

I. COURSE DESCRIPTION: In this final course of the game art studio series students will draw upon all skills acquired in the program to date to develop advanced level game art assets.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Design, model, texture, and light advanced 3D game assets
Potential Elements of the Performance:
 - Design and create visually appropriate game assets including concept art, storyboards, and digital assets
 - Sculpt, model, and texture a polished 3D game asset
 - Assemble, light, and display a polished 3D game asset in a 3D game engine
2. Create environmental game assets in an efficient pipeline for a game using a variety of game art software applications
Potential Elements of the Performance:
 - Design, create and assemble an outdoor environment in a 3D game engine including a sky and terrain
 - Design, create and assemble a small scale indoor environment in a 3D game engine using modular design and hard surface modeling techniques
 - Design and creatively rationalize a common flow between the outdoor and indoor environments
3. Demonstrate the ability to communicate (visually, verbally, and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation
Potential Elements of the Performance:
 - Demonstrate the ability to produce work within the production and time constraints as set out in project briefing notes while ensuring the accountability of all team members
 - Demonstrate the ability to follow project directions and limitation as set out by art directors
4. Develop perspective in the role of game artists and art within the development of a projects objectives by working effectively
Potential Elements of the Performance:
 - Demonstrate the ability to apply effective artistic practices and time management skills appropriate to his/her position in the game art industry

III. TOPICS:

1. Advanced video game art pipelines in practice (maps, file formats, optimization, efficiency)
2. Advanced 3D content creation
3. Advanced 3D game engine techniques
4. Final game art scene art creation, assembly, and presentation

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:**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	<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.