

DePaul CDM – ANI 344-601 / 444-601

Visual Design for Games

Spring quarter 2018

Monday & Wednesday mornings from 10:10am –11:40am

Room: CS&TC #722, Loop Campus

Instructor

Heinz Schuller – contact hschulle@depaul.edu 312-362-0037

Office Hours – Mon & Weds from 11:50am to 1:20pm, my office is in CDM building #471

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, conceiving, 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 Elliott J. Lilly

New Riders; ISBN-10: 1624650201 : ISBN-13: 978-1624650208

Comment: Excellent overview of Concept Art work in the Games Industry

Important Dates:

Sunday April 1, 2018 – Last day add (or swap) classes to WQ2016 Schedule

Friday April 6, 2018 – Last day to select pass/fail option

Friday April 6, 2018 - Last day to drop classes with no penalty

Saturday April 7, 2018 - Grades of "W" assigned for classes dropped on or after this day

Friday May 11, 2018 - Last day to withdraw from Spring 2017 Classes

More calendar info can be found here: <https://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:

Monday March 26

Wednesday March 28

Week 2:

Monday April 2

Wednesday April 4

Week 3:

Monday April 9

Wednesday April 11

Week 4:

Monday April 16

Wednesday April 18

Week 5:

Monday April 23

Wednesday April 25

Week 6:

Monday April 30

Wednesday May 2

Week 7:

Monday May 7

Wednesday May 9

Week 8:

Monday May 14

Wednesday May 16

Week 9:

Monday May 21

Wednesday May 23

Week 10:

Monday May 28 - NO CLASS (MEMORIAL DAY)

Wednesday May 30

Week 11:

FINAL EXAM PERIOD: Wednesday June 06, 2018, from 8:30 AM to 10:45 AM

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:

Student absences are not expected to exceed more than 3 absences. A fourth absence will result in the lowering of your final grade one full letter. **Any student missing more than four (4) classes will be given a grade of "F" for the semester.**

Tardiness is defined as not being in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor. Tardiness that exceeds thirty minutes will be counted as an absence. TWO late arrivals or early departures, or a combination of both, are counted as one absence. If you arrive late for class, it is your responsibility to make sure that you have been marked tardy rather than absent.

The allotted absences are to accommodate routine illness, weddings, car trouble, etc. Doctor appointments, advisor conferences, trips to supply stores and employment, etc. should not be scheduled to conflict with class. Faculty cannot be placed in the position of determining which absences are excusable and which are not. All students are expected to attend class on a regular basis. Prolonged illness should be verified by a physician and may require the student to withdraw from class if he/she cannot complete work in a comprehensive and timely manner.

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.

No incompletes will be given without documented proof of circumstances beyond your control.

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
- Scene Design using visual components covered in class
- Lighting Creativity and Complexity
- Shader Creation
- Texture Creation
- UV Mapping Proficiency
- 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.

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Phone number: (312)362-8002
Fax: (312)362-6544
TTY: (773)325.7296