# COURSE OUTLINE

# VGA405

Prepared: Jeremy Rayment    Approved: Sherri Smith

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| **Course Code: Title** | VGA405: PORTFOLIO DEVELOPMENT |
| **Program Number: Name** | 4006: VIDEO GAME ART |
| **Department:** | VIDEO GAME ART |
| **Semester/Term:** | 17F |
| **Course Description:** | The focus of this course is for students to create a variety of portfolio quality game art assets. Students will work and experience real world video game art development studio atmospheres and scenarios while they work on their portfolios. Fundamental topics will include managing deadlines and time crunches, understanding how to polish and render finished game art assets, learning how to layout and present game art, and emphasizing key pipeline techniques to optimize workflows and work efficiently. |
| **Total Credits:** | 4 |
| **Hours/Week:** | 4 |
| **Total Hours:** | 60 |
| **Prerequisites:** | VGA300 |
| **Substitutes:** | VGA401 |
| **Vocational Learning Outcomes (VLO's):**<br><br>**Please refer to program web page for a complete listing of program outcomes where applicable.** | #1. Identify the differences in game genres in order to develop games that meet the needs of specific markets.<br>#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.<br>#5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.<br>#6. Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.<br>#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.<br>#8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs.<br>#9. Contribute to world building and level design in a game engine to meet industry and marketplace requirements<br>#10. Assess and iterate user interface design in alignment with Game Design Documents to optimize both the aesthetics and function of gameplay. |

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| **Essential Employability Skills (EES):** | #1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.<br>#2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.<br>#4. Apply a systematic approach to solve problems.<br>#5. Use a variety of thinking skills to anticipate and solve problems.<br>#6. Locate, select, organize, and document information using appropriate technology and information systems.<br>#7. Analyze, evaluate, and apply relevant information from a variety of sources.<br>#10. Manage the use of time and other resources to complete projects.<br>#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.

Showcase the ability to effectively research, analyze, critique, and discuss art portfolios and web sites.

## Learning Objectives 1.

* Research and document existing portfolios online.
* Analyze and critique what was done well and poorly.
* Identify key portfolios features and technologies of interest.
* Identify inspirational design and artistic features of interest.
* Write and present a detailed outline for an online portfolio.

## Course Outcome 2.

Demonstrate the ability to research and plan portfolio assets effectively.

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### Learning Objectives 2.

* Identify and choose a game art specialization.
* Critically assess and identify suitable past works.
* Effectively plan new portfolio assets.
* Produce a comprehensive storyboard deck of game assets for a final portfolio.

### Course Outcome 3.

Demonstrate the ability to design and assemble professional quality portfolio page layout templates.

### Learning Objectives 3.

Layout and design effective portfolio page templates using industry standard layout and production software.
Identify all key information required for pages.
Utilize key art production techniques.
Export an optimized, professionally designed multi-page .pdf template.

### Course Outcome 4.

Optimize, export, and combine high quality renders and images from various 3D and 2D content creation applications.

### Learning Objectives 4.

Effectively render, export, and polish portfolio pieces using post-production techniques.
Optimize and import portfolio pieces into portfolio design template.
Combine key pipeline post-production techniques into produce final portfolio assets.

### Course Outcome 5.

Design, produce and layout video game art assets.

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## Learning Objectives 5.

* Effectively assemble final assets into portfolio templates.
* Distinguish the key differences between screen resolution and print resolution portfolios.
* Export resolution appropriate final portfolios.
* Identify the key reasons to create a bank of portfolio pages.

## Course Outcome 6.

Present a finished video game art portfolio to a group of peers.

## Learning Objectives 6.

* Effectively schedule and manage time appropriately.
* Clearly communicate and rationalize the creative vision and production techniques of each portfolio piece in the portfolio.
* Effectively accept criticism.
* Identify appropriate changes required to be made to portfolio pieces.
* Make appropriate changes to portfolio pieces in a professional and timely manner.

| Date: | Thursday, August 31, 2017 |
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| | Please refer to the course outline addendum on the Learning Management System for further information. |