

Starting with confidence >>

Tech-level Video Games Art and Mechanics

The following is a list of activities you may like to do during your summer holidays, in preparation for studying Video Games Art and Mechanics.

Do not be put off if some of this looks a bit tricky – we teach from the absolute beginning. You do not need to have done any game development before, but the more you develop your skills the better your games/models will be.

We will be using a variety of bits of software. Here are two you can download and get used to over the summer:

- <https://unity3d.com/> : 3D game making software
- <https://www.autodesk.com/education/free-software/3ds-max> : 3D Modelling

There are plenty of tutorials online, found easily by searching for 'Unity Tutorials' or 'AutoDesk 3ds Max Tutorials'. Here are a few to start with:

- <https://unity3d.com/learn/tutorials>
- <https://knowledge.autodesk.com/support/3ds-max>

As well as developing your software skills, you will need to continue to develop your drawing skills. It would be useful for you to keep a sketchbook and start drawing characters/items/terrain. If you are not confident with drawing, try some of these first:

- <http://easydrawingtutorials.com/>
- <http://www.onlypencil.com/blog/>