



UNIVERSITY of **HOUSTON**

DEPARTMENT OF COMPUTER SCIENCE

COSC 4348/6348

Introduction to Game Art and Animation

Spring 2025

Section Numbers: 15903/15904

Instructor Information:

Instructor

Chang Yun

Email

cyun@uh.edu

Office Location & Hours

By Appointment | PGH-514

Teach Assistants

Sammy Tawakkol

Qinran Yin

Email

stawakkol@uh.edu

qyin2@cougarnet.uh.edu

Office Location & Hours

TBA

TBA

General Information:

Room

Philip G. Hoffman (PGH-232)

Time

Tuesdays, 5:30-8:30PM

Course Description and Objectives

This course will introduce you to the world of interactive 2D game art and animation design as well as the implementation of the game assets to the core game engine. Using a 2D design tool such as Clip Studio Paint, you will learn to plan, design, and produce 2D game characters, objects, environment, UI and particle effects. With the above art assets you created, you will produce a functioning prototype game using the Unity game engine and C# programming language for their appropriate placements, movements, controls, and effects.

Weekly Schedule

- Week 1 (1/14/2025)
 - Course Introduction & Syllabus
 - Assignment #1 – Clip Studio Paint and a Tablet
- Week 2 (1/21/2025)

- **CLASS CANCELLED - WEATHER**
- Week 3 (1/28/2025)
 - Fundamentals of Game Design
 - Assignment #2 – Unity 2D Game Design Tutorials
- Week 4 (2/4/2025)
 - Introduction to Clip Studio Paint
 - Assignment #1 Due
- Week 5 (2/11/2025)
 - Designing and Building Characters I
- Week 6 (2/18/2025)
 - Designing and Building Characters II
 - Assignment #3 – Create 2 characters (one main and one enemy)
- Week 7 (2/25/2025)
 - Designing and Building Characters III
- Week 8 (3/4/2025):
 - Creating Character Animation
 - Assignment #4 – Create animations for 2 characters from Assignment #3
- **SPRING BREAK** (3/11/2025)
- Week 9 (3/18/2025):
 - Mid-Term presentation
 - Due: Assignments #2 and #3
- Week 10 (3/25/2025):
 - Hands-on Assistance – Character Animation
- Week 11 (4/1/2025):
 - Designing and Building Assets I
 - Due: Assignment #4
- Week 12 (4/8/2025):
 - Designing and Building Assets II
 - Designing Level Environment I
 - Assignment #5 – Create game assets
- Week 13 (4/15/2025):
 - Designing Level Environment II
 - Assignment #6 – Create level environments
- Week 14 (4/22/2025):
 - Final project presentation
 - Due: Assignments #5 and #6

Prerequisites

1. COSC 2320: Data Structure
2. COSC 2436: Programming and Data Structure

Recommended:

1. COSC 4358: Introduction to Interactive Game Development

Grading Criteria

Assignments – 50% (5% for Assignment #1 and #2, 10% for Assignments #3-6)

1 Mid-Term Presentation – 0%

1 Final Presentation – 50%

* All the assignments will be individual projects. Unless specified by the instructors, they are due in one week (each assignment must be submitted prior to the beginning of next class). Failure to submit an assignment before the deadline would reduce the assignment grade by 50%. No exceptions.

Final Grade will be determined by the sum of the above criteria

| | | | |
|-----|-------|---|---------------|
| A: | 93.34 | – | |
| A-: | 89.50 | – | 93.3399999999 |
| B+: | 86.67 | – | 89.4999999999 |
| B: | 83.34 | – | 86.6699999999 |
| B-: | 79.50 | – | 83.3399999999 |
| C+: | 76.67 | – | 79.4999999999 |
| C: | 73.34 | – | 76.6699999999 |
| C-: | 69.50 | – | 73.3399999999 |
| D+: | 66.67 | – | 69.4999999999 |
| D: | 63.34 | – | 66.6699999999 |
| D-: | 59.50 | – | 63.3399999999 |
| F | | – | 59.4999999999 |

- Last day to drop a course without receiving a grade is Wednesday, January 29, 2025
- Last day to drop a course or withdraw with a 'W' is Wednesday, April 16, 2025
- If you stop coming to class and do not drop, and your name appears on the final class roll, you will receive a grade of F at the end of the semester

Late Registration:

No special accommodations will be made for students who register late for this class, miss class, or are denied access to Blackboard owing to late registration. It is the sole responsibility of the student to seek out and obtain course materials or announcements if they miss class or cannot access these items through Blackboard. If you do encounter problems accessing the course material, please contact the instructors immediately for help, in person and via email. We are best able to help you the sooner you let us know.

Recommended Textbook:

No textbook is required in this class.

Addendum:

Students with disabilities need to register with CSD and present any accommodation requests by the first week of class. Whenever possible, and in accordance with 504/ADA guidelines, the University of Houston will attempt to provide reasonable academic accommodations to students who request and require them. Please call 713-743-5400 for more information. Do not hesitate to meet with me to discuss such concerns/needs.

Counseling and Psychological Services (CAPS) can help students who are having difficulties

managing stress, adjusting college, or feeling sad or helpless. You can reach CAPS (www.uh.edu/caps) by calling 713-743-5454 during and after business hours for routine appointments or if you or someone who know is in crisis. No appointment is necessary for the “Lets talk” program, a drop-in consultation service at convenient locations and hours around campus. <http://www.uh.edu/caps/outreach/lets-talk.html>.

[Hyflex or In-person Class Only]

Class begins at 5:30PM and you are expected to be here on time. If, for unforeseen reasons, you arrive late, take a seat near the door where you enter. Once the class is underway, **do not cross the room in front of the class as this is disruptive**. Noises from cell phones, beepers, and other such devices are disruptive to the class and such equipment **must** be turned off before entering the class.

We have learned in recent semesters that email is no longer a reliable way to contact the students as they often just do not check their accounts. We will ask each student the best mean to communicate on the second class day (1/21/2025).