SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE: GAME ART STUDIO 1

CODE NO. : VGA104   **SEMESTER:** ONE

PROGRAM: VIDEO GAME ART

AUTHOR: MATIAS KAMULA

DATE: SEPT 2010   **PREVIOUS OUTLINE DATED:** JULY 2010

APPROVED: "B.Punch"

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                           CHAIR   DATE

TOTAL CREDITS: SIX

PREREQUISITE(S): COLLEGE/PROGRAM ADMISSION REQUIREMENTS

HOURS/WEEK: SIX

I.   COURSE DESCRIPTION:
Concentrating on using Adobe Photoshop and 3D Studio Max, the student will be introduced to the world of game and texture for game creation. The goal of this course is creating game environments and textures that are both efficient and effective. The final project in this course brings the two concepts together in the creation of a final 3D scene.

II.   LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course, the student will demonstrate the ability to:

1.   ***Design model and texture convincing 3D game assets.***

   Potential Elements of the Performance:
- Demonstrate the ability to navigate through the 3DS Max user interface.
- Understand and demonstrate the creation of 3D objects and the way 3D objects are formed.
- Understand and demonstrate the ability to texture 3D game assets.
- Use extended primitives, splines, and other operations to create complex 3D objects.
- Demonstrate proper use of lights/cameras in a scene to create a final rendered image.

2.   ***Create assets for games using a variety of software applications (such as Photoshop, 3ds Max,***

   Potential Elements of the Performance:
- Demonstrate the ability to add modifiers and edit 3D assets
- Create multiple objects and place them in a 3D environment.
- Use multiple software application in an efficient work flow to create 3D assets.
- Develop an understanding of the capabilities of various platforms and create assets that maximize platform potential.

3.   ***Create and add textures to 3D objects and environments.***

   Potential Elements of the Performance:
- Demonstrate the ability to UV map 3D objects.
- Demonstrate the use of textures on 3D object.
- Create textures in Photoshop for use on 3D assets.
- Create and tile geometric patterns.

4. ***Develop the ability to critically analyze games with regards to game mechanics, pacing and the direction of art.***

Potential Elements of the Performance:
- Demonstrate the ability to produce work within the production and time constraints as set out in projects briefing notes while ensuring the accountability of all team members.
- Demonstrate the ability to follow project directions and limitations as set out by art directors.

5. ***Introduction to Photoshop.***

Potential Elements of the Performance:
- Demonstrate the ability to navigate the workspace.
- Understand and demonstrate the ability to use the tools and create an image with layers.
- Effectively use document(s) settings and related tools.

6. ***Use Photoshop to create textures for games.***

Potential Elements of the Performance:
- Demonstrate the ability to create a custom texture. Also create textures under specific requirements.
- Understand and display textures properly and the limitations of them on objects.
- Use Photoshop as a part of a work flow in creating textures for objects.

III.   TOPICS:

1. Introduction to 3ds Max
2. What makes up a 3D object, and how are 3D objects created?
3. Create and add textures to 3D objects
4. Lights, camera, render
5. Intro to Photoshop
6. Creating images in Photoshop for use as textures in 3D Studio Max
7. Using an efficent workflow to create a 3D scene.
8. Understand terms and language related to 3D in the workplace
9. Undestand and use an efficent workflow to create a 3D scene

IV. RECOMMENDED RESOURCES/TEXTS/MATERIALS:

3ds Max 2010 Bible (Paperback)
~ Kelly L. Murdock (Author)
ISBN-10: 0470471913

Flash drive (secondary backup device)
Wacom tablet

V. EVALUATION PROCESS/GRADING SYSTEM:

Students are expected to attend all classes. In case of a planned absence, the instructor needs to be informed. Attendance is mandatory to ensure course requirements and objectives are met. If a student misses class for any reason, he or she is responsible for informing the instructor on making up the work missed in class. Absences do lower the grade for in class work missed and assignments that are given that day. Out of respect for the models, students are expected to be in the class session and ready to work by class start time. Attendance will be taken at the start of class.
It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room

Assessment is based on class exercises and assignments. A full detailed breakdown of weekly class exercises and assignments will be supplied on a per class basis. All objectives will be provided in writing through briefs and verbal reinforcement.

Assignments are due at the end of class. An assignment is considered late if it is not submitted at the time and date specified by the instructor. A late assignment will be penalized by a 10% deduction for each week that it is late.

The final grade is in 2 sections:

- All in-class work accounts for 20% of the final grade

- Assignments account for 80% of the final grade

Final evaluation for this course will be a letter grade as outlined below. Assignments will be weighted equally and will constitute 80% of the student's final grade. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) grade for the course.
An assignment that is a fail needs to be re-submitted for a passing grade. Same 10% penalty applies for each week that it is late.

The following semester grades will be assigned to students:

Grade	Definition	Grade Point Equivalent
A+	90 – 100%	4.00
A	80 – 89%	
B	70 - 79%	3.00
C	60 - 69%	2.00
D	50 – 59%	1.00
F (Fail)	49% and below	0.00

CR (Credit)	Credit for diploma requirements has been awarded.
S	Satisfactory achievement in field /clinical placement or non-graded subject area.
U	Unsatisfactory achievement in field/clinical placement or non-graded subject area.
X	A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.
NR	Grade not reported to Registrar's office.
W	Student has withdrawn from the course without academic penalty.

VI.   SPECIAL NOTES:

Attendance:
Sault College is committed to student success. There is a direct correlation between academic performance and class attendance; therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session. *< It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- ability to follow directions set forth by the instructor

- attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also strive for a creative atmosphere and keep the work place neat.

- participation in class projects and discussions

- attendance and handing in work on time

VII.   COURSE OUTLINE ADDENDUM:

The provisions contained in the addendum located on the portal form part of this course outline.