

ASSET MANAGER/DESIGN

Self-Guided Study:

You can use the below or find your own.

Unity Tutorials

- [Design a 2D Unity Level](#)
- [Create a "Rule Tile"](#)
- [Importing 2D Assets](#)
- Create animations/sprites in [Piskel](#)
- [Unity 2020 Terrain](#) (3D)

Blender Tutorials

- [Blender Beginner Modelling](#) Part 1

- [Blender Beginner Modelling](#) Part 2
- [Blender Beginner Modelling](#) Part 3
- [Blender Character Modelling](#)
- [Blender Car Creation](#)

Piskel

- [Pixel Art & Animations](#)

Photoshop

- [Pixel Art in Photoshop](#)
- [Pixel Game Characters](#)

Career Resources

[How to become a video game designer](#) – article & career info

[How to become a video game designer](#) - video

Certifications I recommend you get this year:

Adobe Photoshop, Illustrator, and/or InDesign

What do I turn in WEEKLY?

Notes

Sketches

Project Files (animations, storyboards, drawings, designs, blender models, etc.)- Must be created during class and new each week

Screenshots of what you did each day

College Resources:

SPC: <https://go.spcollege.edu/asdigitalmedia/> and <http://go.spcollege.edu/digitalarts/>

USF: <http://art.arts.usf.edu/content/templates/?a=1177&z=168>