

Course Description:

Advanced level design and creation of a game production project. Students may use either 2-D or 3-D animation techniques to create a video game prototype. Includes concept development, creation of character assets, animation cycles, and environments. May be repeated once for credit. Prerequisite ART364. Preparatory ART 368.

Art Department Program Goals Addressed:

1. Basic Skills: Developing a foundation of art knowledge, theories, skills, craftsmanship and technologies, where ideas and concepts are communicated in writing, speaking and art making.
2. Art Knowledge: Broadening knowledge of ancient through contemporary art and to develop an understanding of art within theoretical, cultural, and historical contexts.
3. Critical Thinking: Analyzing, interpreting, and questioning traditional methodologies and pre-conceived notions of art and art making through the process of generating and solving problems.
6. Collaboration: Encouraging both individual and collaborative art experiences among students, faculty, and community.
7. Professional Preparation: Developing career paths for various art professions and an understanding of the demands and expectations of those areas.

Course Learning Outcomes. Student will:

- 1 Acquire and apply an advanced level understanding of game design and the wider animation creation process.
- 2 Practice creative concept process through research, design, and development of a game project. Demonstrate advanced analysis and exploration of existing game and level design.
- 3 Critically analyze students' own artistic development, comfortably consider criticism, and critique peers works. Apply problem-solving skills and make revisions based on this feedback.
- 4 Apply and build on animation skills learned in previous animation courses to produce student initiated game idea, material, environment, and character animation simulations.
5. Create advanced work for-a portfolio that can be used for internship/job application in the game and animation industries.

STUDENT EVALUATION:

Assignments are specific and evaluated accordingly for both the process and the product. Sufficient evidence of an ongoing creative process and development over time with corrected revisions is expected.

70%: Exercises and Projects.

20%: Creative process stages of technical and design, reference photos, research, readings, lectures and critical analysis.

10%: Participation in class critiques, discussions and screenings, as well as, Animation Industry events and written reports.

- Assignment Delivery: This is not an on-line course. All assignments must be turned in, in class. It is not appropriate for students to email instructor assignments or to request feedback out of class or office hours.
- END OF TERM: 2 Copies of all assignments must be turned in formats required by the Instructor and Animation Area Coordinator for Assessment purposes. These will not be returned.

ATTENDANCE POLICY:

This studio course requires attendance, actual work in class and homework/lab time outside of class time. Attendance is by sign-in at the beginning of each class.

STUDENT BEHAVIOR/PROFESSIONAL DEPORTMENT:

In the classroom/lab, students are expected to practice professional behavior and treat other students, lab techs and faculty with respect and cooperation.

Recommended Books: Books available through Amazon.com:

- Michael McKinley. The Game Animator's Guide to Maya. Sybex. ISBN: 0470038578
- Novak, Jeannie. Game Development Essentials: An Introduction. Delmar Cengage Learning. ISBN: 1418042080

MATERIALS: USB Flash Drive; Recordable CDs ; Highly recommended but not required, 40 GB or more Firewire Hard Dive