



# COURSE OUTLINE

## VGA302

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Prepared: Jeremy Rayment    Approved: Sherri Smith

<b>Course Code: Title</b>	VGA302: PROTOTYPING 2
<b>Program Number: Name</b>	4006: VIDEO GAME ART
<b>Department:</b>	VIDEO GAME ART
<b>Semester/Term:</b>	17F
<b>Course Description:</b>	Expanding on concepts learned in Prototyping 1, students using industry standard game development tools will design, produce, and prototype functional game mechanics and game graphics. Students will also gain practical experience integrating game art assets into game development tools efficiently.
<b>Total Credits:</b>	5
<b>Hours/Week:</b>	5
<b>Total Hours:</b>	75
<b>Prerequisites:</b>	VGA202
<b>Vocational Learning Outcomes (VLO's):</b>  Please refer to program web page for a complete listing of program outcomes where applicable.	<ul style="list-style-type: none"><li>#1. Identify the differences in game genres in order to develop games that meet the needs of specific markets.</li><li>#2. Situate emerging trends within a historical context of games and interactive media to adapt relevant concepts, vocabulary and frames of reference.</li><li>#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.</li><li>#4. Contribute as an individual and a member of a game development team to the effective completion of a game development project.</li><li>#5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.</li><li>#6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.</li><li>#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.</li><li>#8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs.</li><li>#9. Contribute to world building and level design in a game engine to meet industry and marketplace requirements</li><li>#10. Assess and iterate user interface design in alignment with Game Design Documents to</li></ul>



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	optimize both the aesthetics and function of gameplay.				
<b>Essential Employability Skills (EES):</b>	<p>#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.</p> <p>#2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>#4. Apply a systematic approach to solve problems.</p> <p>#5. Use a variety of thinking skills to anticipate and solve problems.</p> <p>#6. Locate, select, organize, and document information using appropriate technology and information systems.</p> <p>#7. Analyze, evaluate, and apply relevant information from a variety of sources.</p> <p>#8. Show respect for the diverse opinions, values, belief systems, and contributions of others.</p> <p>#9. Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.</p> <p>#10. Manage the use of time and other resources to complete projects.</p> <p>#11. Take responsibility for ones own actions, decisions, and consequences.</p>				
<b>Course Evaluation:</b>	Passing Grade: 50%, D				
<b>Evaluation Process and Grading System:</b>	<table><tr><th>Evaluation Type</th><th>Evaluation Weight</th></tr><tr><td>Assignments / Projects</td><td>100%</td></tr></table>	Evaluation Type	Evaluation Weight	Assignments / Projects	100%
Evaluation Type	Evaluation Weight				
Assignments / Projects	100%				
<b>Books and Required Resources:</b>	<p>The Non-Designer’s Design Book: Design and Typographic Principles for the Visual Novice Publisher: Peachpit Press Edition: 1 edition ISBN: 1566091594 978-1566091596</p>				
<b>Course Outcomes and Learning Objectives:</b>	<p><b>Course Outcome 1.</b></p> <p>Develop the ability to differentiate between paper-based video game prototypes and digital video game prototypes with regards to obstacles, translation, and game play.</p> <p><b>Learning Objectives 1.</b></p> <p>* Identify and analyse obstacles translating paper-based video game prototypes into digital video game prototypes.</p> <p>* Describe the key game play challenges translating a paper-based prototype into a digital</p>				



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video game prototype.

Describe the key art challenges a video game artist must face when translating a paper-based video game prototype into a digital video game prototype.

### Course Outcome 2.

Create assets for games using a variety of software applications with a focus on optimizing assets for prototypes.

### Learning Objectives 2.

- \* Use industry standard graphics applications to optimize video game prototype art assets for an industry standard game engine.
- \* Define and describe the meaning of the following terms: RGB, CYMK, vector graphic, raster graphic, alpha, .png, .jpeg, .gif, .swf, .psd, transparency, blend modes, progressive mode, matte, colour palette, 24 bit, 8 bit, image sequences.
- \* Identify specific graphic situations when it is best to utilize vector graphics in video game prototypes
- \* Identify specific graphic situations when it is best to utilize raster graphics in video game prototypes
- \* Use industry standard image export commands to successfully output optimized video game art assets to an industry standard game development application

### Course Outcome 3.

Design and create visually appropriate game assets for video game mechanics and prototypes.

### Learning Objectives 3.

- \* Demonstrate the ability to use industry standard graphics and game development applications to layout and compose basic video game prototype screen designs and user interface elements.
- \* Use video game art assets to layout and compose an entry-level user interface.
- \* Use custom made game art assets to layout and compose functional user interfaces.



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### Course Outcome 4.

Create assets for games mechanics using a variety of software applications with a focus on functionality and efficiency.

### Learning Objectives 4.

- \* Demonstrate the ability to design progressively test, and produce simple digital game mechanics.
- \* Design and produce functionally efficient game sprites.
- \* Demonstrate the ability to design, produce, optimize and import game graphics from external graphics applications into game development tools.

### Course Outcome 5.

Demonstrate the ability to communicate and work with other game artists for the purpose of feedback and iteration.

### Learning Objectives 5.

- \* Present digital video game mechanics showcasing functional art to peers.
- \* Take constructive criticism from peers and effectively make appropriate changes.

**Date:**

Thursday, August 31, 2017

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