

CG102-B 2D Raster Graphics and Animation Spring, 2016

General Information:

Class Schedule:	Mondays	10:00am – 12:50pm
Classroom:	LUMIÈRE	
Instructor:	Michelle Lu	
Email:	mlu@digipen.edu	
Office Extension:	5024	
Office Hours:	Mondays & Wednesdays 2:00pm – 4:00pm or by appointment	

Description:

This course introduces students to industry-standard software and practices of raster graphics and animation. The course begins with basic information, such as interface organization strategies, system components, bit depth, resolution, memory management, and output strategies. Then it explores techniques and critical thinking skills for digital painting, scanning, character development and animation for 2D games. Additionally, it looks at basic interface customization options and strategies in 2D raster graphics.

Course Objectives and Learning Outcomes:

Upon successful completion of this course, students will have a foundational level of understanding and proficiency in the following subjects:

- Graphic design principles
- Ability to apply fundamental art-related concepts and basic creative processes as they apply to the production of game-related art assets
- Demonstrate competency with a 2D raster-based and vector-based graphics software

Tentative Course Schedule:

Please note that this class sequence is for reference only, and may be changed as circumstances demand and the instructor decides is necessary.

Week	Software Coverage	Lecture Topics	Assignments
1	Intro to Photoshop UI/ Selection/ Custom Brush	Raster vs. Vector	
2	Blending Mode/ Layers/ Masks/ Kuler/ Channels/ Adjustment Layers/ Filters	Color Theory	Level Map
4	<i>*Week 3 – No Class (M.L.King Day)</i>		
5	Pen/ Type/ Path Selection/ Shape Tools	Graphic Design Principles Typography Design Logo Design Composition	Title Screen & Logo Design
6			
8	Pencil/ Vanishing Point Tools	How to make isometric textures	Isometric Tile Set & Character Walk Cycle
9	<i>*Week 7 – No Class (Presidents Day)</i>		
10			
Spring Break			
11	Intro to Flash UI/ Symbols /Transform/ Timeline/ Motion Editor		Vehicle cycle with effects and loopable background
12			
13	Bone Tool		Character animation <i>*Due on Finals Week</i>
14			
Finals Week			

Grading Policy:

- Breakdown:
 - Attendance 15%
 - Homework/Class Work 85%
- Scale:

A	93-100%
A-	90-92%
B+	87-89%
B	83-86%

B-	80-82%
C+	77-79%
C	73-76%
C-	68-72%
D	60-67%
F	59% and below

3. Standards:

Your final grade for the course will be calculated according to the breakdown listed above. When assessing the quality of your work, the following standards will apply:

- A. All requirements are met + quality of submission is professional.
- B. All requirements are met + quality of submission shows promise
- C. All requirements are met + quality of submission is showing effort
- D. Failed to meet some requirements or quality is mediocre to poor
- F. Failed to meet most requirements or quality is very poor

Grades may appear with a + or – to indicate grades that fall between the above guidelines. Final grades will be the result of averaging the grades earned during the quarter and factoring in the overall performance in improvement, class activities, critiques, tutorials and attendance.

4. Late Policy:

All work is due at 5PM, the day before class time. The following penalties will apply to late submission:

- Less than one week late: 20% deduction
- More than one week late: Automatic zero score (0)

In-class Policy:

- 1. Class attendance and participation: Come on time and come prepared. We expect regular attendance of all students at all classes. Anyone who comes to class unprepared or without the materials to work may be asked to leave and will be marked absent for the day. Class participation is one of the ways you are graded. Remain silent during lectures, demos and in-class exercises
- 2. Every student is expected to behave in a professional manner at all times. Come to class with an open mind, be flexible to change and have the right work attitude. Meet your deadlines and do your homework.

Academic Integrity Policy:

Academic dishonesty in any form will not be tolerated in this course. Cheating, copying, plagiarizing, or any other form of academic dishonesty (including doing someone else's individual assignments) will result in, at the extreme minimum, a zero on the assignment in question, and could result in a failing grade in the course or even expulsion from DigiPen.

Disability Support Services:

If students have disabilities and will need formal accommodations in order to fully participate or effectively demonstrate learning in this class, they should contact the Disability Support Services Office at (425)629-5015 or [dss\[at\]digipen\[dot\]edu](mailto:dss@digipen.edu). The DSS Office welcomes the opportunity to meet with students to discuss how the accommodations will be implemented. Also, if you may need assistance in the event of an evacuation, please let the instructor know.