

George Mason University
College of Visual and Performing Arts
Computer Game Design
V1.0

GAME 320: Digital Painting for Games

Term: Fall Semester 2017

Section: 002

Prerequisites: GAME 231; AVT 323 or AVT 333

Instructor: Professor Gregory Grimsby

Office: Art and Design Building Rm 1018

Email: ggrimsby@gmu.edu

3 Credit Hours

Studio/Lecture: TH 7:20PM-10:00PM

Room: Art and Design Building Rm 1018

Contact: 703-993-5733

Office Hours: TH 2:00PM to 4:15PM
or by appointment

Website: <http://gregorygrimsby.com/>

Course Description:

Students develop observational, sketching, and rendering skills in the digital medium. Students practice digital painting from reference and imagination as they create convincing game surfaces and simple concept drawings. This course is an intermediate course for students with some traditional drawing skills and familiarity with Photoshop.

Course Structure

Class time will be divided into lecture time and studio time. Students should come prepared to work on assignments in class on studio work days. Class time will focus on exercises to improve rendering skills and observational drawing using Photoshop and Wacom tablets. Group critiques will provide a forum to discuss student work. Through this, students will build a vocabulary for discussing art and develop an artistic, discerning eye.

Objectives:

Students who complete this course will be able to:

1. Demonstrate a consistent and effective digital imaging process.
2. Render detailed, hand-painted textures using digital painting techniques
3. Digital paint convincing lighting and shadow.
4. Digital paint convincing form and material.
5. Adapt their traditional drawing and painting skills to the digital environment.
6. Critique and analyze their own digital art and the works of others in an articulate and discerning fashion.

Assessment and Grading:

Assignments

Students will be responsible for several assignments. These assignments are designed to provide dedicated practice in specific areas and allow for assessment of skill growth. **It is the students' responsibility to refer to Blackboard to see the exact date and time assignments are due.**

Capstone Assignment

During the last class meeting, students will submit and present their completed "capstone" project. Specifications will be given in **Blackboard**. The capstone project will take more time and effort than a typical assignment. Plan accordingly.

Grading Criteria

Assignment and projects are graded based on the criteria given below:

- completeness
- ambition/effort
- specification adherence
- technical execution
- aesthetic qualities

These are assessed using a grading rubric.

Grading Scale

Most assignments are graded on a 100 point scale. The exception to this is the capstone assignment, which is worth 200 points.

To receive a grade of "A" a student must earn a minimum of 90% of the maximum coursework point total.

To receive a grade of "B" a student must earn a minimum of 80% of the maximum coursework point total.

To receive a grade of "C" a student must earn a minimum of 70% of the maximum coursework point total.

To receive a grade of "D" a student must earn a minimum of 60% of the maximum coursework point total.

Failure to receive a "D" grade will result in a grade of "F".

**Plus and Minus grades are used for A, B, and C's to provide more assessment granularity.

Late Work and Make-up Policy

Late work is only accepted at the instructor's discretion, and a deduction will be applied to the grade in most situations. Failure to turn in work on time will result in a 0 for the assignment. Meeting deadlines is one of the most important aspects of art production. Please pay careful attention to the DUE DATE & TIME for each assignment. DO NOT PROCRASTINATE!!!

If extenuating circumstances prevent a student from finishing an assignment, the student must contact the instructor BEFORE the assignment is due.

Attendance

Attendance is mandatory. Unexcused absences reduce a student's final grade using the chart below. Two tardies equal one absence. Email the instructor if you know you will be missing class.

Deductions for Absences

1 to 2	No deduction
3	-1 letter grade
4	-2 letter grades
5+	Grade of 'F'

Each class is a building block for the next. Absent students miss important material and typically do not do well in this course. The video tutorials do not replace the lectures but supplement them. In the event that you have to miss class, you are responsible for making up the work and completing the assignments on time.

Required Class Material:

It is the student's responsibility to obtain consistent, stable access to 3DS MAX 2018 and other software used in the class (listed below). Students who can use the lab to complete all assignments are not required to have a computer to do the coursework.

Software Needed:

The software below is needed in this course. It is installed on all class and game lab computers. Students do not need to acquire this software IF they are able to use the lab to complete assignments

- 3ds max 2018 (student version available at <http://students.autodesk.com>)
- Zip or Rar archive program
- Photoshop (no free version available). View <https://creative.adobe.com/plans> to see payment options for Photoshop. Adobe offers a \$10 month to month "Photography" plan for students.
- Online backup, aka Dropbox.

Hardware Needed:

- Wacom tablet (or quality pressure sensitive equivalent). Lab workstations have drawing tablets which make texturing and digital painting easier and better. Students will need a tablet to the best work possible on the texturing assignments. The entry-level Wacom Bamboo priced from \$70 and up. The intuos 5 small is a significant improvement, but more costly at \$250. Having a tablet is a must for any student serious about making game art.

Resources

Required Books:none

Students will use online resources at <http://gregorygrimsby.com> as their study material. The website contains dozens of video tutorials offered in a progression of chapters that correspond to the lecture. These are meant to augment class lectures, not replace them and ARE NOT a viable alternative to attending class.

The website is password protected. When prompted, enter this password: mason

Game Lab

In the Art and Design building, room **2002** is a monitored computer lab available outside of class hours for students to work on their projects.

Students will need at least 10 hours outside of class each week to complete coursework.

GMU Honor Code:

GMU is an Honor Code university; please see the Office for Academic Integrity for a full description of the code and the honor committee process. The principle of academic integrity is taken very seriously and violations are treated gravely. What does academic integrity mean in this course? Essentially this: when you are responsible for a task, you will perform that task. When you rely on someone else's work in an aspect of the performance of that task, you will give full credit in the proper, accepted form. Another aspect of academic integrity is the free play of ideas. Vigorous discussion and debate are encouraged in this course, with the firm expectation that all aspects of the class will be conducted with civility and respect for differing ideas, perspectives, and traditions. When in doubt (of any kind) please ask for guidance and clarification.

The integrity of the University community is affected by the individual choices made by each of us. GMU has an Honor Code with clear guidelines regarding academic integrity. Three fundamental and rather simple principles to follow at all times are that: (1) all work submitted be your own; (2) when using the work or ideas of others, including fellow students, give full credit through accurate citations; and (3) if you are uncertain about the ground rules on a particular assignment, ask for clarification. No grade is important enough to justify academic misconduct. Plagiarism means using the exact words, opinions, or factual information from another person without giving the person credit. Writers give credit through accepted documentation styles, such as parenthetical citation, footnotes, or endnotes. Paraphrased material must also be cited, using MLA or APA format. A simple listing of books or articles is not sufficient. Plagiarism is the equivalent of intellectual robbery and cannot be tolerated in the academic setting. If you have any doubts about what constitutes plagiarism, please see me.

Disability Accommodations

If you are a student with a disability and you need academic accommodations, please see me and contact the Office of Disability Services (ODS) at 993-2474, <http://ods.gmu.edu>. All academic accommodations must be arranged through the ODS.

Privacy

Students must use their MasonLive email account to receive important University information, including messages related to this class. See <http://masonlive.gmu.edu> for more information.

Course Schedule

Week

I Intro; Painting basics

TH 8/31 intro, syllabus review;

II Painting Basics (continued)

TH 9/7 **Assignment Due: Digital Drawing 1: Bust**

III Digital Painting Light and Form

TH 9/14 --

IV Digital Painting Light and Form (continued)

TH 9/21 **Assignment Due: digital Self-Portrait**

V Cross Contours and Foreshortening

TH 9/28

VI Digital Painting Materials

TH 10/5 **Assignment Due: action figures**

VII Digital Painting Materials

TH 10/12

VIII Drawing in Perspective

TH 10/19 **Assignment Due: digital still-life**

IX Sketching and Designing

TH 10/6

X Sketching and Designing

TH 11/2 **Assignment Due: icons**

XI Lighting Schemes

TH 11/9

XII Composition

TH 11/16 **Assignment Due: Digital illustration #1**

XIII Thanksgiving Break

TH 11/24

XIV Digital Illustration

TH 11/30 **Checkpoint Due: sketches of final illustration due**

XV Capstone Presentation

TH 12/7 **Capstone Project Due and Final Critique**

!!The Syllabus and Assignment Schedule may be revised, based on the instructor's discretion, to meet the needs of the class!!