**DePaul CDM – ANI 346-401/446-401**
## Game Art Pipeline
Fall Quarter 2020
On-line Section, Asynchronous Lecture
Synchronous Weekly Meeting

**Instructor**
Heinz Schuller – contact hschulle@depaul.edu / 312-362-0037
Office Hours – Weekly availability on Zoom, Discord TBA

**Course Description**
This course is an introduction to the game technical artist's role. Students learn how to design, engineer, and troubleshoot the game art production pipeline. They study best practices and successful strategies for streamlining at different stages of production process. Projects include analyzing problems and then spec'ing out solutions, creating a workflow for producing and exporting assets to several platforms/ engines, and creating instructional documentation.
*PREREQUISITE(S): ANI 230 and ANI 231*

**Course Objectives**
After completing this course, students will:
Achieve a working understanding of art pipelines in video games.
Become comfortable with a variety of content types, and how they flow from the art tools to game engines.
Understand the fundamentals of game performance, how to measure and troubleshoot performance issues.
Be able to demonstrate best practices in art content management.
Gain a thorough understanding of the role of Technical Artist in games.

**Course Abstract:**
At the core of every game project is the Game Art Pipeline, the journey that artwork takes from the hands of the artist to its final destination on-screen. On major game projects, Technical Artists play a key role in overseeing the process of how art gets translated from native packages like Photoshop & Maya to game engine-specific formats.

In this class we'll be examining the elements of art pipelines, and how they can be proceduralized. This isn't going to be a lecture-driven class. Instead we're going to give you real world problems to solve, and guide you while you build prototype pipelines and automation solutions.

## Important Dates:
Tuesday, Sep. 15  2020 – Last day add/swap classes to FQ2020 Schedule (11:59pm Deadline)
Tuesday, Sep. 22  2020 - Last day to drop classes with no penalty
Wednesday, Sep 23  2020 - Grades of "W" assigned for classes dropped on/after this day
Tuesday, Oct 27  2020 - Last Day to Withdraw from FQ2020 Classes

More calendar info can be found at [this link](#).

## Class Schedule - Zoom Meetings - Time Will Be Announced Weekly*
*NOTE: Details of activities and assignments are subject to updates and/or revisions on-going. I will notify you via e-mail, but please check D2L for the latest syllabus when needed.*

Week 1:
**Wednesday September 9**

Week 2:
**Wednesday September 16**

Week 3:
**Wednesday September 23**

Week 4:
**Wednesday September 30**

Week 5:
**Wednesday October 7**

Week 6:
**Wednesday October 14**

Week 7:
**Wednesday October 21**

Week 8:
**Wednesday October 28**

Week 9:
**Wednesday November 4**

Week 10:
**Wednesday November 11**

<u>Week 11:</u>

<span style="color:red">**FINAL EXAM DATE:**</span> **Wednesday November 18, 2020**

**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. Assignment due dates and times will be indicated on D2L.

## Attendance:

Students are expected to attend the on-line weekly Zoom sessions. Specific times & day will be announced on the first day of class.

The Zoom sessions are intended to provide additional information beyond the prerecorded lectures, as well as on-line art critiques and providing opportunities to ask questions. Office hours will take place immediately after the class session is finished.

## 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:

(8) Weekly assignments - 80 points possible - represents **75%** of course grade
(1) Final Exam - 100 points possible - **25%** of course grade
(1) Bonus bump for active participation, interaction, and demonstrated effort - **up to 2%**

## 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-

- Meeting Project Deadlines: It is important to have your work available for feedback
- Creativity and diligence in class and homework
- Adapting to new challenges, asking questions, and taking risks
- Leveraging newly-learned tools & techniques to improve their art work
-Taking initiative to work outside of class and research
-Hard work and sweat
-Participation in discussions

## 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.

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