SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

SAULT COLLEGE

COURSE OUTLINE

COURSE TITLE: Game Art Studio 2

CODE NO. : VGA 203   **SEMESTER:** 13F

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: August 2015   **PREVIOUS OUTLINE DATED:** Dec 2014

APPROVED: "Colin Kirkwood"   Jan '16

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                  DEAN   **DATE**

TOTAL CREDITS: 6

PREREQUISITE(S): Game Art Studio 1

HOURS/WEEK: 6

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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.   Learn how to texture and light 3D models
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
   - Demonstrate the ability to create and showcase a 3D game asset with a 3-point lighting scheme.

4.   Learn how to design and produce modular game assets
Potential Elements of the Performance:
   - Demonstrate the ability to design and produce seamless textures
   - Understand how Power of 2 relates to game art and textures

- Create a design blueprint of 3D modular game assets
- Create a model sheet for 3D modular game assets
- Design, produce and assemble finished 3D modular game art assets

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
6. Modular game assets design and production

IV.   REQUIRED RESOURCES/TEXTS/MATERIALS:
RECOMMENDED TEXT:

Recommended Books:

3D game textures: Create Professional Game Art

Luke Ahearn   B001JRWIBC   (Author)
ISBN-10: 0-24080768-5
ISBN-13: 978-0-240-80768-3

3D Game Environments: Create Professional 3D Game Worlds

Luke Ahearn   B001ILIBAQ   (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

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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:

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.