

Course description (topics)

Title of the course: 3D Level Design Workshop using BSP Geometry				
Tutors of the course, contact details: György Droste, drostegyuri@gmail.com				
Code: B-KH-201-FTK- 242502-03	Related curriculum (programme/level):	Recommended semester within the curriculum:	Credit: -	Number of class hours: Student working hours:
Related codes M-KH-201-FTK- 242502-03 M-KH-E-201-FTK- 242503-03	Type: Workshop	Can it be an elective course? No	In case of elective what are the specific prerequisites: N/A	
Course connections (prerequisites, parallelis): N/A				
Aim and principles of the course: Gain and understanding the process behind the planning and development of 3d video game levels, from conceptualization to texturing and lighting. Through short and practical exercises, group feedback, and group play, we will uncover the guiding principles behind the creation of engaging spaces for players to explore.				
Learning outcomes (professional and general competences to be developed): Knowledge: Understanding of the layout, scale, lighting, and texturing of 3D video game levels. Ability: intermediate use of the Trenchbroom level editing tool. Attitude: Confidence in planning and executing 3D-level design projects Autonomy and responsibility: Gain a realistic sense of the scope of level design projects				
Topics and themes to be covered in the course: 3D level design, minimalistic game design, experimental game design, history of 3D level design.				
Specificities of process organisation / organisation of learning: workshop sessions Course structure, nature of the individual sessions and their timing (in case of several teachers' involvement, please indicate the distribution of their teaching input: each session will consist of a short lecture on a topic followed by a series of exercises after each of which students will play and give feedback on each other's levels. The first two sessions are dedicated to learning the tools through practical exercises and individual guidance. Students' tasks and responsibilities: Students are expected to participate in practical exercises and learn new tools. Learning environment: Studio, workshop				

Assessment: Pass, no pass, in-person feedback on students' work.
(in case of more teachers are involved and they evaluate separately, separate assessments per teacher needed)

Requirements to be met: Pass, no pass based on attendance and participation in the sessions

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})

Assessment criteria (what is taken into consideration in the assessment): attendance and participation in the workshop sessions

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}): pass no pass

Required Literature:

Recommended Literature:

https://www.youtube.com/watch?v=58WUEtoAISw&ab_channel=GDC2025

Other information:

Recognition of knowledge acquired elsewhere/previously/validation principle:

- No exemption from attending and completing the course will be granted,
- Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
- some tasks may be replaced by other activities,
- full exemption may be granted.

Out-of-class consultation times and location