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| **SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY**  **SAULT STE. MARIE, ONTARIO**  New Logo - College BW COURSE OUTLINE | | | | | |
| **COURSE TITLE:** | Game Art Studio 2 | | | | |
| **CODE NO. :** | VGA 203 | | **SEMESTER:** | 13F | |
| **PROGRAM:** | Video Game Art | | | | |
| **AUTHOR:** | Matias Kamula | | | | |
| **DATE:** | August  2013 | **PREVIOUS OUTLINE DATED:** | | | Dec  2012 |
| **APPROVED:** | “Colin Kirkwood” | | | | Sept/13 |
|  | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_DEAN | | | | **\_\_\_\_\_\_\_**  **DATE** |
| **TOTAL CREDITS:** | 6 | | | | |
| **PREREQUISITE(S):** | Game Art Studio 1 | | | | |
| **HOURS/WEEK:** | 6 | | | | |
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| *For additional information, please contact Colin Kirkwood, Dean* | | | | | |
| *School of Environment, Technology and Business* | | | | | |
| *(705) 759-2554, Ext. 2688* | | | | | |

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| **I.** | **COURSE DESCRIPTION:** This course is a continuation of Game Art Studio 1. The aim is to develop efficient 2D and 3D assets for games. Students will also learn proper workflow techniques while creating game assets. |

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| **II.** | **LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:** | |
|  | Upon successful completion of this course, the student will demonstrate the ability to: | |
|  | 1. | Understand and use texturing/modeling techniques to create detailed game assets. |
|  |  | Potential Elements of the Performance:   * Demonstrate the ability to create high detailed textures for low polymodel use. * Effectively using references to create 2D and 3D assets * 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 2D textures and 3D models * Demonstrate the use of box modeling to create low poly models * Demonstrate the ability to add optimized and efficient textures to 3D models * 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 to be used on a 3D model. * Using an efficient workflow between software programs to create textures for use on a unwrapped model |
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| **III.** | **TOPICS:** |

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| 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 |

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| **IV.** | **REQUIRED RESOURCES/TEXTS/MATERIALS:**  **RECOMMENDED TEXT:**  **Recommended Books:** 3D game textures: Create Professional Game Art [Luke](http://www.amazon.com/Todd-Daniele/e/B001JRWIBC/ref=ntt_athr_dp_pel_1) AhearnTodd Daniele (Author)  ›[Visit Amazon's Todd Daniele Page](http://www.amazon.com/Todd-Daniele/e/B001JRWIBC/ref=ntt_athr_dp_pel_pop_1)  Find all the books, read about the author, and more.  See [search results](http://www.amazon.com/s/ref=ntt_athr_dp_sr_pop_1?_encoding=UTF8&sort=relevancerank&search-alias=books&field-author=Todd%20Daniele) for this author  Are you an author? [Learn about Author Central](http://authorcentral.amazon.com/gp/landing/ref=ntt_atc_dp_pel_1)  (Author)  ISBN-10: 0-24080768-5  ISBN-13: 978-0-240-80768-3 3D Game Environments: Create Professional 3D Game Worlds [Luke Ahearn](http://www.amazon.com/Luke-Ahearn/e/B001ILIBAQ/ref=ntt_athr_dp_pel_1)Luke Ahearn (Author)  ›[Visit Amazon's Luke Ahearn Page](http://www.amazon.com/Luke-Ahearn/e/B001ILIBAQ/ref=ntt_athr_dp_pel_pop_1)  Find all the books, read about the author, and more.  See [search results](http://www.amazon.com/s/ref=ntt_athr_dp_sr_pop_1?_encoding=UTF8&sort=relevancerank&search-alias=books&field-author=Luke%20Ahearn) for this author  Are you an author? [Learn about Author Central](http://authorcentral.amazon.com/gp/landing/ref=ntt_atc_dp_pel_1)  (Author)  ISBN:978-0240808956 |

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| **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: |

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|  | Grade | Definition | *Grade Point Equivalent* |
|  | 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 |
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|  | 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. |  |

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| **VI.** | **SPECIAL NOTES:** *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 | |
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| **VII.** | **COURSE OUTLINE ADDENDUM:** |
|  | The provisions contained in the addendum located on the portal form part of this course outline. |