

Syllabus

Code: GAME 206 **Title:** Game Level Design

Institute: Humanities **Department:** Art

Course Description: In this course, students will use the skills they have learned in earlier courses to design assets and lighting for simple game levels. Students will create texture and UV maps for models, analyze different lighting simulations, and demonstrate an understanding of the process of exporting and importing a textured mode

Prerequisites: A grade of "C" or higher in GAME 105 and GAME 115

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](#).

(Identify open lab or other activities that are required if applicable)

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.)

Course Learning Outcomes:

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

1. Create lighting simulations for a simple game level
2. Create a UV and texture map for a simple model
3. Export unique assets prepared for use in a game level
4. Create a unique playable game level

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

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B+	B+	3.33
B	Good	3
B-	B-	2.67
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

Lighting Simulation

In this unit, students will be given a pre-built game environment and asked to light it, given different requirements. This will be designed to help students understand physical lighting simulations. Students may also be asked to work with simple particle systems to create special effects.

Unit 2

UV Mapping

In this unit, students will be given a series of simple models and asked to create UV maps. These UV maps must then be turned into texture maps, appropriate for importing into a game engine. Texture maps can be applied to materials with various attributes. This unit will include a discussion of material attributes as well.

Unit 3

Workflow

In this unit, students will be given a theme and several basic models. They will be asked to create their own unique model – including UV and texture maps. This model must be imported into the game engine in order to complete an environment, which the student must also light to the theme.

Department Policies:

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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:

For information regarding:

- ◆ Brookdale's Academic Integrity Code
- ◆ Student Conduct Code
- ◆ Student Grade Appeal Process

Please refer to the [BCC STUDENT HANDBOOK AND BCC 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 Disabilities 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.

ADDITIONAL SUPPORT/LABS:

See the Tutoring Center for information <https://www.brookdalecc.edu/academic-tutoring/tutoring-center/>.

MENTAL HEALTH:

- Mental Health Crisis Support: From a campus phone, dial 5555 or 732-224-2329 from an external line; off-hours calls will be forwarded to BCC police (2222 from a campus phone)
- Psychological Counseling Services: 732-224-2986 (to schedule an appointment during regular hours)