

## **WB World Building**

**Course name:** World Building

**Course Code:** WB1/TX4/WB2

**Academic year:** 2011 - 2012

**Lecturer(s):** Ronny Franken - [franken.r@nhtv.nl](mailto:franken.r@nhtv.nl)

**Title:**

World Building

**Time limit:**

3 blocks, 84 hours each

**Assignment:**

During World Building a team of students designs, develops as well as implements a look and feel for a white box game level. All assets (geometry, textures, effects) need to be built by the teams themselves and implemented in game. The course focuses on production design, level geometry, textures, lighting, special effects and post processing.

The environments are playable in real-time and use the Unreal Development Kit.

**Course learning objectives:**

- Students will understand what makes a beautiful and believable game world, know what needs special attention and understand the importance of storytelling. Students will apply and show they understand this knowledge while developing an actual game world.
- Students are able to explain, describe and illustrate art requirements using a Production Design Document. Students are aware of the possible limitations and opportunities set by technology and the team they have available when setting these art requirements.
- Students are able to translate art requirements into actual game assets and able to conform to these requirements when finalizing and adding the finishing touches to their level.