

GAME (GAME)

GAME 190

Introduction to 3D Modeling

3 Units (AA/AS; CSU)

36 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Strongly recommended: ART 150, GAME 191.

This course introduces the concepts of 3D Modeling in a virtual environment. Emphasis is on the introduction of three-dimensional concepts, the use of modeling tools, and menu structures within applications of 3D design systems. Skills taught in this course will give students the ability to create original three-dimensional computer generated models of organic or mechanical design.

GAME 191

Photoshop for Game Art & Animation

3 Units (AA/AS; CSU)

36 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Introduction to Adobe Photoshop including mastery of digital image editing and techniques for painting custom textures for game art and animation. Use of Layers, Layer Styles, Adjustment Layers and Blending Modes. Adjusting and correcting colors for textures and images to be used in 3D modeling software such as Autodesk's Maya and in game engines such as Unreal Engine or Unity, as well as an introduction to all aspects of Adobe Photoshop for use in digital image editing.

GAME 192

Game Modeling & Texturing

3 Units (AA/AS; CSU)

36 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): GAME 190 and GAME 191.

Strongly recommended: ART 150.

An intermediate 3D modeling class focusing on low poly modeling and texture mapping for games. Topics include the basics of lighting an object, advanced Photoshop skills and presentation skills. This class will also take a look at emerging technologies that address texturing for game art.

GAME 193

Advanced Environment and Vehicle Modeling

3 Units (AA/AS; CSU)

36 lecture hours, 72 lab hours

Grade Mode: Standard Letter

Prerequisite(s): GAME 190 and GAME 191.

Strongly recommended: ART 150.

A comprehensive study of game industry modeling techniques for both hard surface and organic models. Advanced 3D modeling techniques in creating environment and vehicle models with specific limitations on tri/poly count. Topics include Polygonal modeling tools, Subdivision Surface tools, and NURBS (Non Uniform Rational B Splines) modeling tool sets. An introduction to background design and layout as well as shot planning and composition as it applies to storytelling in a game/ simulation environment with a focus on creating architectural interiors and exteriors representing houses, buildings and entire worlds contained under a roof.