

I. COURSE DESCRIPTION:**II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:**

This course is a continuation of Game Art Studio 1. The aim is to develop more sophisticated 3D assets for game play. More advanced techniques will be used to develop characters, and wrapping textures and tiling textures will be employed using Studio 3DMax and Photoshop.

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

1. Understand and texturing techniques to create detailed game assets.
Potential Elements of the Performance:
 - Demonstrate the ability to create high detailed textures for low polymodel use.
 - Effectively using references
 - Understand and study pros and cons of texturing game assets.
2. Understand and study low polygonal modeling techniques to create video game assets.
Potential Elements of the Performance:
 - Create optimized and efficient 3D models for a video game.
 - Demonstrate the use of box modeling to create low poly models
 - Demonstrate the ability to add optimized and efficient textures for video games.
 - Create multiple low poly objects and place them in a low poly 3D environment
 - Understand and study pros and cons of low poly modeling
3. Create and add textures to models using uv unwrap modifier.
Potential Elements of the Performance:
 - Demonstrate the ability to add mapping modifiers to objects.
 - Demonstrate the use of the uv unwrap modifier to create a uv template.
 - Create a final texture in Photoshop to be used on a 3D model.
 - Using an efficient workflow between software programs to create textures and 3D assets.
4. Use Photoshop to create complex and high detailed 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 understand the limitations of textures on objects.
 - Use Photoshop as a part of a workflow in creating textures for

- objects.
- Understand texture limits and restrictions within a video game environment.

III. TOPICS:

1. texturing modeling pros and cons
2. Low poly modeling for video games
3. Unwrapping a 3D model
4. Creating textures for video games
5. Photoshop and 3D Studio Max workflow

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:**Required Book:**

3D game textures: Create Professional Game Art

Luke Ahearn http://www.amazon.com/Poly-Modeling-3ds-Max-Thinking-Outside/dp/0240810929/ref=pd_sim_b_2 (Author)

ISBN-10: 0-24080768-5

ISBN-13: 978-0-240-80768-3

Recommended Books:

3D Game Environments: Create Professional 3D Game Worlds

Luke Ahearn http://www.amazon.com/3D-Game-Environments-Create-Professional/dp/0240808959/ref=pd_sim_b_3 (Author)

ISBN:978-0240808956

Recommended Devices

Flash drive (secondary backup device)

Wacom tablet

The books listed are highly recommended and full of information pertaining to subjects covered in this course. The instructor will give advance notice for material that will be needed per class. Students may be required to purchase consumable supplies. Doing research and using reference material is highly encouraged to be used in developing drawing skills.

Note: The direct copying of references is strictly prohibited by copyright infringement laws. All students are expected to participate in every exercise in each class in addition assignments maybe given outside of class on a per class basis.

V. EVALUATION PROCESS/GRADING SYSTEM:

Students are expected to attend all classes. In case of a planned absence, the instructor needs to be informed. Attendance is mandatory to ensure course requirements and objectives are met. If a student misses class for any reason, he or she is responsible for informing the instructor on making up the work missed in class. Absences do lower the grade for in class work missed and assignments that are given that day. Three late arrivals equal one absence. Students are expected to attend every class session. Excused absences are for substantiated medical and personal emergencies only, with documentation. Out of respect for the models students are expected to be in the class session and ready to work by class start time. Attendance will be taken at the start of class.

Evaluation:

Assessment is based on class exercises and assignments. A full detailed breakdown of weekly class exercises and assignments will be supplied on a per class basis. All objectives will be provided in writing through briefs and verbal reinforcement. Work performance in class is based on the instructor's observation and record of the student's performance in the following areas:

- ability to follow directions set forth by the instructor
- attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also create a creative atmosphere and keep the work place neat.
- participation in class projects and discussions
- attendance and handing in work on time

In class work will be handed in at the end of class for grading. Students will receive their work and grades the following week. Assignments are due at the start of the next class after the class during which they were assigned. Late assignments will be deducted one letter grade.

The final grade is in 2 sections:

- All in-class work accounts for 50% of the final grade
- Assignments account for 50%

Final evaluation for this course will be a letter grade as outlined below. Assignments will be weighted equally and will constitute 50% of the student's final grade. A missing assignment is equivalent to minus 10% of final grade for course. "F" (fail) grade for an assignment goes against the final grade and cannot be resubmitted.

The following s

Significant learning takes place in class. If a student misses class for any reason, he or she is responsible to tell the instructor and agree when missed work will be completed.

The following semester grades will be assigned to students:

Grade	<u>Definition</u>	<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.

VII. COURSE OUTLINE ADDENDUM:

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