

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:	June, 2016	PREVIOUS OUTLINE DATED:	August, 2014
APPROVED:	"Colin Kirkwood"		June/16
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		DEAN	DATE
TOTAL CREDITS:	5		
PREREQUISITE(S):	VGA202		
HOURS/WEEK:	3		

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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	<i>Grade Point Equivalent</i>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
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.

3. **Prior Learning Assessment:**

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. **Student Portal:**

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. **Communication:**

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. Accessibility Services:
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.
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.