



COURSE OUTLINE: VGA404 - GAME ART STUDIO 4

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Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA404: GAME ART STUDIO 4	
Program Number: Name	4008: GAME - ART	
Department:	VIDEO GAME ART	
Semesters/Terms:	21W	
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:	4008 - GAME - ART	
Please refer to program web page for a complete listing of program outcomes where applicable.	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.	
	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.	

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.



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- 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

A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Design, model, texture, and light advanced 3D game assets.	<ul style="list-style-type: none"> * 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.	<ul style="list-style-type: none"> * 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.	<ul style="list-style-type: none"> * 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.	<ul style="list-style-type: none"> * 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
Assignments / Projects	100%

Date:

June 23, 2020

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Addendum:

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

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