SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE:	Game Art Studio 2		
CODE NO. :	VGA 203	**SEMESTER:**	13F
PROGRAM:	Video Game Art		
AUTHOR:	Matias Kamula		
DATE:	August 2013	**PREVIOUS OUTLINE DATED:**	Dec 2012
APPROVED:	"Colin Kirkwood"		Sept/13
	DEAN		**DATE**
TOTAL CREDITS:	6		
PREREQUISITE(S):	Game Art Studio 1		
HOURS/WEEK:	6		

I. COURSE DESCRIPTION: This course is a continuation of Game Art Studio 1. The aim is to develop efficient 2D and 3D assets for games. Students will also learn proper workflow techniques while creating game assets.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Understand and use texturing/modeling 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 to create 2D and 3D assets
   - 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 2D textures and 3D models
   - Demonstrate the use of box modeling to create low poly models
   - Demonstrate the ability to add optimized and efficient textures to 3D models
   - 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 to be used on a 3D model.
   - Using an efficient workflow between software programs to create textures for use on a unwrapped model

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: RECOMMENDED TEXT:

Recommended Books:

3D game textures: Create Professional Game Art
Luke Ahearn(Author)
ISBN-10: 0-24080768-5
ISBN-13: 978-0-240-80768-3

3D Game Environments: Create Professional 3D Game Worlds
Luke Ahearn(Author)
ISBN:978-0240808956

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
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:

DEDUCTIONS – LATES, EXTENSIONS AND FAILS

Lates:
An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:
The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:
A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory “D” grade level or in which the directions have not been followed correctly

VII. COURSE OUTLINE ADDENDUM:

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