Sequence/Type	Topics	# of Hours
Lecture	**Discussion of syllabus** **Introduction to Game Art Studio 4**	2
Lab	1. Discuss and overview of syllabus 2. Topics covered in course 3. Focusing on your portfolio 4. What makes a good portfolio	4
Lecture	**Vehicle development and design:**	4
Lab	Creating a believable vehicle Low poly and high poly modeling techniques Hard surface modeling	8
Lecture	**Vehicle development and design:**	4
Lab	1. Creating a functional game vehicle 2. What makes a good 3D vehicle asset for games 3. Using Mudbox to create high poly detail 4. Creating diffuse, AO, normal maps 5. Tips and tricks to creating high poly modeling techniques	8
Lecture	**Vehicle development and design:** Final 3D vehicle asset	2
Lab	1. Creating a final production 3D vehicle game asset 2. Adding finishing details 3. Fixing and tweaking modeling and texturing issues 4. Creating final renders of 3D vehicle	4
Lecture	**Video Game Art Portfolio Development:** What makes a good portfolio	4
Lab	1. Portfolio development 2. Updating and improving existing game assets for use in portfolio 3. Focusing on individual skill development 4. What your portfolio needs	8
Lecture	**Video Game Art Portfolio Development:** Continuing to update and focus on individual art skills	2

Lab	1. Show 3d game asset art pipeline process 2. Step by step art asset creation 3. What employers want to see in a video game art portfolio 4. Focusing on individual art assets for use in a final game art portfolio	10
Lecture	**Video Game Art Portfolio Development:** Continuing to update and focus on individual art skills	2
Lab	1. Continue to work on individual portfolios 2. Show 3d game asset art pipeline process 3. Step by step art asset creation 4. What employers want to see in a video game art portfolio	10
Lecture	**Video Game Art Portfolio Development:** Creating a demo reel	4
Lab	1. Resume and cover letters 2. Step by step art asset creation 3. What employers want to see in a video game art portfolio 4. Focusing on individual art assets for use in a final game art portfolio	8
Lecture	**Video Game Art Portfolio Development:** Creating a visually appealing portfolio	2
Lab	1. Creating a Demo reel for your portfolio 2. Making an appealing Demo reel 3. Adding text and audio to a demo reel 4. Contacting and researching possible employers 5. Resume and cover letters	4
Lecture	**Video Game Art Portfolio Development:** Final portfolios due	2
Lab	1. Finishing up 2. Viewing game art portfolios	4
	Sub-Totals	
	Lectures	28
	Labs/Experiments	68
	TOTAL HOURS	**96**