# SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

## SAULT STE. MARIE, ONTARIO

## COURSE OUTLINE

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|---|---|---|---|
| **COURSE TITLE:** | Game Art Studio 1 | | |
| **CODE NO. :** | VGA104 | **SEMESTER:** | 13F |
| **PROGRAM:** | Video Game Art | | |
| **AUTHOR:** | Matias Kamula | | |
| **DATE:** | August 2015 | **PREVIOUS OUTLINE DATED:** | August 2014 |
| **APPROVED:** | "Colin Kirkwood" | | Aug/15 |
| | **DEAN** | | **DATE** |
| **TOTAL CREDITS:** | 6 | | |
| **PREREQUISITE(S):** | College and Program Admission Requirements | | |
| **HOURS/WEEK:** | 6 | | |

**I. COURSE DESCRIPTION:** Concentrating on using digital imaging and 3D software, the student will be introduced to creating 2D and 3D game art assets, with an emphasis on learning the basics and fundamentals of video game art creation.

**II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:**

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

1. Design, model, light and layout convincing 3D game art 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.
   - Use extended primitives, splines, and other operations to create complex 3D objects
   - Identify and use relevant 3D digital lights in a scene
   - Demonstrate the ability to use a 3D camera in a scene to layout and render an 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 textures and 3D assets
   - Develop an understanding of the capabilities of various software and create assets that maximize software 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
   - Understand and demonstrate the ability to texture 3D game assets
   - Create textures in digital editing software for use on 3D assets
   - Create and tile texture patterns
4. 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. Using an efficent workflow to create a 3D scene
7. Understand terms and language related to 3D in the workplace

**IV. REQUIRED RESOURCES/TEXTS/MATERIALS:**
**RECOMMENDED TEXT:**

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" (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 |

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|---|---|
| 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.

## VII. COURSE OUTLINE ADDENDUM:

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