have to start somewhere! Follow step-by-step online tutorials, to help embed core competencies with 3DS Max, Maya and Unreal Engine.

This will help improve your ***software*** and ***numeracy skills***.

RUNNING OUT OF STEAM?

In the short breaks between projects, we encourage our students to take on live briefs and Games Jam activities. There are many platforms who advertise such briefs, but the ones we tend to use are listed below.

If nothing else, scrolling through the past submissions will give you an impression of the standard we hope you will one day attain!

Artstation Challenges

<https://www.artstation.com/contests>

DeviantArt Challenges

<https://www.deviantart.com/tag/challenges>

Games Jam Events

<https://www.unrealengine.com/en-US/events/>
(search Unreal Games Jam events in browser also)

G A L L A X Y

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FORGE

SOME
STARTING
POINTS!

DEEP