

DePaul CDM – ANI 346-801/446-801

Game Art Pipeline

Winter Quarter 2022

Tuesday Evenings 5:45pm – 9:00pm

Remote Learning Supported

Instructor

Heinz Schuller – contact hschulle@depaul.edu

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:

Sunday, Jan. 9 2022 – Last day add/swap classes to WQ2022 Schedule (11:59pm Deadline)
Sunday, Jan. 16 2022 - Last day to drop WQ2022 classes with no penalty
Monday, Jan. 17 2022 - Grades of "W" assigned for WQ2022 classes dropped on/after this day
Sunday, Feb. 20 2022 - Last Day to Withdraw from FQ2020 Classes

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

Class Schedule – In-Person & on Zoom – 5:45pm – 9:00pm*

**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:

Tuesday January 4

Week 2:

Tuesday January 11

Week 3:

Tuesday January 18

Week 4:

Tuesday January 25

Week 5:

Tuesday February 1

Week 6:

Tuesday February 8

Week 7:

Tuesday February 15

Week 8:

Tuesday February 22

Week 9:

Tuesday March 1

Week 10:

Tuesday March 8

Week 11:

FINAL EXAM DATE: Tuesday March 15, 2022

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-

- Following Directions and paying attention to Specifics
- Consistent use of Reference Imagery as a basis of design work
- Willingness to investigate problems, ask questions in pursuit of solutions
- Ability to utilize technical knowledge to create visually sound artwork
- Understanding and utilization of visual concepts like silhouette, repetition & variation
- Demonstrating knowledge and proficiency with the basic CG art pipeline
- Drawing upon their own backgrounds and experiences as inspiration

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.

Respect for Diversity and Inclusion at DePaul University as aligned with our Vincentian Values

At DePaul, our mission calls us to explore “what must be done” in order to respect the inherent dignity and identity of each human person. We value diversity because it is part of our history, our traditions and our future. We see diversity as an asset and a strength that adds to the richness of classroom learning. In my course, I strive to include diverse authors, perspectives and teaching pedagogies. I also encourage open dialogue and spaces for students to express their unique identities and perspectives. I am open to having difficult conversations and I will strive to create an inclusive classroom that values all perspectives. If at any time, the classroom experience does not live up to this expectation, please feel free to contact me via email or during office hours.

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. Please see <https://resources.depaul.edu/teaching-commons/teaching/Pages/online-teaching-evaluations.aspx> for additional information.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. All students are expected to abide by the University's Academic Integrity Policy which prohibits cheating and other misconduct in student coursework. Publicly sharing or posting online any prior or current materials from this course (including exam questions or answers), is considered to be providing unauthorized assistance prohibited by the policy. Both students who share/post and students who access or use such materials are considered to be cheating under the Policy and will be subject to sanctions for violations of Academic Integrity.

More information can be found at <https://resources.depaul.edu/teaching-commons/teaching/academic-integrity/Pages/default.aspx>.

Posting work on online sites, such as Hero

All students are expected to abide by the University's Academic Integrity Policy which prohibits cheating and other misconduct in student coursework. Publicly sharing or posting online any prior or current materials from this course (including exam questions or answers), is considered to be providing unauthorized assistance prohibited by the policy. Both students who share/post and students who access or use such materials are considered to be cheating under the Policy and will be subject to sanctions for violations of Academic Integrity.

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://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

Incomplete Grades

An incomplete grade is a special, temporary grade that may be assigned by an instructor when unforeseeable circumstances prevent a student from completing course requirements by the end of the term and when otherwise the student had a record of satisfactory progress in the course. All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptions cases will receive such approval. Information about the Incomplete Grades policy can be found at <http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>

Preferred Name & Gender Pronouns

Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, culture, religion, politics, sexual orientation, gender, gender variance, and nationalities. I will gladly honor your request to address you by an alternate name or gender pronoun. Please advise me of this preference early in the quarter so that I may make appropriate changes to my records.

Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need. For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at <http://policies.depaul.edu/policy/policy.aspx?pid=332>

Students with Disabilities

Students seeking disability-related accommodations are required to register with DePaul's Center for Students with Disabilities (CSD) enabling them to access accommodations and support services to assist with their success. There are two office locations:

- Loop Campus (312) 362-8002
- Lincoln Park Campus (773) 325-1677
- Email: csd@depaul.edu

Students who register with the Center for Students with Disabilities are also invited to contact Dr. Gregory Moorhead, Director of the Center, privately to discuss how he may assist in facilitating the accommodations to be used in a course. This is best done early in the term. The conversation will remain confidential to the extent possible.

Please see <https://offices.depaul.edu/student-affairs/about/departments/Pages/csd.aspx> for Services and Contact Information.