 Department of Digital and Creative Technology

+EXPLORE Animation or Games Development

|  |  |  |
| --- | --- | --- |
|  | ANIMATION | GAMES DEVELOPMENT |
| Week 1 | What is Animation  Flipbook & Pivot | Introduction to computer games at Godalming College  Start with a 3D game - MissionMaker |
| Week 2 | Persistence of Vision (PoV) Historic animation | Prepare a 3D game |
| Week 3 | Free hand Animation | Peer game play  Introduction to GameMaker Studio(2D)  Start creating GMS game – Catch the Clown |
| Week 4 | Complete Catch the Clown game |
| Week 5 | Stop Motion Animation | Design & create your own game |
| Week 6 |
| Week 7 | Design & create your own animation |
| Week 8 |
| Week 9 | Peer Assessment  Next steps – Course or Career | Peer Assessment  Next steps – Course or Career |