

TAS TER DAY.

To register email - admissions@sheffcol.ac.uk with:

- Name
- Session/s
- Special requirements/support needs (if required)
- Year group and school

TUES 21st FEB 2017
Design & Visual Arts and Video Games Design

AM 9.30 - 12.30
Darkroom Photography,
Printmaking,
3D Design

PM 13.00 - 16.30
Darkroom Photography,
Printmaking,
3D Design

max 16 per session.



Darkroom Photography –

Using hand-built cameras you will take part in an innovative and fun workshop that covers the basics of black and white photography and printing. How can you use a biscuit tin to take photographs? How do you print your own images? What is a Photogram? All these questions will be answered during this exciting 'old school' look at photography.

3D Design –

Using the design process, you will use both hand-built and machine techniques to produce your own design and handmade keyring. What should your design be based on? What is the design process? How do you use a laser cutter or belt sander? If you like to use materials to express your ideas this could be the workshop for you.

Printmaking –

Interested in drawing? Never done printmaking before? Want to try using a method used by Rembrandt? If you have never tried printmaking or etching before, you are in for a real treat. Using drawing and etching processes, you will take part in an age-old process. You will draw and make your own etching plate which you will then take to print.

AM 9.30 - 12.30
Developing a Game Idea

You will have an opportunity to learn more about the various video games design courses we offer at The Sheffield College. You will work in teams to develop an original idea for a 2D game. What makes an enjoyable and effective game? Who or what will be your central character? What will be the gameplay experience? You will be guided through a process of ideas generation, storyboarding and concept art before creating your game in the afternoon.

PM 13.00 - 16.30
Creating a 2D Video Game

We will introduce you to professional game design software. In your teams you will be assigned roles to help you produce a working interactive 2D video game. You will learn how to create your own assets and introduce them into a playable level. At the end of the session there will be a chance to share your game with the group.

*please bring a packed lunch if you are doing a morning + afternoon session. If you have any special requirements or learning support needs, please let us know.



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