

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Game Art Studio 2

CODE NO. : VGA 203 **SEMESTER:** W12

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: May 2011 **PREVIOUS OUTLINE DATED:** June 2010

APPROVED: "B.Punch"

	<hr/>	CHAIR	<hr/>	DATE
TOTAL CREDITS:	6			
PREREQUISITE(S):	College and Program Admission Requirements			
HOURS/WEEK:	6			

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I. COURSE DESCRIPTION:**II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:**

This course is a continuation of Game Art Studio 1. The aim is to develop more sophisticated 3D assets for game play. More advanced techniques will be used to develop characters, and wrapping textures and tiling textures will be employed using 3ds Max and Photoshop.

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

1. Understand and texturing techniques to create detailed game assets.
Potential Elements of the Performance:

- Demonstrate the ability to create high detailed textures for low poly models.
- Effectively doing research and using references.
- Understand and study pros and cons of texturing game assets.

2. Understand and study low polygonal modeling techniques to create video game assets.

Potential Elements of the Performance:

- Create optimized and efficient 3D models for a video game.
- Demonstrate the use of box modeling to create low poly models
- Demonstrate the ability to add optimized and efficient textures for video games.
- Create multiple low poly objects and place them in a low poly 3D environment
- Understand and study pros and cons of low poly modeling

3. Create and add textures to models using uv unwrap modifier.

Potential Elements of the Performance:

- 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 in Photoshop to be used on a 3D model.
- Using an efficient workflow between software programs to create textures and 3D assets.

4. Use Photoshop to create complex and high detailed textures for games.

Potential Elements of the Performance:

- Demonstrate the ability to create a custom texture. Also create textures under specific requirements.
- Understand and display textures properly, and understand the limitations of textures on objects.

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- Use Photoshop as a part of a workflow in creating textures for objects.
- Understand texture limits and restrictions within a video game environment.

III. TOPICS:

1. Texturing modeling pros and cons
2. Low poly modeling for video games
3. Unwrapping a 3D model
4. Creating textures for video games
5. Photoshop and 3D Studio Max workflow
6. Modular design introduction

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

Required Book:

3D game textures: Create Professional Game Art
 Luke Ahearn (Author)
 ISBN-10: 0-24080768-5
 ISBN-13: 978-0-240-80768-3

Recommended Books:

3D Game Environments: Create Professional 3D Game Worlds
 Luke Ahearn (Author)
 ISBN:978-0240808956

Recommended Devices

Flash drive (secondary backup device)
 Wacom tablet

The books listed are highly recommended and full of information pertaining to subjects covered in this course. The instructor will give advance notice for material that will be needed per class. Students may be required to purchase consumable supplies. Doing research and using reference material is highly encouraged to be used in developing drawing skills. Note: The direct copying of references is strictly prohibited by copyright infringement laws. All students are expected to participate in every exercise in each class in addition assignments maybe given outside of class on a per class basis.

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:

Grade	<u>Definition</u>	<i>Grade Point Equivalent</i>
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<insert course name here>

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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:

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DEDUCTIONS – LATES, EXTENSIONS AND FAILS**Lates:**

An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:

The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:

A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:

Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction from final grade

5 classes missed = 20% deduction from final grade

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- ability to follow directions set forth by the instructor
- attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also strive for a creative atmosphere and keep the work place neat.
- participation in class projects and discussions
- attendance and handing in work on time

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VII. COURSE OUTLINE ADDENDUM:

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