

Week/Hours	Topic/Chapter	Concepts Covered	In Class Lab (equipment needed)
Week 1 (2 hour lecture 4 hour lab)	Discussion of syllabus Introduction to Game Art Studio 4 Teamwork and Communication	<ol style="list-style-type: none"> 1. Discuss and overview of syllabus 2. Topics covered in course 3. Focusing on your portfolio 4. What makes a good portfolio 5. Teamwork and communication 	N/A
Week 2/3 (4 hour lecture and 8 hour lab)	Vehicle development and design: Creating a believable vehicle Low poly and high poly modeling techniques Working with in a team	<ol style="list-style-type: none"> 1. Introduction to vehicle development 2. Research and reference vehicles 3. Following guidelines and art direction in creating a believable vehicle 4. Using Photoshop in creating vehicle blueprints 5. Vehicle art pipeline 	Begin research and development of concepts for project
Week 4/5 (4 hour lecture and 8 hour lab)	Vehicle development and design: Creating a functional 3D game vehicle Keeping art direction within a team Baking maps to be used on a 3D vehicle game model	<ol style="list-style-type: none"> 1. Creating a functional game vehicle 2. What makes a good 3D vehicle asset for games 3. Using Mudbox to create high poly detail 4. Creating diffuse, AO, normal maps 5. Tips and tricks to creating high poly modeling techniques 	In class document
Week 6 (2 hour lecture and 4 hour lab)	Vehicle development and design: Final 3D vehicle asset Adding finishing details	<ol style="list-style-type: none"> 1. Creating a final production 3D vehicle game asset 2. Adding finishing details 3. Fixing and tweaking modeling and texturing issues 4. Creating final renders of 3D vehicle 5. Final production presentation 	In class document

	<p>Adding lighting</p> <p>Final renders</p>		
<p>Week 7/8 (4 hour lecture and 8 hour lab)</p>	<p>Video Game Art Portfolio Development: What makes a good portfolio</p> <p>Reviewing projects and assets for use in a portfolio</p> <p>Concentrating on Individual art skills</p>	<ol style="list-style-type: none"> 1. Portfolio development 2. Updating and improving existing game assets for use in portfolio 3. Focusing on individual skill development 4. What your portfolio needs 5. What an employer looks for in a portfolio 6. Individual art asset project 	In class document
<p>Week 9/10 (2 hour lecture and 10 hour lab)</p>	<p>Video Game Art Portfolio Development: Continuing to update and focus on individual art skills</p> <p>Concentrating on 3d game asset portfolio</p> <p>Video game art workflow and art pipeline</p>	<ol style="list-style-type: none"> 1. Show 3d game asset art pipeline process 2. Step by step art asset creation 3. What employers want to see in a video game art portfolio 4. Focusing on individual art assets for use in a final game art portfolio 	In class document
<p>Week 11/12 (2 hour lecture and 10 hour lab)</p>	<p>Video Game Art Portfolio Development: Continuing to update and focus on individual art skills</p> <p>Concentrating on 3d game asset portfolio</p>	<ol style="list-style-type: none"> 1. Continue to work on individual portfolios 2. Show 3d game asset art pipeline process 3. Step by step art asset creation 4. What employers want to see in a video game art portfolio 5. Focusing on individual art assets for use in a final game art portfolio 	In class document
<p>Week 13/14 (4 hour lecture and 8 hour lab)</p>	<p>Video Game Art Portfolio Development: Creating a demo reel</p>	<ol style="list-style-type: none"> 1. Resume and cover letters 2. Step by step art asset creation 3. What employers want to see in a video game art portfolio 4. Focusing on individual art assets 	In class document

	<p>Continuing to update and focus on individual art skills</p> <p>Concentrating on 3d game asset portfolio</p>	<p>for use in a final game art portfolio</p>	
<p>Week 15 (2 hour lecture and 4 hour lab)</p>	<p>Video Game Art Portfolio Development:</p> <p>Creating a visually appealing portfolio</p> <p>Demo reel</p>	<ol style="list-style-type: none"> 1. Creating a Demo reel for your portfolio 2. Making an appealing Demo reel 3. Adding text and audio to a demo reel 4. Contacting and researching possible employers 5. Resume and cover letters 	<p>In class document</p>
<p>Week 16 (2 hour lecture and 4 hour lab)</p>	<p>Video Game Art Portfolio Development:</p> <p>Final portfolios due</p>	<ol style="list-style-type: none"> 1. Finishing up 2. Viewing game art portfolios 	<p>In class document</p>