



# COURSE OUTLINE

## VGA404

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Prepared: Maureen Shelleau    Approved: Sherri Smith

<b>Course Code: Title</b>	VGA404: GAME ART STUDIO 4
<b>Program Number: Name</b>	4006: VIDEO GAME ART
<b>Department:</b>	VIDEO GAME ART
<b>Semester/Term:</b>	17F
<b>Course Description:</b>	In this final course of the Game Art Studio series, students will draw upon all skills acquired in the program to date to develop advanced level game art assets.
<b>Total Credits:</b>	6
<b>Hours/Week:</b>	6
<b>Total Hours:</b>	90
<b>Prerequisites:</b>	VGA304
<b>Vocational Learning Outcomes (VLO's):</b>  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>
<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</p>



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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.

### General Education Themes:

Arts in Society

### Course Evaluation:

Passing Grade: 50%, D

### Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

### Course Outcomes and Learning Objectives:

## Course Outcome 1.

Design, model, texture, and light advanced 3D game assets.

## Learning Objectives 1.

\* Design and create visually appropriate game assets including concept art, storyboards, and digital assets.

\* Sculpt, model, and texture a polished 3D game asset.

\* Assemble, light, and display a polished 3D game asset in a 3D game engine.

## Course Outcome 2.

Create environmental game assets in an efficient pipeline for a game using a variety of game art software applications.

## Learning Objectives 2.

\* Design, create and assemble an outdoor environment in a 3D game engine including a sky and terrain.

\* Deign, create and assemble a small scale indoor environment in a 3D game engine using



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modular design and hard surface modeling techniques.

\* Design and creatively rationalize a common flow between the outdoor and indoor environments.

### Course Outcome 3.

Demonstrate the ability to communicate (visually, verbally, and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation.

### Learning Objectives 3.

\* Demonstrate the ability to produce work within the production and time constraints as set out in project briefing notes while ensuring the accountability of all team members.

\* Demonstrate the ability to follow project directions and limitations as set out by art directors.

### Course Outcome 4.

Develop perspective in the role of game artists and art within the development of a projects objectives by working effectively.

### Learning Objectives 4.

\* Demonstrate the ability to apply effective artistic practices and time management skills appropriate to his/her position in the game art industry.

**Date:**

Thursday, August 31, 2017

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