EAE 6200-001 Game Arts I
Instructor: Gabriel Olson
University Of Utah
Location: Law Library
Days: Monday
Time: 6-9pm

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Course Description: This course is designed to introduce individuals to the fundamentals of creating game artwork from an industry perspective. In particular, students will become familiar with production techniques such as modeling, UV mapping, creating textures, optimization for games, digital sculpting, and other aspects of game art creation. All this will be done with a focus on efficiency in design, color, and balance. Students will also be required to maintain a sketchbook throughout the semester. Most assigned projects will be based on industry art tests.

Course Objectives and Outcomes:
- Students will gain a basic proficiency in modeling and texturing in game ready assets in Maya, Zbrush, Photoshop and other industry standard software.
- Have an understanding of how materials and assets are created for video games.
- Students will gain an understanding, as well as a proficiency, in 2D skills in both a digital and traditional format.
- Through in-class exercises and assignments, students will also learn how to quickly solve design problems.
- Students will complete multiple game asset projects throughout the semester with a goal of attaining industry level quality.
- Students will further develop their "artistic eye" and artistic discernment through honest feedback and critique sessions.
- Students will learn to create a walk cycle animation using keyframes.
- Students will keep a sketchbook throughout the semester that is a supplement to the focus of digital art and will improve overall artistic and design abilities. Sketch topics will be assigned each week at the students suggestion.
- Students will not only be responsible for creating beautiful game assets but also assets that will run smoothly when integrated into a game engine: clean, efficient and properly built.
- Collaboration will be encouraged inside and outside of class by using either a facebook group, slack channel, or blog to share work.
- Students will learn techniques to share and or display their work in a manner that would be suitable for an industry portfolio.

Attendance: It is very important that students attend all class as a lot of information will be given during class exercises and demos. If a class is missed it is the student's responsibility to get class information from their fellow students.

Time Commitment: This is a 3 credit hour class, so we expect approximately 10 hours of work each and every week. This is a course focused on art production in which timeliness, presence and follow-through are fundamental to success in this career path.

Changes: This course syllabus is subject to change as needs arise or to accommodate guest speakers. It is the responsibility of individual students to keep up to date on changes.

Contact: Gabe.olson@eae.uta.edu

Required Materials: Graphics tablet, sketchbook, note taking supplies

Software: (Software will be overviewed in class, students can use their discretion as to which software they choose to complete an assigned project)
- Maya
- Photoshop
- Zbrush
- Krita
- Subtance Painter
- Marmoset Toolbag
- TBD (Unreal, Unity, Other optional software)

COURSE GRADING: 100 pts

Attendance/Participation:	20 %
Sketchbook:	10 %
Project 1:	10 %
Project 2:	10 %
Project 3:	10 %
Project 4:	10 %
Project 5:	20 %
Midterm Quiz:	10 %

Evaluation	Grade
Promote	A (-)
Retain	B (+/-)
Probation/Termination	C (+/-)

Week 1, Aug 21st
- Class introductions - Online Portfolio Parade
- Syllabus review
- Speed Model In Class Project - Gumdrop Man
- Lecture: Creating Character Orthos
- Introduction to basic Maya tools
- Project #1 Given - "Low Poly Character" Due week 3
- HW: References and Model Sheet
- New weekly drawing assignment

Week 2, Aug 28th
- Speed Session In Class Project:
- Class critique of Character Orthos
- Lecture: UV unwrapping demo
- Texture painting in photoshop
- HW: Block out and modeling of character
- New weekly drawing assignment

Week 3, Sept 4th - Labor Day
- Continue working on lowpoly Character
- Post update to Slack Group for class critique
- New weekly drawing assignment will be posted

Week 4, Sept 11th
- Sketch Demo
- Sketching in class project
- Due: Project #1
- Project #2 Given: Alley Scene

Week 5, Sept 18th
- Speed practice
- In-class demo
- Critique: First pass Alley Scene
- HW: finish Alley Scene

Week 6, Sept 25th
- Speed practice
- In-class demo - Hand Painted Textures
- Due: Project #2
- Take home Midterm Quiz
- Project #3 Given: Hand painted tiling texture.

Week 7, Oct 2nd
- Speed practice
- In-class demo
- Project #3 Due
- Project #4 Given: Game Weapon Concept and Model
- HW: Collect references, work on thumbnails and Concept

Week 8, Oct 9th
- FALL BREAK

Week 9, Oct 16th
- Speed practice
- In-class demo/lecture
- Critique: Weapon Concepts
- HW: Modeling the Weapon

Week 10, Nov 2nd
- Speed practice
- In-class demo/lecture
- Critique: Weapon Model
- HW: Texture the Weapon

Week 11, Nov 9th
- Speed practice
- In-class demo/lecture: 12 principles of animation
- Project #4 Due
- Project #5 Given: Walk Cycle Animation
- HW: block out walk cycle

Week 12, Nov 16th
- Speed practice
- In-class demo/lecture
- Critique: Walk Cycle
- HW: Polish Walk Cycle

Week 13, Nov 23rd
- Speed practice
- In-class demo/lecture
- Project #5 Due
- Project #6 (final project): Character or Building

Week 14, Dec 1st
- Speed practice
- In-class demo/lecture
- Critique: Final Project
- HW: work on Final

Week 15, Dec 8th
- Speed practice
- In-class demo/lecture
- Critique: Final Project
- HW: work on Final

Week 16, Dec 15th
- Final test and show off final projects

Grading: All work should be undertaken in a manner that will help the student both advance their graduate career as well as their professional goals. Therefore students will combine all of the semester's work into an individual portfolio in which they will make a case for an end of semester grade.

ADA Statement: The University of Utah seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in the class, reasonable prior notice needs to be given to the Center for Disability Services, 162 Union **Location:** (810) 581-5020 (V/TDD). CDS will work with you and the instructor to make arrangements for accommodations.

Faculty and Student Responsibilities: All students are expected to maintain professional behavior in the classroom setting, according to the Student Code, spelled out in the Student Handbook. Students have specific rights in the classroom as detailed in Article III of the Code. The Code also specifies proscribed conduct (Article XI) that involves cheating on tests, plagiarism, and/or collusion, as well as fraud, theft, etc. Students should read the Code carefully and know they are responsible for the content. According to Faculty Rules and Regulations, it is the faculty responsibility to enforce responsible classroom behaviors, beginning with verbal warnings and progressing to dismissal from class and a failing grade. Students have the right to appeal such action to the Student Behavior Committee.

Non-Contract Note: The syllabus is not a binding legal contract. The instructor may modify it when the student is given reasonable notice of the modification.

Plagiarism Software Policy: Your professor may elect to use a plagiarism detection service in this course, in which case you will be required to submit your paper to such a service as part of your assignment.

Copyright Notice: By participating in this course, students allow the instructor and the university to use materials submitted to the class for educational use, including but not limited to presentations and research conducted by the instructor.

Accommodation Policy: The instructor shall offer no accommodation based on class content. Students must learn to negotiate personal beliefs with objectionable in a professional manner. Should students require assistance in this they may solicit informal advice from the instructor, however no formal exceptions nor accommodations shall be provided for content.