SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

SAULT COLLEGE

COURSE OUTLINE

COURSE TITLE: Prototyping 2

CODE NO. : VGA302   **SEMESTER:**   3

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: July, 2015   **PREVIOUS OUTLINE DATED:**   August, 2014

APPROVED: "Colin Kirkwood"   Aug/15

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                                  DEAN   **DATE**

TOTAL CREDITS: 5

PREREQUISITE(S):   VGA202

HOURS/WEEK: 3

I.   COURSE DESCRIPTION:
Expanding on concepts learned in Prototyping 1, students using industry standard game development tools will design, produce, and prototype functional game mechanics and game graphics. Students will also gain practical experience integrating game art assets into game development tools efficiently.

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 differentiate between paper-based video game prototypes and digital video game prototypes with regards to obstacles, translation, and game play.

Potential Elements of the Performance:

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

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 optimized video game art assets to an industry standard game development application

3. Design and create visually appropriate game assets for video game mechanics and prototypes.

    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.

    Use video game art assets to layout and compose an entry-level user interface

    Use custom made game art assets to layout and compose functional user interfaces

4. Create assets for games mechanics using a variety of software applications with a focus on functionality and efficiency.

    Potential Elements of the Performance:

    Demonstrate the ability to design progressively test, and produce simple digital game mechanics

    Design and produce functionally efficient game sprites

    Demonstrate the ability to design, produce, optimize and import game graphics from external graphics applications into game development tools

5. Demonstrate the ability to communicate and work with other game artists for the purpose of feedback and iteration.

    Potential Elements of the Performance:

Present digital video game mechanics showcasing functional art to peers

Take constructive criticism from peers and effectively make appropriate changes

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.

6.   Utilizing industry standard game development applications to create functionally efficient, artistic game sprites.

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:

<u>Attendance:</u>
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.

PROTOTYPING2   VGA302

VII.   COURSE OUTLINE ADDENDUM:

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