



COURSE OUTLINE

VGA203

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Prepared: Maureen Shelleau Approved: Sherri Smith

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| Course Code: Title | VGA203: GAME ART STUDIO 2 |
| Program Number: Name | 4006: VIDEO GAME ART |
| Department: | VIDEO GAME ART |
| Semester/Term: | 17F |
| 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. |
| Total Credits: | 6 |
| Hours/Week: | 6 |
| Total Hours: | 90 |
| Prerequisites: | VGA104 |
| This course is a pre-requisite for: | VGA303, VGA304 |
| Vocational Learning Outcomes (VLO's): Please refer to program web page for a complete listing of program outcomes where applicable. | <p>#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.</p> <p>#4. Contribute as an individual and a member of a game development team to the effective completion of a game development project.</p> <p>#5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.</p> <p>#6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.</p> <p>#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.</p> <p>#8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs.</p> <p>#9. Contribute to world building and level design in a game engine to meet industry and marketplace requirements</p> |
| Essential Employability Skills (EES): | <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</p> |



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communication.

#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.

#8. Show respect for the diverse opinions, values, belief systems, and contributions of others.

#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:

3D Game Textures: Create Professional Game Art by Luke Ahearn

ISBN: 0-24080768-5

978-0-240-80768-3

3D Game Environments: Create Professional 3D Game Worlds by Luke Ahearn

ISBN: 978-0240808956

Course Outcomes and Learning Objectives:

Course Outcome 1.

Understand and use texturing/modeling techniques to create detailed game assets.

Learning Objectives 1.

* Demonstrate the ability to create high detailed textures for low poly model use.

* Effectively using references to create 2D and 3D assets

* Understand and study pros and cons of texturing game assets.

Course Outcome 2.

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



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Learning Objectives 2.

- * 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.

Course Outcome 3.

Learn how to texture and light 3D models.

Learning Objectives 3.

- * 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.
 - * Use an efficient workflow between software programs to create textures for use on a unwrapped model.
- Demonstrate the ability to create and showcase a 3D game asset with a 3-point lighting scheme.

Course Outcome 4.

Learn how to design and produce modular game assets.

Learning Objectives 4.

- * Demonstrate the ability to design and produce seamless textures.
- * Understand how Power of 2 relates to game art and textures.
- * Create a design blueprint of 3D modular game assets.
- * Create a model sheet for 3D modular game assets.
- * Design, produce and assemble finished 3D modular game art assets.



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Date:

Thursday, August 31, 2017

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