COURSE OUTLINE

VGA104

Prepared: Maureen Shelleau   Approved: Sherri Smith

Course Code: Title	VGA104: GAME ART STUDIO 1
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semester/Term:	17F
Course Description:	Concentrating on using digital imaging and 3D software, the student will be introduced to creating 2D and 3D game art assets with an emphasis on learning the basics and fundamentals of video game art creation.
Total Credits:	6
Hours/Week:	6
Total Hours:	90
This course is a pre-requisite for:	VGA203
Vocational Learning Outcomes (VLO's): **Please refer to program web page for a complete listing of program outcomes where applicable.**	#1. Identify the differences in game genres in order to develop games that meet the needs of specific markets. #3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. #4. Contribute as an individual and a member of a game development team to the effective completion of a game development project. #5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. #6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. #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. #8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs. #9. Contribute to world building and level design in a game engine to meet industry and marketplace requirements
Essential Employability Skills (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. #2. Respond to written, spoken, or visual messages in a manner that ensures effective

COURSE OUTLINE

VGA104

Prepared: Maureen Shelleau   Approved: Sherri Smith

communication.
#3. Execute mathematical operations accurately.
#4. Apply a systematic approach to solve problems.
#5. Use a variety of thinking skills to anticipate and solve problems.
#6. Locate, select, organize, and document information using appropriate technology and information systems.
#7. Analyze, evaluate, and apply relevant information from a variety of sources.
#9. Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
#10. Manage the use of time and other resources to complete projects.
#11. Take responsibility for ones own actions, decisions, and consequences.

Course Evaluation:	Passing Grade: 50%, D

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Books and Required Resources:

3ds Max 2010 Bible by Kelly L. Murdock
ISBN: 0470471913

3ds Max Modeling for Games by Andrew Gahan
ISBN: 978-0-240-81061-4

Course Outcomes and Learning Objectives:

Course Outcome 1.

Design, model, light and layout convincing 3D game art assets.

Learning Objectives 1.

* Demonstrate the ability to navigate through the 3D software user interface.
* Understand and demonstrate the creation of 3D objects and the way 3D objects are formed.
* Use extended primitives, splines, and other operations to create complex 3D objects.
* Identify and use relevant 3D digital lights in a scene.
* Demonstrate the ability to use a 3D camera in a scene to layout and render an image.

Course Outcome 2.

COURSE OUTLINE

VGA104

Prepared: Maureen Shelleau   Approved: Sherri Smith

Create assets for games using a variety of software applications.

Learning Objectives 2.

* Demonstrate the ability to add modifiers and edit 3D assets.
* Create multiple objects and place them in a 3D environment.
* Use multiple software application in an efficient work flow to create textures and 3D assets.
* Develop an understanding of the capabilities of various software and create assets that maximize software potential.

Course Outcome 3.

Create and add textures to 3D objects and environments.

Learning Objectives 3.

* Demonstrate the ability to UV map 3D objects.
* Demonstrate the use of textures on 3D object.
* Understand and demonstrate the ability to texture 3D game assets.
* Create textures in digital editing software for use on 3D assets.
* Create and tile texture patterns.

Course Outcome 4.

Use digital image editing software to create textures for games.

Learning Objectives 4.

* Demonstrate the ability to create a custom texture. Also create textures under specific requirements.
* Understand and display textures properly and the limitations of them on objects.
* Use image editing software as a part of a work flow in creating textures for objects.

Date: Thursday, August 31, 2017

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

COURSE OUTLINE

VGA104

Prepared: Maureen Shelleau   Approved: Sherri Smith

information.