SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

SAULT COLLEGE

COURSE OUTLINE

COURSE TITLE:	Game Art Studio 1		
CODE NO. :	VGA104	**SEMESTER:**	1
PROGRAM:	Video Game Art		
AUTHOR:	Matias Kamula		
DATE:	June 2016	**PREVIOUS OUTLINE DATED:**	August 2014
APPROVED:		"Colin Kirkwood"	June/16
		_____	_____
		DEAN	**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 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

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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.

1.   **COURSE OUTLINE AMENDMENTS:**
      The faculty member reserves the right to change the information contained in this course outline depending on the needs of the learner and the availability of resources.

2.   Retention of Course Outlines:
      It is the responsibility of the student to retain all course outlines for possible future use in acquiring advanced standing at other postsecondary institutions.

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3.   <u>Prior Learning Assessment</u>**:**
      Students who wish to apply for advance credit transfer (advanced standing) should obtain
      an Application for Advance Credit from the program coordinator (or the course coordinator
      regarding a general education transfer request) or academic assistant. Students will be
      required to provide an unofficial transcript and course outline related to the course in
      question. Please refer to the Student Key Dates Calendar for the deadline date by which
      application must be made for advance standing.

      Credit for prior learning will also be given upon successful completion of a challenge exam
      or portfolio. Student Services can provide information regarding the Prior Learning
      Assessment and Recognition policy or it can be viewed on the student portal.

      Substitute course information is available in the Registrar's office.

4.   <u>Student Portal:</u>
      The Sault College portal allows you to view all your student information in one place.
      mysaultcollege gives you personalized access to online resources seven days a week
      from your home or school computer. Single log-in access allows you to see your personal
      and financial information timetable, grades, records of achievement, unofficial transcript,
      and outstanding obligations. In addition announcements, news, academic calendar of
      events, class cancellations, your learning management system (LMS), and much more is
      available. Go to https://my.saultcollege.ca.

5.   <u>Communication:</u>
      The College considers *Desire2Learn (D2L)* as the primary channel of communication for
      each course. Regularly checking this software platform is critical as it will keep you directly
      connected with faculty and current course information. Success in this course may be
      directly related to your willingness to take advantage of this Learning Management System
      (LMS) communication tool.

6.   <u>Accessibility Services:</u>
      If you are a student with a disability (e.g. physical limitations, visual impairments, hearing
      impairments, or learning disabilities), you are encouraged to discuss required
      accommodations with the Accessibility Services office. Call Ext. 2703 or email
      studentsupport@saultcollege.ca so that support services can be arranged for you.

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7. Audio and Video Recording Devices in the Classroom:
    Students who wish to use electronic devices in the classroom will seek permission of the
    faculty member before proceeding to record instruction. Students with disabilities who require
    audio or visual recording devices in the classroom as an accommodation will receive approval
    from their counsellor once the Audio and Video Recording Devices in the Classroom Policy has
    been reviewed by the student. Recorded classroom instruction will be used only for individual
    academic use and will not be used for any other purpose. Recordings may only be used for
    individual study of materials presented during class and may not be published or distributed.
    Intentional misuse of audio and video recordings or intentional misrepresentation when
    requesting the use of a device for recording shall constitute a violation of this policy and laws
    protecting intellectual property.

8. Academic Dishonesty:
    Students should refer to the definition of "academic dishonesty" in the *Student Code of
    Conduct.* Students who engage in academic dishonesty will be issued a sanction under the
    Student Code of Conduct which could lead to and include expulsion from the
    course/program. In order to protect students from inadvertent plagiarism, to protect the
    copyright of the material referenced, and to credit the author of the material, students must
    use a documentation format for referencing source material.

9. Tuition Default:
    Students who have defaulted on the payment of tuition) as of the first week of November
    (fall semester courses), first week of March (winter semester courses) or first week of June
    (summer semester courses) will be removed from placement and clinical activities due to
    liability issues. This may result in loss of mandatory hours or incomplete course work. Sault
    College will not be responsible for incomplete hours or outcomes that are not achieved or
    any other academic requirement not met as of the result of tuition default. Students are
    encouraged to communicate with Financial Services with regard to the status of their tuition
    prior to this deadline to ensure that their financial status does not interfere with academic
    progress.