**Name: Joseph Colvill**

**Level 3 CMPT**

**(CREATIVE MEDIA PRODUCTION AND TECHNOLOGY)**

**Tutorial Review**

Skills audit and progression (First Term 7th Jan 2021)

You have developed and worked on a wide range of creative media methods and produced a range of outcomes. Use the questions below as a form of information that will action you to further develop your skills, knowledge and understanding of the creative industries. We will use this as an action plan guide going forward. Please send them to me via TEAMS.

1) What do you feel your strengths are when working on a project?

Personally, my strength is to learn different edit styles because I have learned how to dissolve transitions and dissolve into different shot or into different scenes to make smoother transitions. Also, I feel comfortable to use that technique in adobe premiere pro. I think I did well in the edit in project because I use the best footage to group up to combine into short film. I am more comfortable working in a group on this project. Plus, on this project I was under pressure to keep because I was ill, but I did make the deadline, so I have developed that time management skill.

2) You have learnt a wide range of creative processes during your project work. What is your main area you would like to take forward?

The main area that I would like to develop is game design/game development by using unreal engine 4, adobe illustrations and photoshop. It is to learn how to amine the character through adobe illustrations to transverse it into unreal engine 4. Also, by using adobe photoshop, making concept art for the character and background of the game. Furthermore, I want to develop how to add new texture to add to characters and the environment in unreal engine 4. I like to learn different techniques to develop a game.

3) What areas of Creative Media would you like to further develop within college?

The area of creature media I would like to make more process going forward is game by using the unreal engine 4 to develop different mechanics to add to object, character, enemies and out of bounds to different area (death bound). Also, I great and amazing that I am using different software to design and to develop a game. I think to add texture and add UI and to add mechanics to show it work, will super interesting to learn.

4) What would you like to develop further on the course?

I would like to develop further in this course is to learn step by step to how to create cinematic on unreal engine 4 because I do not know to do one of them and it might in FMP also, it would help if do go into gaming side. Furthermore, I would like how to make the character (NPC), enemies to move round without control them. Also, to add make health bar to enemies and to the health vision clear. Plus, I would like to develop how to add do dialogue to show that the characters are spam to each other.

5) What area of creative media would you like to progress when working on FMP?

The area of creative media I would like to progress when working on FMP is game because I like to learn mechanics and using different software to design and develop a game. The game genre is RPG and some of loot to open and try out. More like I learn new techniques to design and develop much smooth and might sound much better that the game that develop that this time for project. Also, UI would be smooth on FMP.

6) How could the college help you as an individual to improve your progress?

The college could help be check every Mac to if epic game is up to date and install the unreal 4 engine because went, I check the epic game need update and that administration need to it and, I could not see any unreal 4 engine on the Mac. However, if that not possible the college could help different to use for free. Also, it would also help the college to check Mac software and to see if that help with crashing that normally have on Mac.

7) Identify a range of ideas of what you could do to improve yourself?

I could do to improve myself is to force one part at time so I will not get mix up other thing will do this project. To upload all the work for this course want I have full finish, check it, and change it if it got some mistakes. Furthermore, if I have finished the before the deadline double check and to check the checklist of the grades so I know if I am hitting my target or not.

Any other comments you would like to share?