

# **SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY**

**SAULT STE. MARIE, ONTARIO**



## **COURSE OUTLINE**

**COURSE TITLE:** Portfolio Development

**CODE NO. :** VGA-405                           **SEMESTER:** 4

**PROGRAM:** Video Game Art

**AUTHOR:** Jeremy Rayment

**DATE:** Winter 2016    **PREVIOUS OUTLINE DATED:** Winter 2015

**APPROVED:** Colin Kirkwood                           **DATE:** Dec 2015

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**DEAN**

**DATE**

**TOTAL CREDITS:** 4

**PREREQUISITE(S):** VGA-300

**HOURS/WEEK:** 4

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**I. COURSE DESCRIPTION:**

This focus of this course is for students to create a variety of portfolio quality game art assets. Students will work and experience real world video game art development studio atmospheres and scenarios while they work on their portfolios. Fundamental topics will include managing deadlines and time crunches, understanding how to polish and render finished game art assets, learning how to layout and present game art, and emphasizing key pipeline techniques to optimize workflows and work efficiently.

**II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:**

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

1. Showcase the ability to effectively research, analyse, critique, and discuss art portfolios and web sites.

Potential Elements of the Performance:

- Research and document existing portfolios online
- Analyze and critique what was done well and poorly
- Identify key portfolios features and technologies of interest
- Identify inspirational design and artistic features of interest
- Write and present a detailed outline for an online portfolio

2. Demonstrate the ability to research and plan portfolio assets effectively.

Potential Elements of the Performance:

- Identify and choose a game art specialization
- Critically assess and identify suitable past works
- Effectively plan new portfolio assets
- Produce a comprehensive storyboard deck of game assets for a final portfolio

3. Demonstrate the ability to design and assemble professional quality portfolio page layout templates.

Potential Elements of the Performance:

- Layout and design effective portfolio page templates using industry standard layout and production software
- Identify all key information required for pages
- Utilize key art production techniques

- Export an optimized, professionally designed multi-page .pdf template
4. Optimize, export, and combine high quality renders and images from various 3D and 2D content creation applications.

**Potential Elements of the Performance:**

- Effectively render, export, and polish portfolio pieces use post production techniques
- Optimize and import portfolio pieces into portfolio design template
- Combine key pipeline post production techniques into produce final portfolio assets

5. Design, produce and layout video game art assets.

**Potential Elements of the Performance:**

- Effectively assemble final assets into portfolio templates
- Distinguish the key differences between screen resolution and print resolution portfolios
- Export resolution appropriate final portfolios
- Identify the key reasons to create a bank of portfolio pages

6. Present a finished video game art portfolio to a group of peers.

**Potential Elements of the Performance:**

- Effectively schedule and manage time appropriately
- Clearly communicate and rationalize the creative vision and production techniques of each portfolio piece in the portfolio
- Effectively accept criticism
- Identify appropriate changes required to be made to portfolio pieces
- Make appropriate changes to portfolio pieces in a professional and timely manner

**III. TOPICS:**

1. Research, analyse, critique, and discuss art portfolios and web sites
2. Research and plan portfolio assets effectively
3. Design and assemble professional quality portfolio page layout templates
4. Combine high quality renders and images from various 3D and 2D content creation applications
5. Design, produce and layout video game art assets.
6. Present finished video game art portfolios to groups of peers

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

None

**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:

<u>Grade</u>	<u>Definition</u>	<u>Grade Point Equivalent</u>
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:****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.

**VI. COURSE OUTLINE ADDENDUM:**

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