DePaul CDM – ANI 344-601 / 444-601
<u>Visual Design for Games</u>
Spring quarter 2020
Monday & Wednesday mornings from 11:50am –1:20pm
Room: None - ONLINE SECTION ONLY

Instructor
Heinz Schuller – contact hschulle@depaul.edu
Office Hours –Will conduct via Zoom Conferencing Software Tues/Thurs - Times are TBD

*** IMPORTANT NOTICE ***

Dean Miller has notified us that due to the coronavirus situation, **you should not expect any computer labs at DePaul to be available to use for the entire Spring 2020 Quarter**.

What this means is that for this course, you will need to provide your own access to a computer, a stable internet connection, and be prepared to install any necessary software on your system (educational/free licenses). More details on this are provided below.

If you don't have access to these resources, you will need to contact your advisor as soon as possible to take another course instead. I'm very sorry about this requirement, it's an unfortunate reality of the current situation. I know all of us hope the conditions will improve for everyone soon.

In Visual Design for Games, we create concept art and visual designs that are submitted as images. **I don't specify what software you should use for this purpose, as the class is not a training course in specific software.**

You need to feel confident enough in your skills to produce artwork in your tool(s) of choice. Some students may be more comfortable with 2D, others with 3D.

With that in mind, here some specific info on hardware & software:

1) Computer Requirements
Check the manufacturer specification links for each software package you wish to use, they can give you the best understanding of what type of computer you need to use.

I've linked some of the popular ones below. For any tools that are not listed below, please check the manufacturer's website directly for the system requirements.

2) Internet Connection
You'll need a reasonably stable internet connection to access our course materials, videos, and content, as well as licensing the software you will use.

3) Adobe Creative Cloud (Photoshop)
Photoshop is the one specific tool that most students feel benefit them for this course, and is highly recommended. You definitely need some sort of image editing tool.

Here is the page with the hardware & software requirements:
https://helpx.adobe.com/photoshop/system-requirements.html

Our CDM IT dept. will be forwarding details soon for student licenses that work remotely, so you don't need to buy a subscription. Along with those details will be the link to download the software.

4) Autodesk Maya 2019.5
Here is the page with the hardware & software requirements:
https://knowledge.autodesk.com/support/maya/troubleshooting/caas/sfdcarticles/sfdcarticles/System-requirements-for-Autodesk-Maya-2019.html

You can download the educational version of Maya from the Autodesk Education site. You'll need to create an account, then you can download Maya 2019.5.
https://www.autodesk.com/education/home

5) Blender 3D (free for all users)
Here is the page with the hardware & software requirements:
https://www.blender.org/download/requirements/

You can download the software here:
https://www.blender.org/

6) Substance Substance Tools
Here is the page with the hardware & software requirements:
https://docs.substance3d.com/spdoc/technical-requirements-172824034.html

You can download the educational version of Substance Tools here, do this sooner than later since the approval process could take more than a day (you need to upload a photo of your student id):
https://www.substance3d.com/education/

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You may receive more communication about these issues, but I wanted to update you as soon as I could.

Instructors are still working out their approach to teaching, but at this time I believe that I will be recording lectures in video format and making them available through D2L prior to the scheduled class.

In addition, I will be running Zoom sessions for questions, interaction, and office hours. I'm also hosting a Discord server for our class community.

Please contact me if you have any questions about the above, or need any help getting anything set up.

Course Description

The stages of development in the visual direction of a video game will be identified and detailed, and students will participate in the creation of the visual art direction of a product, giving special attention to the design of 3D models and animation. Visual Design for Games topics include: creating visual direction, concepting, art bibles, art production, and post-production strategies. Students will create proposals, create concepts, iteratively create artwork, and analyze competitive products.

PREREQUISITE(S): ANI 105, GD 105, GPH 211 or ART 105 (or equivalent 2D design experience)

Course Objectives

After completing this course, students will have:

1. Increased knowledge of traditional & digital tools needed to create visual development for video games.

2. Research humans, animals, locations, objects, color theory, and lighting to create character & environment designs.

3. Understand the process of and stages of game visual design concept & production.

4. Create a "production bible" for potential game development project.

Recommended Resources (*not required*):

CHARACTER DESIGN FOR GAMES AND ANIMATION VOL. 1 - by Cameron Davis
Gnomon Workshop: https://www.thegnomonworkshop.com/tutorials/character-design-for-games-and-animation-vol-1
Comment: Very solid overview of character design for games

ENVIRONMENT ART DIRECTION FOR GAMES VOL. 1 - by Cecil Kim
Gnomon Workshop: https://www.thegnomonworkshop.com/tutorials/environment-art-direction-for-games-vol1
Comment: Great design process from a veteran artist

Big Bad World of Concept Art for Video Games: An Insider's Guide for Students- by Eliott J. Lilly
New Riders; ISBN-10: 1624650201 : ISBN-13: 978-1624650208
Comment: Excellent overview of Concept Art work in the Games Industry

Important Dates:

Monday April 13, 2020 – Last day add (or swap) classes to SQ2020 Schedule
Tuesday April 14, 2020 – Last day to select pass/fail option
Tuesday April 14, 2020 - Last day to drop classes with no penalty
Tuesday April 14, 2020 - Grades of "W" assigned for classes dropped on or after this day
Friday May 15, 2020 - Last day to withdraw from Spring 2019-2020 Classes

More calendar info can be found here:
https://academics.depaul.edu/calendar/Pages/default.aspx

Class Schedule*

NOTE: Details of activities and assignments are subject to updates and/or revisions on-going. I will notify you, but please check on-line for the latest syllabus when needed.

Week 1:
Monday March 30
Wednesday April 1

Week 2:
Monday April 6
Wednesday April 8

Week 3:
Monday April 13
Wednesday April 15

Week 4:
Monday April 20
Wednesday April 22

Week 5:
Monday April 27
Wednesday April 29

Week 6:
Monday May 4
Wednesday May 6

Week 7:
Monday May 11
Wednesday May 13

Week 8:
Monday May 18
Wednesday May 20

Week 9:
Monday May 25 - NO CLASS (MEMORIAL DAY)
Wednesday May 27

Week 10:
Monday June 1
Wednesday June 3

Week 11:
TENTATIVE FINAL EXAM PERIOD**: Monday June 8, 2020, from 11:30 AM to 1:45 PM**

More final exam schedule info at this link.

Course Management System & Class Work

Assignments must be handed in on time. On time means your work is submitted through D2L (Desire To Learn system) by the specified time. Work submitted after the deadline may receive partial credit or no credit at the instructor's discretion. Students who use lecture time to finish assignments the day they are due may forfeit the right to hand in that assignment. Class time is for working with the material at hand, not finishing late assignments. Assignment due dates and times will be indicated on D2L.

Attendance:

Due to the on-line only delivery of the classes, formal attendance policies have been suspended until further notice.

Class Work

Assignments must be handed in on time. On time is submitted through D2L by the pre-determined time. Work submitted after the deadline may receive partial credit or no credit at the instructor's discretion. Students who use lecture time to finish assignments the day they are due will forfeit the right to hand in that assignment. Class time is for working with the material at hand, not finishing late assignments. Assignment due dates and times will be indicated on D2L.

Turning In Assignments:

All assignments handed in digitally must be in the following format (please note upper and lower case usage)

o   lastnameFirstname_projectname.extension
o   example: SchullerHeinz_projectOne.mb

Special Accommodations: If you have any special considerations please see the instructor so you can be accommodated.

BACK UP YOUR WORK: Failure of computer software and or Hardware will not be accepted as an extenuating circumstance for late projects or incomplete grades so back up your work daily. Maya features an 'incremental save' option – USE IT. Hardware or software failure is no excuse for academic or professional project failure .

Grading

This is a rough breakdown of how final grades will be calculated. This is subject to change at the instructor's discretion with notice:

(10) Weekly assignments
100 points possible - represents **100%** of course grade

Grade/Score Ranges

	A = 100-93	**A- = 92-90**	
B+ = 89-88	**B = 87-83**	**B- = 82-80**	
C+ = 79-78	**C = 77-73**	**C- = 72-70**	
D+ = 69-68	**D = 67-63**	**D- = 62-60**	**F = 59-0**

Grade A:
Not only did you successfully complete all assignments, you went above and beyond in working with your teammates and coming up with effective solutions.

Grade B:
You have successfully completed all assignments, contributed equitably to group projects, and you demonstrate a solid understanding of the class topics.

Grade C:
All work turned in.

Grade D:
Requirements for projects are only partially fulfilled.

Grade F:
Student fails to meet minimum course requirements.

Requesting an incomplete grade:

An incomplete grade may only be assigned to a student if the student has experienced an extenuating circumstance near the end of the term, the student is in good standing in the class, and before the last day of the quarter before final exams. See:
http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx

Standards for Achievement

Students will be measured on the following criteria-

Effective use of reference imagery
Utilization of Visual Components in their Designs

Developing their visual "voice" and methods for Concepting
Creating consistent visual style
Aesthetic appeal of your artwork (this class will require you to excel as an artist, not simply understand how to operate a software package).

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at http://academicintegrity.depaul.edu/. If you have any questions be sure to consult with your professor.

Statement on Academic Integrity and Plagiarism:

University guidelines on academic integrity and plagiarism can be found on the Web and in the Student Handbook and are hereby incorporated in this document. The following items are not intended to contradict the university guidelines, but to emphasize or explain areas of particular note for this course.

- Plagiarism applies to any sort of material used on the Web, including for example sound, graphics or images, as well as text.
- Students are responsible for insuring that they use material only with permission and that, when such permission is subject to giving credit, they credit sources appropriately.
- Students who use images, text, sound, trademarks, or other materials developed or owned by others without their permission can be held legally liable. "Academic use" is not a legal defense.
- DePaul University and the professor take no responsibility for any student's use of materials developed or owned by others without their permission.

Reuse of materials:

Anything developed or submitted for an employer or another course cannot be submitted for an assignment in this course without PRIOR permission of the instructor.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: http://cdm.depaul.edu/enrollment.

Notes regarding Class Participation:

Active class participation includes, among other things, on-time attendance, taking part in lecture discussions, asking meaningful questions, completing homework assignments on a timely basis, participating in the class, Blackboard discussion forums, and volunteering to demonstrate one's website or other sites of relevance to the class. Students will have the opportunity to complete a self-evaluation of their class participation, which will be considered (but will not be the sole determinant) when computing the class participation portion of their grade.

Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

Lewis Center 1420, 25 East Jackson Blvd.
Phone number: (312)362-8002
Fax: (312)362-6544
TTY: (773)325.7296