

**DePaul CDM – ANI 393-901/446-901**

**Game Art Pipeline**

Spring Quarter 2016

Tuesday evenings from 5:45pm – 9:00pm

Daley Building, 14 E. Jackson #212, Loop Campus

**Instructor**

Heinz Schuller – contact [hschull@cdm.depaul.edu](mailto:hschull@cdm.depaul.edu) / 312-362-0037

Office Hours – Tuesdays 1:30pm - 3:00pm, 4:45pm - 5:30pm in Room CDM 471

**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.

## **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:**

Students are expected to attend every class. We cover an enormous amount of material in every class, and missing even one can be a significant setback. Student absences are not expected to exceed more than 2 absences. **Any student missing 3 classes will be given a grade of "F" for the semester.**

The student is responsible for any lectures or assignments missed. If an assignment is due a week that you are absent, it is your responsibility to make sure it still arrives on time. Lecture notes will not make up for these missed learning experiences.

## **Participation:**

One of the best ways to learn in a classroom environment is through active participation in discussions and critiques. In general, we will be following a pattern of creating animation and then discussing it in critique in the following week. When I open up the floor for you to speak, please make the effort to voice your honest and constructive opinion. You are likely to find that this will greatly improve your overall learning process.

## **Attitude:**

A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

## **Civil Discourse:**

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be [Socially Responsible Leaders](#). It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

## **Cell Phones/On Call:**

If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

### **Important Dates:**

Sunday April 3, 2016 – Last day add (or swap) classes to WQ2016 Schedule

Friday April 8, 2016 – Last day to select pass/fail option

Sunday April 10, 2016 - Last day to drop classes with no penalty

Monday April 11, 2016 - Grades of "W" assigned for classes dropped on or after this day

Sunday May 15, 2016 - Last day to withdraw from Spring 2016 Classes

More calendar info can be found here: <http://www.depaul.edu/university-catalog/academic-handbooks/graduate/university-information/Pages/academic-calendar.aspx>

### **Class Schedule\***

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

Week 1:

**Tuesday March 29**

Week 2:

**Tuesday April 5**

Week 3:

**Tuesday April 12**

Week 4:

**Tuesday April 19**

Week 5:

**Tuesday April 26**

Week 6:

**Tuesday May 3**

Week 7:

**Tuesday May 10**

Week 8:

**Tuesday May 17**

Week 9:

**Tuesday May 24**

Week 10:

**Tuesday May 31**

Week 11:

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**Tuesday June 7 - 6:00pm - 8:15pm - FINAL EXAM**

## **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:

75% - Homework & Weekly Milestones

25% - Final Exam

2% - Maximum possible bump for active class & project participation

## **Grade/Score Ranges**

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

*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.

### **Standards for Achievement**

Students will be measured on the following criteria:

- Meeting Project Deadlines: It is important to have your work available for critique
- Creativity and personal input into execution of project
- Coming prepared to class, including assigned reading and assignments
- Showing in-progress work, which can benefit from suggestions, rather than presenting entirely new work at critiques
- Taking initiative to work outside of class and research
- Hard work and sweat
- Participation in critiques and discussions

### **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>

### **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, 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](mailto:csd@depaul.edu).

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