SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

SAULT COLLEGE

COURSE OUTLINE

COURSE TITLE: Game Art Studio 1

CODE NO. : VGA 104   **SEMESTER:** 12F

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE:	August, 2012	**PREVIOUS OUTLINE DATED:**	June, 2011
APPROVED:		"Brian Punch"	Aug/12
		_____ CHAIR	_____ DATE

TOTAL CREDITS: 6

PREREQUISITE(S): College and Program Admission Requirements

HOURS/WEEK: 6

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I.   COURSE DESCRIPTION:
Concentrating on using Digital imaging and 3D creation software, 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 3D software 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
     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 images and 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 digital editing software for use on 3D assets
       - Create and tile texture patterns

4.   Introduction to digital image editing software
     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
5.   Use digital image editing software 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 Image editing software as a part of a work flow in creating textures for objects.

III.   TOPICS:

1.   Introduction to 3D software application
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 image editing software
6.   Creating images for use as textures in 3D appliction
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

3ds max modeling for games
Andrew Gahan
Isbn: 978-0-240-81061-4

V.   EVALUATION PROCESS/GRADING SYSTEM:
Assignments/Projects = 100% of final grade
Assignments/projects will constitute 100% of the student's final grade in this course. A missing assignment is equivalent to course objectives not achieved which results in an "F" (0) grade for the assignment/project.

The following semester grades will be assigned to students:

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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:

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DEDUCTIONS – LATES, EXTENSIONS AND FAILS

Lates:
An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:
The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:
A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:
Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction form final grade
5 classes missed = 20% deduction from final grade

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

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VII.   COURSE OUTLINE ADDENDUM:

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