



## COURSE OUTLINE: VGA404 - GAME ART STUDIO 4

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<b>Course Code: Title</b>	VGA404: GAME ART STUDIO 4	
<b>Program Number: Name</b>	4008: GAME - ART	
<b>Department:</b>	VIDEO GAME ART	
<b>Semesters/Terms:</b>	20W	
<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>Corequisites:</b>	There are no co-requisites for this course.	
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4008 - GAME - ART</b>	
<b>Please refer to program web page for a complete listing of program outcomes where applicable.</b>	VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.	
	VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project.	
	VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.	
	VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.	
	VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games.	
	VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.	
	VLO 9 Support the development of evolving and iterative game design documents that align with standard industry expectations and/or company practices.	
	<b>Essential Employability Skills (EES) addressed in this course:</b>	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.
		EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.
	EES 4 Apply a systematic approach to solve problems.	
	EES 5 Use a variety of thinking skills to anticipate and solve problems.	
	EES 6 Locate, select, organize, and document information using appropriate technology and information systems.	
	EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.	
	EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.	



- EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
- EES 10 Manage the use of time and other resources to complete projects.
- EES 11 Take responsibility for ones own actions, decisions, and consequences.

**Course Evaluation:**

Passing Grade: 50%, D

**Course Outcomes and Learning Objectives:**

<b>Course Outcome 1</b>	<b>Learning Objectives for Course Outcome 1</b>
Design, model, texture, and light advanced 3D game assets.	* 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.
<b>Course Outcome 2</b>	<b>Learning Objectives for Course Outcome 2</b>
Create environmental game assets in an efficient pipeline for a game using a variety of game art software applications.	* 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 modular design and hard surface modeling techniques. * Design and creatively rationalize a common flow between the outdoor and indoor environments.
<b>Course Outcome 3</b>	<b>Learning Objectives for Course Outcome 3</b>
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.	* 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.
<b>Course Outcome 4</b>	<b>Learning Objectives for Course Outcome 4</b>
Develop perspective in the role of game artists and art within the development of a projects objectives by working effectively.	* Demonstrate the ability to apply effective artistic practices and time management skills appropriate to his/her position in the game art industry.

**Evaluation Process and Grading System:**

<b>Evaluation Type</b>	<b>Evaluation Weight</b>
Assignments / Projects	100%

**Date:**

June 17, 2019

**Addendum:**

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

