COURSE OUTLINE: VGA203 - GAME ART STUDIO 2

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Course Code: Title	VGA203: GAME ART STUDIO 2
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semesters/Terms:	19W
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.
Total Credits:	6
Hours/Week:	6
Total Hours:	90
Prerequisites:	VGA104
Corequisites:	There are no co-requisites for this course.
This course is a pre-requisite for:	VGA303, VGA304
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**4006 - VIDEO GAME ART** VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. VLO 7 Support the development of pre-production and conceptual art for games and gaming through the selection and application of relevant design tools and drawing techniques. VLO 8 Create original game assets to meet requirements outlined in game design documents and/or creative briefs. VLO 9 Contribute to world building and level design in a game engine to meet industry and marketplace requirements
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems.

	EES 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 7 Analyze, evaluate, and apply relevant information from a variety of sources. EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others. EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. EES 10 Manage the use of time and other resources to complete projects. EES 11 Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D
Books and Required Resources:	3D Game Textures: Create Professional Game Art by Luke Ahearn ISBN: 0-24080768-5 978-0-240-80768-3 3D Game Environments: Create Professional 3D Game Worlds by Luke Ahearn ISBN: 978-0240808956

Course Outcomes and Learning Objectives:

Course Outcome 1	**Learning Objectives for Course Outcome 1**
Understand and use texturing/modeling techniques to create detailed game assets.	* 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.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Understand and study low polygonal modeling techniques to create video game assets.	* 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.
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Learn how to texture and light 3D models.	* 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. * Use 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.
Course Outcome 4	**Learning Objectives for Course Outcome 4**
Learn how to design and produce modular game assets.	* 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.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight	Course Outcome Assessed
Assignments / Projects	100%	

Date: June 22, 2018

Please refer to the course outline addendum on the Learning Management System for further information.