# **Year One**

## 3D Modelling

#### Learning Materials for Year 1

<https://www.textures.com/>

<https://docs.unity3d.com/Manual/UnityHotkeys.html>

Others learning resources located [here](../../../University%20Work/Miscellaneous/Link%20Archive%20from%20Learn/Year%201/3D%20Modelling)

#### Assessments for Year 1

[Assignment 1](../../../University%20Work/Miscellaneous/Link%20Archive%20from%20Learn/Year%201/3D%20Modelling/Assignments/1%20-%20First%20Semester%20Assignment.docx)

[Assignment 2](../../../University%20Work/Miscellaneous/Link%20Archive%20from%20Learn/Year%201/3D%20Modelling/Assignments/2%20-%20Second%20Semester%20Assignment.zip)

## Critical Game Studies

## Design Methods

## Digital Scripting

## Group Project

## Introduction to Non-Digital Games

# **Year Two**

## 3D Modelling

## Digital Scripting

## Group Project

## Level Design

## Practical Prototyping

## Studio Practice