

Syllabus

Code: GAME 205

Title: Game Character Design

Institute: Humanities

Department: Art

Course Description: In this course, students will use skills they have learned in earlier courses to create simple characters, appropriate for importing into a game engine. Students will apply concepts of rigging and will understand the process of exporting an animated model. This will allow students to create a playable character.

Prerequisites: A grade of "C" or higher in DIGM 122, GAME 105

Credits: 3

Lecture Hours: 3

Lab/Studio Hours:

Required Textbook/Materials: 2 USB storage devices (one to backup all files); a binder for handouts and notes

Additional Time Requirements:

For information on Brookdale's policy on credit hour requirements and outside class student work refer to [Academic Credit Hour Policy](#).

In addition to class time, students will need to dedicate approximately 6-9 hours per week to working in the computer studio. This time will be essential to the successful completion of course objectives. A learning assistant will be available during regularly scheduled lab hours to work with students. (Refer to the lab schedule.)

Additional Support/Labs:

See <https://www.brookdalecc.edu/academic-tutoring/>

Course Learning Outcomes:

Upon completion of this course, students will be able to:

1. Create a simple character model
2. Rig and animate their own model
3. Export and import animations
4. Script an animated character for interactivity

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Grading Standard:

Grading Policy for Art Department Programs:

A student enrolled in an Art Program must maintain a grade of C or better for all courses required in that program. If a student receives a D grade in a required course within a program, that course must be repeated.

Grading for all Art Department Courses:

A student must earn a C grade or better in a prerequisite course in order to register for a course at the next level.

<u>Grades</u>		<u>Grade Points</u>
A	Excellent	4
A-	A-	3.67
B+	B+	3.33
B	Good	3
B-	B-	.67
C+	C+	2.33
C	Satisfactory	2.0
P	Satisfactory or better	Equal to a C or better; no grade points assigned
D	Marginal	1.0
F	Failing	0
AUD	AUDIT	
W	Withdrawal	

Students will be asked to complete assignments and projects. Projects will be assessed via class critique and rubrics. Please see the individual Instructor Addendum for grading guidelines.

Course Content:

Unit 1

Rigging

Students will be given a pre-built character in Maya and asked to create a skeleton and rig for the skeleton.

Unit 2

Modeling

Students will be given basic guidelines and asked to create a 3D model for a simple character. The character must also be UV mapped for texturing.

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Unit 3

Animation

Students will use the character created in the previous unit. Students will be asked to create a skeleton and rig for their own character. Students will then be asked to use the rig to create three animations: idle, walk, and run.

Unit 4

Export/Import

Students will work with the animations created in the previous unit. Students will be asked to learn the process of baking and exporting animations. They will then be asked to import those animations into game engine.

Unit 5

Character Controller

Students will work with the animations created in the previous unit. Students will be asked to create a series of simple scripts to allow players to control their character in the game engine.

Department Policies:

Art Department Policies

Attendance Policy:

Students may receive a failing grade in Art Department courses after three absences.

Lateness Policy:

Students will not miss more than 15 minutes of a class. This includes arriving late to a class or leaving class early. If a student misses more than 15 minutes of a class he/she will be considered absent.

College Policies:

As an academic institution, Brookdale facilitates the free exchange of ideas, upholds the virtues of civil discourse, and honors diverse perspectives informed by credible sources. Our College values all students and strives for inclusion and safety regardless of a student's disability, age, sex, gender identity, sexual orientation, race, ethnicity, country of origin, immigration status, religious affiliation, political orientation, socioeconomic standing, and veteran status. For additional information, support services, and engagement opportunities, please visit www.brookdalecc.edu/support.

For information regarding:

- Academic Integrity Code
- Student Conduct Code
- Student Grade Appeal Process

Please refer to the [student handbook](#) and [catalog](#).

Notification for Students with Disabilities:

Brookdale Community College offers reasonable accommodations and/or services to persons with disabilities. Students with disabilities who wish to self-identify must contact the Accessibility Services Office at 732-224-2730 (voice) or 732-842-4211 (TTY) to provide appropriate documentation of the disability and request specific accommodations or services. If a student qualifies, reasonable accommodations and/or services, which are appropriate for the college level and are recommended in the documentation, can be approved.

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Mental Health:

24/7/365 Resources:

- Monmouth Medical Center Psychiatric Emergency Services at **(732) 923-6999**
- 2nd Floor Youth Helpline – Available to talk with you about any problem, distress, or hardship you are experiencing. Call or text at **888-222-2228** or visit the website at <https://www.2ndfloor.org/>

Faculty Counselors:

- Students who need to make an appointment with a faculty counselor can do so by calling 732-224-1822 (non-emergency line) during business hours. Faculty counselors are licensed mental health professionals who can assist students and refer them to other mental health resources.

Diversity Statement:

Brookdale Community College fosters an environment of inclusion and belonging. We promote a safe and open culture, encourage dialogue respecting diverse perspectives informed by credible sources, and uphold the virtues of civil discourse. We celebrate all identities with the understanding that ultimately, diversity, equity, and inclusion cultivate belonging and make us a stronger Brookdale community.

**The syllabus is intended to give student guidance in what may be covered during the semester and will be followed as closely as possible. However, the faculty member reserves the right to modify, supplement, and make changes as the need arise.*