

GDD 202 Game Art I (3 credits) Spring 2014

Monday – Wednesday Section A: 12:30–1:45 pm: Tator Hall 130

INSTRUCTOR

Instructor: Professor Eric Nersesian

Email: eric.nersesian@quinnipiac.edu

Office: CAS 2-101

Tel: TBD

Open office hours: All day Tuesday by appointment. Open Virtual Office Hours for email contact: during the week (Monday-Friday) I will try to respond to emails within 24 hours. Emails received on the weekend will be responded to by the beginning of the following week.

COURSE BLOGGING, FILE, KNOWLEDGE & SCREEN SHARING

For this course you will maintain a blog for grading. All course related materials and announcements are posted online. If you are reading this syllabus then you have already logged into <http://blackboard.quinnipiac.edu> Please set up a blog for the course. Setup up a gmail account as we will be using google drive for file sharing, google blogger for blogging, G+ for knowledge sharing, Hangouts for screen sharing

Please use the following format for your blog address: username-GDD202. Use lower case. Brad Pitt would create the following address using his assigned username: bpitt-GDD202.blogspot.com

OVERVIEW

This class introduces students to the tools and design methodologies needed for 3D modeling & texturing for game and cinematic production. The focus of the class will be on conceptual understanding and good practices in modeling, uv unwrapping, texturing, and game integration. Software tools are used in all stages of the course, with a focus on Autodesk Maya, Mudbox, Adobe Photoshop and Unity.

OBJECTIVE

This class will be a hands-on, project-focused course. This class will show you how to take 3D assets from initial concept to final render/integration for a cinematic and video game workflow. Students will work on an architectural visualization project to learn the course's concepts and then apply those concepts to individual project focused on building a game level in Unity.

PROJECT EXPLANATIONS

The arch viz individual project will walk the student through learning the course concepts that get applied to their individual project. The arch viz project is focused on the cinematic workflow while introducing the student to the video game workflow. The weekly arch viz exercises shows that the student got involved in each aspect of the class even though his involvement in the personal project may focus on his area of expertise or interest. Exercise and project deliverable must be submitted showing entire history of work, ie multiple source, raw and final files to show progression of work.

Exercise and project deliverable can be built from existing assets given in class or from other students. For example, you can take another student's brick wall texture and turn it into a damage part of a factory wall. BUT you must give clear credit and explanations of what you used and how you used it. Your work will only be judged heavily from the history of its creation. That is why you must submit files showing the progression of your work and its history. If you submit work with no history of its creation, it will receive a failing grade no matter its quality. Every week you must submit weekly progress postings along with written explanations of work to prove authenticity.

COURSE STRUCTURE

We meet twice a week for one hour and 15 minutes. During this period we will often begin with your presentations/review of the previous week's assignment, followed by a short lecture and demonstration of the current learning topic and project. You will then have an extended period of time to "do it yourself" or work with a team followed by group discussions, presentations, critiques and feedback as relevant. In addition, individual meetings/consultations will be scheduled.

PEER MENTORING

Problem solving/trouble shooting/impediments: ask other students first, check out documentation and then ask me.

VISUAL & PERFORMING ARTS PROGRAM ATTENDANCE POLICY

You are expected to be in class ready to work at the beginning of the scheduled class time. PROMPT ARRIVAL TO CLASS IS EXPECTED. Three late arrivals to class will equal one absence. PLEASE NOTE: IF YOU HAVE 6 OR MORE ABSENCES YOU MAY BE ASKED TO WITHDRAW FROM THE COURSE. 7 ABSENCES DURING THE SEMESTER WILL RESULT IN A FAILING GRADE. Attendance for the last class meeting scheduled during Finals Week is required.

There is no distinction between "excused" or "unexcused" absences - missed course work, content and class participation are an issue in any absence and can negatively impact the rest of the class members. In the case of extenuating circumstances, such as an ongoing illness or the death of a loved one, the professor should be consulted as soon as possible, and documentation from the Student Affairs office may be required. In such circumstances the faculty and student can negotiate the possibility of granting an "Incomplete." In the rare cases where a student is allowed to take an "Incomplete" as the result of extenuating circumstances, the student must follow the guidelines and timelines stipulated in the University catalog.

VISUAL & PERFORMING ARTS PROGRAM ASSIGNMENTS POLICY

The assignments for this class must be turned in complete and on-time. NO LATE WORK IS ACCEPTED. If you have a medical or family emergency which will prevent you from getting your work done, it is your obligation to notify the professor of this fact and provide him/her with the appropriate documentation BEFORE the due date of the assignment. If your work is not turned in on time and you have not provided an excuse prior to the due date, do NOT email the professor with justifications. You will simply not receive credit for the assignment

SUPPLEMENTAL ONLINE TUTORIALS

I will be basing a lot of my digital arts lectures on training videos available from a variety of sources including lynda.com, digitaltutors.com, 3dbuzz.com and some youtube channels. I will give you links to these tutorials for outside class training. Some of the tutorials are free and some are not. I do highly recommend buying a monthly subscription to digitaltutors.com but I will try to provide free alternative training videos when I can. All training videos will be listed on blackboard and mentioned in class.

PROJECT GRADING

There are three main projects for this class. Each project is worth 30% of the grade and each project's grade is determined by 4 factors, which are Research & Concept Development, Presentation, Participation, and Final Deliverable.

Research & Concept Development

Written and visual research about the project, and its related industry uses, history, artists, competitors, great examples of past uses, typography & color treatments, images and links. Word associations and related sketches, multiple final strong concepts are demonstrated, appropriate exploration through the use of layout thumbnails of the final concept.

Presentation (Clean blog postings with multiple screenshots)

Written and verbal representation of the look and feel of the final, communication of the concept, use of the principles and elements of design including layout skills, color choices, typography, and images. Consideration for neatness is clear.

Participation (In-class, forums, wikis, blog comments)

General engagement and interaction throughout the span of the project. Covers their involvement in class and posting comments on other students' blog postings along with the forums, wikis, sharing resources and knowledge.

Final Deliverable

Comprehensive as described by the scope of the project, presented on time, excellent, representing the vision of the published piece, aesthetically demonstrating use of the principles & elements of design including layout skills, color, type, & images, use of design software is evident if appropriate to the project.

NUDGE GRADE

10% of your grade goes to a nudge factor, similar to class participation.

Constructive involvement includes regular attendance, constructive discussion, helping other students, and volunteering for demonstrations.

Non-constructive involvement specifically includes non-attendance, inattention, or working on class computers when the instructor is lecturing or students are making presentations. If you insist on being disrespectful in this manner you may lose up to 10% from your final semester grade. The bottom line: be respectful and a good class citizen.

YOUR FINAL GRADE

Your final grade is calculated by added your 3 projects plus the nudge factor as follows:

Arch Viz Project	30%
Game Prop Project	30%
Game Level Project	30%
Nudge Factor	10%

Maximum total	100%
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QUINNIPIAC GRADING SCALE

A 93–100	B+ 87–90	B- 80–82	C 73–76	D 60–69
A- 90–92	B 83–86	C+ 77–79	C- 70–72	F 0–59

NOTE: A C- or better is required in all departmental prerequisites.

ACADEMIC INTEGRITY AND PLAGIARISM

See <http://www.quinnipiac.edu/x1046.xml>

STUDENTS WITH DISABILITIES

Contact John Jarvis in the Learning Center for answers to specific questions. 203-582-5390.

john.jarvis@quinnipiac.edu For further information: <http://www.quinnipiac.edu/x2773.xml>

OTHER CLASS POLICIES

As discussed earlier attendance is important because we will be doing a lot of projects together in class, discussing options and providing feedback. Everybody's contribution counts. So try to arrive on time and stay until the end of class. If you have an extraordinary reason for leaving class early or arriving late, including inter-collegiate athletic contests or a religious observance let me know ahead of time. In those circumstances we can make arrangements for making up work. Take advantage of my office hours. You are encouraged to come by or make an appointment to talk about work, your professional aspirations, or other concerns related to the course.

MATERIALS

Get a usb drive. Do not rely on the computers to keep your files. Back up your work on google drive and also on a usb drive.