COURSE OUTLINE: VGA404 - GAME ART STUDIO 4

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Course Code: Title	VGA404: GAME ART STUDIO 4
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semesters/Terms:	19W
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.
Total Credits:	6
Hours/Week:	6
Total Hours:	90
Prerequisites:	VGA304
Corequisites:	There are no co-requisites for this course.
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

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Design, model, texture, and light advanced 3D game assets.	* 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.

Course Outcome 2	Learning Objectives for Course Outcome 2
Create environmental game assets in an efficient pipeline for a game using a variety of game art software applications.	* Design, create and assemble an outdoor environment in a 3D game engine including a sky and terrain. * Deign, 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.

Course Outcome 3	Learning Objectives for Course Outcome 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.	* 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 limitations as set out by art directors.

Course Outcome 4	Learning Objectives for Course Outcome 4
Develop perspective in the role of game artists and art within the development of a projects objectives by working effectively.	* Demonstrate the ability to apply effective artistic practices and time management skills appropriate to his/her position in the game art industry.

Evaluation Process and Grading System:

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

Date:	July 10, 2018
	Please refer to the course outline addendum on the Learning Management System for further information.