



COURSE OUTLINE: VGA104 - GAME ART STUDIO 1

Prepared: Maureen Shelleau

Approved: Bob Chapman, Chair, Health

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| Course Code: Title | VGA104: GAME ART STUDIO 1 |
| Program Number: Name | 4008: GAME - ART |
| Department: | VIDEO GAME ART |
| Semesters/Terms: | 20F |
| 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. |
| Total Credits: | 6 |
| Hours/Week: | 6 |
| Total Hours: | 90 |
| Prerequisites: | There are no pre-requisites for this course. |
| Corequisites: | There are no co-requisites for this course. |
| This course is a pre-requisite for: | VGA203 |
| Vocational Learning Outcomes (VLO's) addressed in this course: | 4008 - GAME - ART |
| Please refer to program web page for a complete listing of program outcomes where applicable. | VLO 1 Identify the differences in game genres in order to develop games that meet the needs of specific markets. |
| | VLO 3 Identify and relate concepts from a range of industry roles, including programming, design and art to support the development of games. |
| | VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. |
| | VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. |
| | VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. |
| | VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games. |
| | VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props. |
| | VLO 9 Support the development of evolving and iterative game design documents that align with standard industry expectations and/or company practices. |
| | Essential Employability Skills (EES) addressed in this course: |
| | EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. |

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.



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- EES 3 Execute mathematical operations accurately.
- EES 4 Apply a systematic approach to solve problems.
- EES 5 Use a variety of thinking skills to anticipate and solve problems.
- EES 6 Locate, select, organize, and document information using appropriate technology and information systems.
- EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.
- EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
- EES 10 Manage the use of time and other resources to complete projects.
- EES 11 Take responsibility for ones own actions, decisions, and consequences.

Course Evaluation:

Passing Grade: 50%, D

A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.

Course Outcomes and Learning Objectives:

| Course Outcome 1 | Learning Objectives for Course Outcome 1 |
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| Design, model, light and layout convincing 3D game art assets. | <ul style="list-style-type: none"> * 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. |
| Course Outcome 2 | Learning Objectives for Course Outcome 2 |
| Create assets for games using a variety of software applications. | <ul style="list-style-type: none"> * 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. |
| Course Outcome 3 | Learning Objectives for Course Outcome 3 |
| Create and add textures to 3D objects and environments. | <ul style="list-style-type: none"> * 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. |
| Course Outcome 4 | Learning Objectives for Course Outcome 4 |
| Use digital image editing software to create textures for games. | <ul style="list-style-type: none"> * 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. |

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* Use image editing software as a part of a work flow in creating textures for objects.

Evaluation Process and Grading System:

| Evaluation Type | Evaluation Weight |
|------------------------|--------------------------|
| Assignments / Projects | 100% |

Date:

June 23, 2020

Addendum:

Please refer to the course outline addendum on the Learning Management System for further information.

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