SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE:	Prototyping 2		
CODE NO. :	VGA302	**SEMESTER:**	3
PROGRAM:	Video Game Art		
AUTHOR:	Jeremy Rayment		
DATE:	August, 2012	**PREVIOUS OUTLINE DATED:**	August, 2011
APPROVED:	"Brian Punch"		Sept/12
	CHAIR		**DATE**
TOTAL CREDITS:	5		
PREREQUISITE(S):	VGA202		
HOURS/WEEK:	3		

I. COURSE DESCRIPTION:

Expanding on concepts learned in Prototyping 1 the student will be faced with more complex challenges using an industry standard game development tool as a prototyping tool with a focus on rapid iterative design.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

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

   Potential Elements of the Performance:

   Identify and analyze obstacles translating paper-based video game prototypes into digital video game prototypes.

   Define and describe the use of the following terms:
   Dice, Score Cards, Game Play Cards, Timing, Game Boards, Tokens. Pacing, Rewards, Achievements, Inventory, Cut Scenes, Narrative, Score, Sound Effects, Balance

   Describe the key game play challenges translating a paper-based prototype into a digital video game prototype.

   Describe the key art challenges a video game artist must face when translating a paper-based video game prototype into a digital video game prototype.

2. Create assets for games using a variety of software applications with a focus on optimizing assets for prototypes.

   Potential Elements of the Performance:

   Use industry standard graphics applications to optimize video game prototype art assets for an industry standard game engine.

   Define and describe the meaning of the following terms:
   RGB, CYMK, vector graphic, raster graphic, alpha, .png, .jpeg, .gif, .swf, .psd, transparency, blend modes, progressive mode, matte, colour palette, 24 bit, 8 bit, image sequences

Identify specific graphic situations when it is best to utilize vector graphics in video game prototypes.

Identify specific graphic situations when it is best to utilize raster graphics in video game prototypes.

Use industry standard image export commands to successfully output video game art assets to an industry standard game development application

3. Design and create visually appropriate 2D game assets including concept art, storyboards, and digital assets.

   Potential Elements of the Performance:

   Demonstrate the ability to use industry standard graphics and game development applications to layout and compose basic video game prototype screen designs and user interface elements.

   Define and describe the meaning of the following terms:
   HUD, User Interface, Health Bars, White Space, Text Label, Text Area, Typography, Kerning, Leading, Composition, Visual Communication, Backgrounds, Negative Space, Pop Up, Scroll Bars, Menus, Feel, Proximity, Alignment, Repetition, Contrast

   Use pre-built video game art assets to layout and compose an entry level User Interface.

   Use your own game art assets to layout and compose both a win screen User Interface and a loose screen User Interface.

4. Create assets for games using a variety of software applications with a focus on animation and special effects.

   Potential Elements of the Performance:

   Demonstrate the ability to Create special effects and animation to give your video game prototype added visual appeal.

   Define and describe the meaning of the following terms:
   Motion Editor, Filters, Masking, 2.5D, Path Animation, Onion Skin

   Animate a video game studio logo using at least one special effect

sequence.

Animate a video game transition sequence using at least 3 graphic elements and at least 3 different special effects.

5. Demonstrate the ability to communicate (visually, verbally and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation.

   Potential Elements of the Performance:

   Translate a paper-based video game prototype into a completed digital video game prototype.

   Present a completed digital video game prototype showcasing all iterations of art.

   Rationalize creation/art direction for final video game art assets produced.

III. TOPICS:

1. Obstacles translating paper-based video game prototypes into digital Video Game Prototypes

2. The key game play challenges translating a paper-based prototype into a digital video game prototype.

3. The key art challenges a video game artist must face when translating a paper-based video game prototype into a digital video game prototype

4. Using industry standard graphics applications to optimize video game prototype art assets for industry standard game development applications.
5. Using industry standard graphics and game development applications to layout and compose basic video game prototype screen designs and user interface elements. Creating special effects and animation to give your video game prototype added visual appeal.
6. Utilizing industry standard game development applications to translate a paper-based video game prototype into a completed digital video game prototype.

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

Recommended reading
The Non-Designer's Design Book:

Design and Typographic Principles for the Visual Novice
Publisher: Peachpit Press; 1 edition (Jan 25 1995)
ISBN-10: 1566091594
ISBN-13: 978-1566091596

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" (fail) grade for the assignment/project.

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.

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.

For example, 4 classes missed = 10% deduction from 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.
- 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.