GID 49: GAME ART & DESIGN

Foothill College Course Outline of Record

<table>
<thead>
<tr>
<th>Heading</th>
<th>Value</th>
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<tbody>
<tr>
<td>Effective Term:</td>
<td>Summer 2023</td>
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<tr>
<td>Units:</td>
<td>4</td>
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<tr>
<td>Hours:</td>
<td>3 lecture, 3 laboratory per week (72 total per quarter)</td>
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<tr>
<td>Degree &amp; Credit Status:</td>
<td>Degree-Applicable Credit Course</td>
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<tr>
<td>Foothill GE:</td>
<td>Non-GE</td>
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<tr>
<td>Transferable:</td>
<td>CSU/UC</td>
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<tr>
<td>Grade Type:</td>
<td>Letter Grade (Request for Pass/No Pass)</td>
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<td>Repeatability:</td>
<td>Not Repeatable</td>
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Student Learning Outcomes

- Students successfully apply design techniques and theory to design a digital game character
- Students successfully apply design theory and techniques to create a digital game environment

Description

This course introduces the creative and technical aspects of computer and video game art and design. Students learn conceptual and practical skills for bringing a comprehensive artistic vision to the creation of computer and video games, including concept art, character design, interface design, storytelling, and gameplay. Projects emphasize creative design processes and digital prototyping of art for 2-D and 3-D computer and video games.

Course Objectives

The student will be able to:

a. Use digital techniques and tools for drawing and painting
b. Use digital techniques to create 3-D models
c. Develop an unique artistic vision for a computer or video game
d. Create concept art for computer and video games
e. Create character designs for computer and video games
f. Create interface designs for computer and video games

Course Content

a. Genres of computer game art
b. Cultural influences in computer game art
c. Comparing computer game art and classical art
d. Introduction to digital drawing and painting tools
   i. Drawing tablets
   ii. Painting software
   iii. 3-D software
e. Introduction to 2-D digital drawing
   i. Perspective
   ii. Lighting
f. Introduction to 3-D modeling
   i. Cameras
   ii. Lights
g. The human figure
   i. Gravity and movement
   ii. Proportion
   iii. Anatomy
   iv. Facial expression
h. Elements of design
   i. Framing
   ii. Camera angle
   iii. Scale
   iv. Grouping
i. Character design
   i. Character concept
   ii. Visual metaphor
   iii. Mood board
   iv. 2-D character design
   v. 3-D character design
j. Environment design
   i. Character-centric environmental design
   ii. Top-down environmental design
   iii. 2-D environment design
   iv. 3-D environment design
   v. Game-play map design
   vi. Visual interface design
      1. Icons
      2. Menus

Lab Content

a. Introduction to digital drawing
   i. Perspective exercises
   ii. The illusion of lighting
   iii. The importance of process
b. Elements of design
   i. Set up a 2-D scene
      1. Cropping
      2. Scale
      3. Grouping
   ii. Set up a 3-D scene
      1. Camera angle
      2. Lighting
c. Character design
   i. Drawing proportions
   ii. Drawing anatomy
   iii. Using visual metaphors
   iv. Using mood boards
d. Environment design
   i. Composition
   ii. Buildings
   iii. Gameplay maps

Special Facilities and/or Equipment

1. A lecture room equipped with instructional computer, high resolution color monitor, software; projection system and lighting suitable for displaying projected media.
2. An integrated or separate facility with student workstation configurations, to include hard drives, color monitors, mice, keyboards, and software.
3. When taught via Foothill Global Access: on-going access to computer with JavaScript-enabled internet browsing software, media plug-ins, and relevant computer applications.

**Method(s) of Evaluation**

Methods of Evaluation may include but are not limited to the following:

- Projects
- Computer assignments
- Collaborative student work
- Oral presentations

**Method(s) of Instruction**

Methods of Instruction may include but are not limited to the following:

- Lectures on techniques and theoretical concepts of computer game art
- Demonstration of digital painting software and technique
- Presentation and in-class discussion of preliminary and finished artwork
- Group critique of student artwork

**Representative Text(s) and Other Materials**


These texts are older than the suggested "5 years or newer" standard, but are still the best choice for this course.

**Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments**

- Weekly reading assignments from text and outside sources ranging from 30-60 pages per week
- Review of handouts and relevant reading material
- Research and planning of individual creative projects
- Project progress reports

**Discipline(s)**

Graphic Arts