Year 12 Games Design Summer Assignment

Welcome to the Games design course. Within this course you will learn and create things using software that is used in industry; from Unreal Engine 4, Blender and many more.

In order to accurately judge your ability within Games design, you will attempt to complete a minimum of **3 tutorials** on **Blender**. Along with this you will be expected to complete a short report on the tools you have used and what they do.

To open Blender, go to the following location:

R:\ICT\KS5\Blender

The **first tutorial** you will be attempting is the Pool ball tutorial. This can be found:

https://www.youtube.com/watch?v=csro_0eV0BQ

The **next tutorial** is the Dissolve animation. This **MUST** be done with the word dissolve first, then you can recreate it with your name. This can be found:

https://www.youtube.com/watch?v=Q93pE5jB1Uw

Lastly, the **3rd tutorial** can be any of your choosing.

The report should be a minimum of 400 words, outlining what tools you have used, why you have used them and what do they do.

One last piece of advice, save regularly and ideally with the time stamp in the name. This might be every 10-15 seconds depending on what part you are on. Save it in the format of:

Pool_balls_517.blender – This would be 5:17 of the video tutorial.

This is called source control and it will help if you make any mistakes throughout the tutorials.

Good luck!