



## COURSE OUTLINE: VGA203 - GAME ART STUDIO 2

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<b>Course Code: Title</b>	VGA203: GAME ART STUDIO 2	
<b>Program Number: Name</b>	4008: GAME - ART	
<b>Department:</b>	VIDEO GAME ART	
<b>Semesters/Terms:</b>	20W	
<b>Course Description:</b>	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.	
<b>Total Credits:</b>	6	
<b>Hours/Week:</b>	6	
<b>Total Hours:</b>	90	
<b>Prerequisites:</b>	VGA104	
<b>Corequisites:</b>	There are no co-requisites for this course.	
<b>This course is a pre-requisite for:</b>	VGA303, VGA304	
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4008 - GAME - ART</b>	
<b>Please refer to program web page for a complete listing of program outcomes where applicable.</b>	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 Use game concepts to support the ongoing iteration, creation, design and development of games.	
	VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.	
	VLO 9 Support the development of evolving and iterative game design documents that align with standard industry expectations and/or company practices.	
	VLO 10 Conceive, prototype, develop, test and evaluate procedures for the ongoing iteration, creation, design and development of games.	
	<b>Essential Employability Skills (EES) addressed in this course:</b>	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.	



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- 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:**

<b>Course Outcome 1</b>	<b>Learning Objectives for Course Outcome 1</b>
Understand and use texturing/modeling techniques to create detailed game assets.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to create high detailed textures for low poly model use.</li> <li>* Effectively using references to create 2D and 3D assets</li> <li>* Understand and study pros and cons of texturing game assets.</li> </ul>
<b>Course Outcome 2</b>	<b>Learning Objectives for Course Outcome 2</b>
Understand and study low polygonal modeling techniques to create video game assets.	<ul style="list-style-type: none"> <li>* Create optimized and efficient 2D textures and 3D models.</li> <li>* Demonstrate the use of box modeling to create low poly models.</li> <li>* Demonstrate the ability to add optimized and efficient textures to 3D models.</li> <li>* Create multiple low poly objects and place them in a low poly 3D environment.</li> <li>* Understand and study pros and cons of low poly modeling.</li> </ul>
<b>Course Outcome 3</b>	<b>Learning Objectives for Course Outcome 3</b>
Learn how to texture and light 3D models.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to add mapping modifiers to objects.</li> <li>* Demonstrate the use of the uv unwrap modifier to create a uv template.</li> <li>* Create a final texture to be used on a 3D model.</li> <li>* Use an efficient workflow between software programs to create textures for use on a unwrapped model.</li> </ul> <p>Demonstrate the ability to create and showcase a 3D game asset with a 3-point lighting scheme.</p>
<b>Course Outcome 4</b>	<b>Learning Objectives for Course Outcome 4</b>
Learn how to design and produce modular game assets.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to design and produce seamless textures.</li> <li>* Understand how Power of 2 relates to game art and textures.</li> <li>* Create a design blueprint of 3D modular game assets.</li> </ul>



\* 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
Assignments / Projects	100%

**Date:**

August 14, 2019

**Addendum:**

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

