Email this form and syllabus to *UGPC@fau.edu* one week before the University Graduate Programs Committee meeting so that materials may be viewed on the UGPC website prior to the meeting.

FAUnewcrse Grad – Revised September 2013

creating real time, interactive environments.

Course Outcomes:

Students will create a number of assets and enhancements throughout the first half of the class. The techniques learned in the creation of these assets will then be applied to the creation of an interactive environment. Students will be encouraged to thoroughly address the narrative and conceptual underpinnings of said interactive environment to create a work that is engaging and thought provoking.

Objectives:

This course aims to give students a broad overview of 3D production techniques for use in

understanding of asset creation, aesthetics, interactivity, and conceptual development for real time applications. Student work should demonstrate an understanding of the course content and ultimately provide the student with examples of work for a digital art portfolio.

skill sets.

These assets and character models will then be combined in a game engine to create an interactive visual demo. This demo should afford the player a degree of control in navigating your environment. Your environment should be lit and textured. Game-like

demo, you will create a PDF portfolio compiling process and production work for this project.

Grading for this class will break down as follows:

Sketchbook	10%
Participation	10%
Game Assets	20%
Character/Rig	20%
Readings/Responses	10%
Portfolio/Demo	30%

Grading Legend:

93-100 %	A
88-89.9 %	B +
83-87.9 %	B
80-82.9 %	B -
78-79.9 %	C +
73-77.9 %	C
70-72.9 %	C -
68-69.9 %	D +
63-67.9 %	D
60-62.9 %	D -
0 – 59.9 %	F

A grading rubric that defines the evaluation of each assignment will be given on that assignment's handout.

Attendance:

Students should be present for every class of the semester, arriving before class begins and staying until class is dismissed. Students are encouraged to attend every class as

project to me. If you do not turn in your project on the day its due I will not ask you about your project. It is your responsibility to turn it into me.

Statement on Academic Dishonesty:

Plagiarism is the act of taking words, ideas, or artwork and presenting them as your own

plagiarism. Plagiarism is extreme academic misconduct, which defeats your objectives in attending this institution. Plagiarism will not be tolerated. Cheating students will fail the class and discovery may lead to immediate expulsion from the college.

Week 2: Modeling workflows, NURBs/Poly/SubDiv, Marking Menus, Custom Shelves

Week 3: Topology for Games,UVing/Unwrapping, Texturing 3D vs 2D

Week 4: High Poly Modeling, Shader Networks, Normal Maps, Multilayer Textures, LOD

Week 5: Game Asset Critique, Game Engines Intro, Your First Game, Asset Management

Week 6: Character/Vehicle/Prop Setup for Games, Skinning/Binding, Painting Weights

Week 7: Scene/Level Design, Lighting, Texture Tiling

Week 8: Game Proposal Presentations

Week 9: Animation for Games, Asset Migration, 1st & 3rd Person Player Controllers

Week 10: Interactivity, Triggers, Checkpoints, Scores

Week 11: Level Building, NPCs, GUI design & implementation

Week 12: Game Progress Demo

Week 13: Advanced Topics: Motion Capture

Week 14: Advanced Topics: Optimization

Week 15: Advanced Topics: Platforms

Week 16: Final Game Demo and Presentation