

More than the face

More than the face

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Game Design > 4. Semester

Nummer und Typ	BDE-VGD-V-4004a.22F.001 / Moduldurchführung
Modul	Masken
Veranstalter	Departement Design
Leitung	Caroline Hirt
Zeit	Mi 23. März 2022 bis Do 31. März 2022 4 Tage
Anzahl Teilnehmende	maximal 18
ECTS	2 Credits
Lehrform	Seminar
Zielgruppen	Fachrichtung Game Design, 4. Semester, Pflichtmodul
Lernziele / Kompetenzen	Conceptualisation, design and ideation in the creation of innovative, meaningful and game-relevant characters.
Inhalte	<p>This creative journey begins with poetic coder Zach Lieberman's interactive art installation Más Que la Cara(meaning 'more than the face'), in which graphic elements generate performative masks that allow the wearer to become 'other'. How can character design challenge the notion of realistic or fictional avatars and puppet-like others? How can characters become the active force defining and driving the gameplay?</p> <p>Fuelling their imagination with analogue and digital artefacts, artworks and techniques collected from close and afar, students will sketch a myriad of characters in all shapes and forms. Set at the very core of the narratives they embody and empower, these characters will then be fleshed out, brought to life and playfully given a voice in collaboration with Game Visuals IV and Game Sound Design II.</p>
Termine	23.3.-31.3.2022
Dauer	4 Tage
Bewertungsform	Noten von A - F