

## Remote digital design workshops

Choose one of the following sessions

### 1. Character Design and Digital Sculpting

*From Mario to modernity – how character development is key to designing 3D worlds*

**Duration:** 2hrs

**Software used:** Blender

**Max number of students:** 30

**Content of workshop:**

- This workshop charts character design history in digital graphics and looks at future tech being developed in the industry.
- Students will develop ideation skills to invent a character using techniques from table-top roleplaying games.
- Students will develop their character's backstory, before building their characters in Blender software.
- Students will learn sculpting skills using the Blender engine to build high quality 3D meshes based on their characters.

**Aims and outcomes:**

- Inspire students into seeing the creative side of digital design and understanding of creative careers in the tech industry.
- Roleplay and scene setting in creating imagined worlds, showing the importance of relating other's experiences to design around them.
- Empower students with a level of technical literacy and exploration of a range of potential applications.

### 2. Code Your Own Adventure

*What is a non-linear narrative and coding develop how they are told?*

**Duration:** 2hrs

**Software used:** Twine

**Max number of students:** 30

**Content of workshop:**

- Students will learn how to construct a non-linear story with a character arc whilst ultimately giving a sense of control to the player.
- Students will create a narrative story map for a basic mission with twists and turns that keep the player hooked.
- Students will construct their story in Twine, using basic programming elements such as If statements, variables and other core components basic coding.
- Students will take part in a critical feedback of peer work in the form of a fast-paced crit.

**Aims and outcomes:**

- Upskill with basic coding concepts and be able to apply them to logic problems.
- Learn about creating a mapping framework to hang finer storyline detail on.
- Team, groupwork, and critical analysis skills will be practiced.

### **3. Photogrammetry – The Future of 3D**

Philosophy to 3D – How 3D modelling uses Descartes to build digital objects

**Duration:** 2hrs

**Software used:** Meshroom

**Max number of students:** 30

**Content of workshop:**

- Students will learn how 3D models are created using environment information such as distance and light, a system invented by 18th century French philosopher Renee Descartes when he was off from school sick.
- Students will use their own objects to photograph and generate a 3D model in Meshroom software.
- Students will explore the world of Photogrammetric Computer Vision Frameworks and will be upskilled to use Meshroom software.

**Aims and outcomes:**

- Improve technical literacy through understanding of photogrammetric concepts and its applications through Meshroom software
- Apply mathematics to real world applications
- Improve knowledge of digital creative industry careers