

FALMOUTH

UNIVERSITY

WELCOME TO GAME DEVELOPMENT: ART WITH INTEGRATED FOUNDATION YEAR AT FALMOUTH

Dear [NAME],

Welcome to Game Development: Art at Falmouth.

We're getting in touch with some important information about your course as you prepare to join us. At the end of this letter, you will also find information about how you can make sure your skills and knowledge are of a standard whereby you will be able to hit the ground running from day one.

At the back of this letter there is also a list of equipment that you should bring with you, as well as any other costs that you might incur throughout your course.

Your academic experience will be predominantly in person with some courses using a small amount of digital resources to support your learning. To engage in the digital learning activity, although you will be able to access IT suites on campus, you will benefit from a laptop to access the platforms and tools we use. You will be provided with free access to the Microsoft Office suite, (including Word, Excel and PowerPoint) while you study at Falmouth.

If you are eligible for a loan from Student Finance and have not yet applied, please do so immediately to ensure the loan is approved before you enrol. Once you enrol you are liable for the tuition fees. You can find more information from the Student Loans Company at: <https://www.gov.uk/government/organisations/student-loans-company> . Advice on managing your finances whilst studying can be found on the University's website here: <https://www.falmouth.ac.uk/study/student-funding/how-much-does-it-cost>

While you are doing your projects at university, you can engage with our community online. Join our Discord and introduce yourself: <link.falmouth.games/discord>

Over the summer, you can join our Step into Falmouth Sessions. These online workshops are designed to provide advice and guidance on settling into university life. They are scheduled to take place across three weeks in July and August. Some of them will also be recorded so you can watch them back at a time that suits you. More information can be found at <https://www.falmouth.ac.uk/experience/new-students/step-into-falmouth>

Over the summer, if you have any questions, you can join the Student Mentor team on Discord to talk about the course, living in Cornwall and what to expect at Falmouth. Our mentors are already studying on your course, so ask them anything you like. Find them at <https://www.falmouth.ac.uk/experience/new-students/mentoring> . Alternatively, email your name and your course to: studentmentors@falmouth.ac.uk and they will be in touch.

Over the next few weeks, we'll email you more important information about your course and life at Falmouth. If you're going to be away or out of contact, make sure you ask someone to check your emails and reply on your behalf.

We know there is a lot to think about before you start at university. So, we're here to help. If you have any questions, just get in touch with Applicant Services on +44(0)1326 213730, use LiveChat on our website or email applicantsservices@falmouth.ac.uk

Finally, we wish you an enjoyable summer and we're looking forward to welcoming you to Falmouth in September.

Yours sincerely,

A handwritten signature in black ink, appearing to read 'B McDonald', written in a cursive style.

Brian McDonald
Head of Games, **Games Academy**
Brian.McDonald@falmouth.ac.uk

Getting started

Your offer

If you have a conditional offer, your place is subject to meeting those conditions. This means we're waiting to receive your results or some more information before your place can be finalised. You can see these conditions on your UCAS Hub

<https://accounts.ucas.com/account/login>

If you need to ask us anything about your offer, get in touch with our Applicant Services team on +44(0)1326 213730, use LiveChat on our website or email applicantservices@falmouth.ac.uk

Enrolment and Student Terms & Conditions

You'll get an email two weeks before the start of term telling you how to enrol online. You'll need to enrol before the first day of term to officially register as a student of Falmouth University and receive your undergraduate student loan.

When you enrol, you'll need to agree to and comply with the University's Student Terms & Conditions. These Terms & Conditions are important, and we encourage you to read them carefully, before enrolling. You can find them under 'Student Terms & Conditions' on our website www.falmouth.ac.uk/student-regulations

Tuition fees (per year)

2023-2024 full-time UK: £9,250

2023-2024 full-time International: £17,460

Term dates

You can find our term dates on the website at falmouth.ac.uk/experience/term-dates/term-dates-2023-24

Study Block 1 starts on Monday 18 September.

Teaching and assessment will be throughout the full 15 weeks of the study blocks.

Your timetable

Your academic timetable shows all scheduled learning activities and your course timetable. It will be published in early September. After you've enrolled, you can view it via the Student Portal at falmouth.myday.cloud/ or the Falmouth University App. You can download the app by searching the Google Play Store or Apple Store.

Welcome Week

Induction week starts on Monday 18 September.

Your timetable will show you where you need to go and when on Monday 18 September and throughout the week.

This is the week when you'll meet your course mates, course tutors and University staff. There will be important inductions to both your course and the wider University facilities and services, in addition to social activities organised by the University and Students' Union.

IFY - Pre-Course preparation

We would like you to keep a **Summer Journal** – this could take the form of a sketchbook of course but sketching isn't the only way you could develop a journal over the summer. You could buy a hardback journal, or re-purpose an old book or hand-make and stitch one together? You might consider sticking in newspaper cuttings, tickets, stickers, receipts, and other material to capture news and events. You could record visits to galleries or museums, draw from graphic novels, Film/TV shows, games, fashion, or other creative practices that inspires you. You might work on types of patterns, rubbing of textures, photographs, collages, imagine monsters and concept characters or explore bold *posca pen* designs? You might focus on a specific thing – drawings of people, typography, maps, costume, logos, observed locations, natural history or fantasy characters and places– **it's up to you.**

This is an opportunity to show us what you like to do and for you to capture your own creative interests and ideas and to then be able to share these with us when you arrive. We're look forward to seeing what makes you tick.

Additional Note: You might also consider starting a Creative *Instagram* feed or *tumblr* blog. It's also a good idea to perhaps start collecting creative inspiration on *pinterest* boards.

- You can see the IFY Instagram feed here as an example *@falmouthify*

Pre-course preparation

Essential

At this stage many students want to know what we'd recommend they do to be properly prepared for the course in September. The primary tool we will be using for game-making in the first term is Unity. The version we are using in the coming session, can be downloaded below:

https://download.unity3d.com/download_unity/d74737c6db50/Windows64EditorInstaller/UnitySetup64-2022.3.2f1.exe

Please begin to familiarise yourself with this software as soon as you can. It's free and the tutorials are located at <https://learn.unity.com/tutorials>

We'll be expecting students to have undertaken several of the beginner level Unity tutorials, in order to hit the ground running with the software in September. The more familiar you are with this software, the easier you will find the course. Developing and keeping up to date with the software is something we never stop expecting students to do.

In addition, you should also download Unreal 5 (UE5) - <https://www.unrealengine.com/en-US/download> When installing an engine version, please use **5.1**. We will be using that version

of the engine in the upcoming session. We will be using UE5 in some of the Game Art modules, we would expect you to familiarise yourself with the Interface and some of the basic tasks in the Engine using a tutorial like the following - <https://www.youtube.com/watch?v=k-zMkzmdugl>

We will also be using the following software during the course:

Environment Art

For environment work (and other 3D work) we use Maya. You can download a free trial at the following:

<https://www.autodesk.co.uk/products/maya/free-trial>

Once you sign-up register as a student, you can sign-up to receive one-year free educational access to all Autodesk products including Maya. Please note, this one-year can be renewed as long as you remain a student:

<https://www.autodesk.com/education/edu-software/overview?sorting=featured&filters=individual>

Other Software

We use Substance Painter & Designer in the Environment modules to create textures and materials. A free trial of Substance Painter can be found here:

<https://www.adobe.com/uk/products/substance3d-painter.html>

Once you register as a student, you can sign-up for a free license of Substance3D collection (which includes Painter & Designer) via the following:

<https://substance3d.adobe.com/education/>

Please note, you must use the above software (and others recommended by staff) during your time at on the Game Art Programmes at Falmouth University.

All the above software is installed on the PCs at the Games Academy and Design Centre, if you can't afford the above pieces of software, we would recommend that use the PCs in our facilities.

Optional

Orientation exercise

Select three interesting objects from around your home or local area. Photograph them, sketch and draw them using any materials you feel comfortable with. Think about their shape, scale, texture, colour, material and how they interact with light. Draw them again the next day. Then, when you feel you've a good understanding of the objects' properties, take elements of each to create a new hybrid object. Name it and write a short backstory about that new hybrid object. You can do this as a written paragraph or as a comic strip or storyboard. Put all these in a portfolio, alongside the original photographs (printouts or show us the photos on your phone) and bring them along to Fresher's Week.

Additional preparation advice

We suggest that you do lots of drawing of characters and landscapes/environment studies. It's important to start getting used to drawing/painting in art software like Photoshop (£16.22/through educational licensing) or Sketchbook Pro (free).

Also, it would be beneficial to download the free trial of Autodesk Maya and work through its tutorials.

Materials and equipment list and costs**Essential**

- Pencils- Royal & Langnickel sketching pencil set – approximately £4.99
- Sketchpad- Daler-Rowney A3 series, a spiral cartridge pad – approximately £9.20
- Sketchbook- Seawhite black cloth cover sketchbook 140gsm portrait A5 – approximately £4.95
- Pencil case- Derwent Canvas pencil wrap - approximately £6.99
- Laptop (see below for detail)

Essential

The latest advice about which computers we recommend you buy for your course is available here:

github.com/Falmouth-Games-Academy/ga-computer-advice#readme

Global supply chain issues are having an impact on the prices of computers, which means you don't get as much for your money now than would usually be the case. However, you will have access to machines with a very high specification in our studios, where you'll be expected to do most of your work.

Headset with Microphone

You will need a headset with a microphone for some classes. We recommend purchasing a high-quality headset for your comfort. Manufacturers such as *Sennheiser*, *Razer*, *HyperX* and *Corsair* are rated highly by our current students. These can cost between £30 - £150.

Webcam

You will need a webcam in some teaching. Manufacturers such as *Logitech*, *Microsoft*, and *Razer* are rated highly by our current students. These can cost between £25 - £100.

Internet Access

It is important that you secure sufficient access to the Internet as some materials are made available to you through our virtual learning environment. We recommend a fibre broadband connection if available, but a minimum of at least 5Mbps will be suitable for livestreaming content.

If you have further questions, need more detailed advice or would like us to check the suitability of a particular model, then please email games.support@falmouth.ac.uk

Optional

- Watercolour- Windsor & Newton Cotman watercolour paints-12 half pans – approximately £7.80
- Watercolour brushes- Pro Arte professional artist academy paint brushes (set of 5) – approximately £6.95
- Acrylics- Daler-Rowney system 3 acrylic paint introduction set – approximately £12.99
- Acrylic brushes- Pro Arte brush wallet series C hog – approximately £6.95

Reading list and costs

Essential

Robertson, S., 2013. *How to draw*. Titan Books. RRP £22.14

Vertex Ebooks. Free. Available at <https://gumroad.com/ryanhawkins>

Optional

Totten, C., 2014. *An architectural approach to level design*. CRC Press. RRP £32.89

Hampton, M., 2010. *Figure drawing: design and invention*. Hampton. RRP £20.39