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**GAM 4432-01**

**3D MODELING FOR VIDEO GAMES**

**M/W/F 2:00 PM – 3:10 PM**

**FALL 2022 SYLLABUS AND COURSE CALENDAR**

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Classroom: NQSC 125C  
Instructor: Brian Heagney  
Office: NQSC 341

Professor Heagney's Office Hours				
Monday	Tuesday	Wednesday	Thursday	Friday
1-2 PM 3:30 – 4 PM	12 – 1:30 PM	1-2 PM 3:30 – 4 PM	12 – 1:30 PM	

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Email: [bheagney@highpoint.edu](mailto:bheagney@highpoint.edu)  
LinkedIn: [www.linkedin.com/in/brianheagney/](https://www.linkedin.com/in/brianheagney/)

**COURSE DESCRIPTION**

This course introduces principles and practices involved in creating compelling 3D models for video game production. Students will create low-poly and high-poly models, and gain understanding of the processes of uv-unwrapping, material creation, and baking normal maps. Upon completion of this course, students will be able to create game-ready 3D assets and character models for video games. *Four Credits.*

**FLEX-CLAUSE**

Due to the nature of holding University classes during a national pandemic, I am reserving the right for any part of this course to change based on pressures from anything related to COVID-19. This includes any issues faced by students in this course, but also issues faced by myself, the instructor.

I am making it my mission to deliver the content to you, the student, and if we need to be flexible in the face of a pandemic, we will do what it takes to get through any obstacles thrown in our way.

## COURSE OBJECTIVES

Student Learning Outcomes:	By the end of the course, students should be able to:	Method for Assessing this Learning Outcome
	Understand and use vocabulary relevant to the professional world of 3D modeling for video games	Quizzes
	Understand techniques related to 3D modeling for games including but not limited to UV Unwrapping, creating and applying materials, and creating and applying normal maps.	All major 3D assignments
	Create low- and high-polygon-count 3D assets for use in 3D game engines and simulation software.	Instagram 3D Filter
	Creatively use 3D modeling software to develop a digital mesh of an existing object.	Daily Modeling Exercises

## TEXTBOOKS AND REQUIRED COURSE MATERIALS

- **NO TEXTBOOK**—While there will be assigned readings and videos for this course, all materials are available online for no cost. Details for weekly readings will be hosted on blackboard.
- A **USB flash drive 16GB** (or higher). Every student's storage space will differ. Some students have used 10 GB, some students have used much more. If you are saving your builds for your game on a weekly basis, you may need a lot of storage space. Bring your data/game/assets to every class to work on and show me.
- **Software/Computer Labs** – There will be some use of digital software for this class, all of which are installed on the computers in NQSC 125 (The Game Lab). It is expected that you will have to organize your time accordingly to use this software, ensuring that you schedule time to work in the Game Lab when there is not another class going on.
- **Blender (Optional)** – Blender is a free 3D modeling software. If the student wishes to use the 3D modeling software on their own computer, they must download the same version that is installed in the GAM computer lab (NQSC 125C).

## **ASSIGNMENTS AND GRADING**

- **Furniture Piece (20% of grade)** – Students will use basic 3D modeling tools and techniques to model a simple piece of furniture. All students will use modified boxes (and possibly cylinders if appropriate).  
**MAIN PURPOSE:** This assignment will serve as a generic introduction to Blender's interface, 3D modeling tools, uvs, and materials. Full details will be on Blackboard.
- **Sci-Fi Artifact (20% of grade)** – Students will use advanced modeling skills (including but not limited to Boolean tools) to model a “sci-fi artifact”.  
**MAIN PURPOSE:** Students will learn advanced modeling techniques and organization, specifically focusing on Boolean operations. Full details will be on Blackboard.
- **Instagram 3D Filter (20% of grade)** – Students will model a low poly asset to be used as an Instagram face filter (such as a helmet).  
**MAIN PURPOSE:** Students will learn how to bake high-poly details onto a low-poly model. Students will also have a blast sharing their interactive 3D models with the world through social media. Full details will be on Blackboard.
- **Character Sculpt (20% of grade)** – Students will learn a few more skills to model a base humanoid mesh in Blender, and finish a detailed sculpt using Autodesk Mudbox.  
**MAIN PURPOSE:** Students will learn the basics of 3D digital sculpting including working with layers and different degrees of resolution. Full details will be on Blackboard.
- **Quizzes (10% of grade)** – There will be short online quizzes based on assignment texts and assigned readings and videos. In this course, quizzes must be taken in order to advance through the class modules.  
**MAIN PURPOSE:** These quizzes are intended to act as skill gates to ensure that all students engage in the assigned readings and videos before advancing to the next stages. All quizzes will be available on Blackboard.
- **Class Modeling Exercises (10% of grade)** – There will be short in-class modeling exercises that will be turned in for credit. For example, one day we all may begin the day by spending 10 minutes modeling a coffee cup or light bulb. Students will turn in their 3D models for credit.  
**MAIN PURPOSE:** These activities are designed to stimulate the minds of the students to apply 3D modeling skills to new scenarios but in an informal and low-risk environment.

## EXPECTATIONS FOR OUT-OF-CLASS WORK

Out-of-Class Work:	In addition to attending class and completing all course requirements, students are expected to spend at least 2 hours each week engaged in out-of class work (i.e., reading, studying, doing homework, working on projects, etc.) for every hour of credit earned in this course.
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According to HPU's accreditation guidelines, for every 1 hour of credit earned in a course, students are expected to spend at least 2 hours each week engaged in out-of-class work (i.e., reading, studying, doing homework, working on projects, etc.). Therefore, in a 4-credit course, students are expected to commit an average of at least eight hours per week outside of class. (In a 2-credit course that meets for half of the semester, you are still expected to commit to an average of eight hours per week.) The estimates listed below reflect the out-of-class time expectations for a typical student – some students might need more or less time on these assignments.

- Assigned Readings & Videos – approx. 36 hrs out of class
- Furniture Piece – approx. 18 hrs out of class
- Sci-Fi Object - approx. 18 hrs out of class
- Instagram 3D Filter – approx. 24 hrs out of class
- Character Sculpt – approx. 24 hrs out of class

## DEADLINES

See School of Communication policy at end of this document (short version = late work loses one letter grade per day; no late work is accepted after three days).

## GRADING

Grades are assigned as follows (there is no “rounding” of grades):

A (superior) – superior quality (90-100%)	B (excellent) – clearly above average (80-89%)	C (average) satisfactory work (70-79%)	D (inferior) – good enough to credit (60-69%)	F (failure) –work fails to meet the minimum expectations (0-59.9%)
A+ (97 - 100)	B+ (87 - 89.9)	C+ (77 - 79.9)	D+ (67 - 69.9)	F (0-59.9%)
A (93 - 96.9)	B (83 - 86.9)	C (73 - 76.9)	D (63 - 66.9)	
A-(90 - 92.9)	B-(80 - 82.9)	C-(70 - 72.9)	D-(60 - 62.9)	

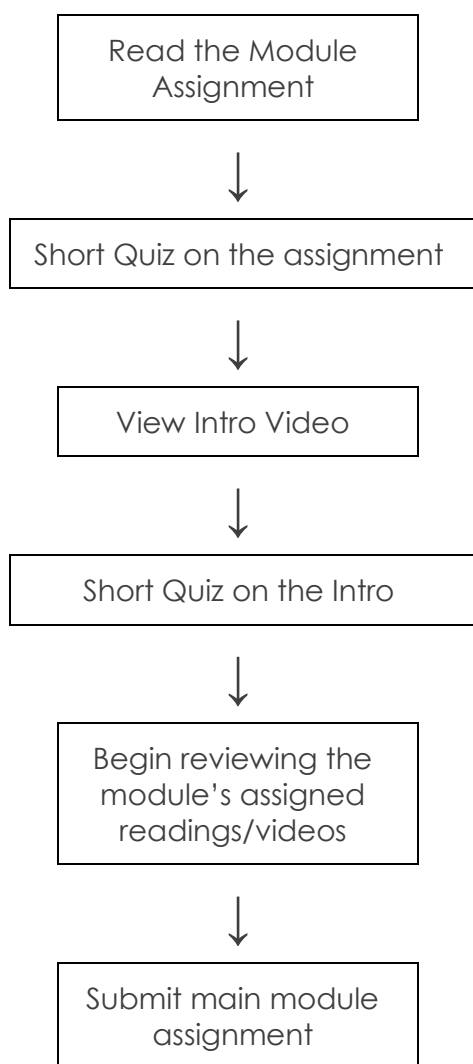
Please note that simply completing all required elements of an assignment does not entitle you to an A. Acceptable work of average quality earns a C. You must go above average expectations to receive an above average grade. This mimics the professional world of communication, where basic proficiency might get you in the door at the entry level, but creative thinking and a willingness to go beyond the minimum expectations are necessary to get noticed and advance.

## BLACKBOARD BLACKBOARD BLACKBOARD BLACKBOARD BLACKBOARD

I am a self-avowed blackboard nut and evangelist. I use blackboard for all of my class administration, and therefore you **MUST** use blackboard as well. If you have never used Blackboard before, it will become your friend. If Blackboard is already your friend, you will become BFFs. If you dislike Blackboard, then please come see me and I will evangelize to you appropriately. The following is how I use Blackboard:

**Blackboard Structure:** This course has a very specific structure on blackboard that is centered around modules that culminate in very specific deliverables (major projects). For each module there will be a series of readings, videos, and quizzes that must be followed in order, as shown in the diagram below:

### MODULE



**Assignments:** All assignments will be hosted and explained in Blackboard. Every major assignment will have a rubric attached to it in Blackboard, which will help you understand how assignments will be assessed.

For every assignment, you MUST submit something through Blackboard. If you complete an assignment and do not submit it to Blackboard, it is as if you have not completed it and it will be counted as late.

**Assignment Calendar:** Blackboard has an amazing assignment calendar associated with it. When you go to the Blackboard assignment calendar, you will be able to see EVERY assignment and quiz that is assigned so you won't ever forget!

**Syllabus:** This syllabus will also be hosted on Blackboard.

**Blackboard is Master:** Blackboard assignment dates and descriptions take precedence over all dates/descriptions on this syllabus.

**Feedback:** Feedback for ALL assignments (including final assignments) will be conducted through blackboard rubrics.

**PROBLEMS WITH BLACKBOARD:** PLEASE CONTACT **IT IMMEDIATELY** IF YOU DO NOT HAVE ACCESS TO OUR CLASS BLACKBOARD PAGE. I CANNOT HELP YOU, ONLY IT CAN HELP YOU. IT IS YOUR RESPONSIBILITY TO REMEDY THE PROBLEM ASAP SO YOU CAN PARTICIPATE IN THE COURSE.

## **DIGITAL PORTFOLIO**

All students in the school of Communication are required to develop a digital portfolio on their LinkedIn page. The digital portfolio is an online collection of the work you've done during your time at High Point University.

The work you do in this class can be lit, rendered, and placed in your online portfolio.

## **WRITING STYLES**

Professional work should be written in the latest revisions of the Associated Press (AP) Style Manuals for print and broadcast. (Yes, AP also has a style manual for broadcast.) The School requires academic papers to be written in the latest revision of the American Psychological Association (APA) style. If you're unfamiliar with this style, please see the Chair or the Dean. Other academic styles are not accepted unless the student work is written for a publication or event that requires a different format. Having students learn multiple writing styles only confuses them.

## **ABSENCES AND TARDIES**

Because I care about you, after two unexcused absences you will receive a Starfish Notice. I will continue to make Starfish notices due to absences at my discretion. I care about your education and I want you to learn. Also, if you miss a couple of classes in a row, I might just worry about you.

Tardies are also unhelpful for everyone. Be on time. Students will not be permitted to make up grades for work missed due to an unexcused absence or tardy.

## **COPYRIGHT, PLAGIARISM, AND CHEATING**

Each of you signed the HPU Honor Code and it is your responsibility to abide by it. Cheating or plagiarism can result in failure for the course. Theft of intellectual property (such as images, audio, or video) is equivalent to plagiarism. See the School of Communication policies on plagiarism and copyright at the end of this document.

On occasion, the professor will provide media/materials for use in class. These materials may include photos, video/audio files, scripts, and design templates. These items are copyrighted (by the professor and others) and may only be used in classroom exercises as specified by the professor. Consequently, students may not use media supplied by the professor in their projects unless they have been given permission to do so. Student projects containing unauthorized material provided by the professor may be penalized or disqualified. Students also may not share, distribute, or post online any media that contains media elements provided by the professor.

In addition, the professor holds the copyright on all course materials including lectures, PowerPoint presentations, handouts, video/audio media, etc. Consequently, course sessions and materials cannot be recorded, copied, or distributed in any form without the written permission of the professor.

Plagiarism involves copying the work of others and/or representing it as your own without attribution. Students should not use any media created by another student or outside entity (e.g. downloaded online) in their assignments without prior permission from the professor. In addition, students should not copy edited sequences, documents, sessions, or projects and represent them as their own. Incidents of copyright infringement and plagiarism will be treated as University Honor Code violations.

## **GRADE APPEAL**

If a student has a complaint or concern about a faculty member regarding a grade, they should first try to resolve it with the instructor in question. If the complaint is not resolved through this interaction, the student should then go to the Department Chair. If the instructor of the course also serves as a Chair, then the student should approach the Dean as the first step in the process.

**For this course**, a student should pursue the following process:

1. Talk with the instructor of the course,
2. Talk with Dr. Stefan Hall who serves as the Chair of the Nido R. Qubein School of Communication's Game Design department.

The decision of the Chair/Dean is final.

## **GRIEVANCE PROCEDURE**

If a student has a complaint or concern about a faculty member regarding any matter other than a grade, they should first try to resolve it with the instructor in question. If the complaint is not resolved through this interaction, the student should then go to:

1. the Department Chair;
2. the Dean of the School of Communication; then
3. the Senior Vice-President of Academic Affairs, which is the final step in the grievance process.

Bypassing any of these steps—going directly to the president, for example—will not resolve the issue and will only delay resolution. Senior administration will not deal with grievance issue unless it has been discussed at the appropriate level.

For this course, a student should pursue the following process:

1. Talk with the instructor of the course.
2. Talk with Dr. Stefan Hall who serves as the Chair of the Department of Game Design.
3. Talk with Dr. McDermott, who serves as the Dean of the Nido R. Qubein School of Communication.
4. Talk with Dr. Bauer, who serves as the Senior Vice President of Academic Affairs of High Point University.

The decision of the Senior Vice President of Academic Affairs is final.



## **EXAM BLOCK**

At High Point University, every course is expected to use its designated exam block. While I try to clearly mark the exam block date and time on this syllabus and on Blackboard, please note that if it is incorrect for any reason, it is expected that ALL STUDENTS verify the correct date and time using the Registrar's website.

In this course, we will use the exam block for a fun in-class 3D modeling activity.

## **STARFISH SYLLABUS STATEMENT**

High Point University cares about your success!

This course is part of a HPU initiative that utilizes Starfish Connect, a communication tool for students and faculty. Through Starfish, instructors, coaches, and advisors provide feedback to you about course progress by emailing you about your academic performance. The emails are designed to be helpful by identifying strategies that increase your success in courses. Be sure to open any emails you receive and follow the recommendations.

Your instructor, coach, or advisor may also recommend that you contact a specific campus resource, such as the Learning Lab or Counseling Center. If an instructor makes a referral, you may also be contacted directly by this campus service as a follow-up.

Starfish also allows you to schedule appointments with various offices and individuals across campus and request help on a variety of topics.

## TENTATIVE SCHEDULE

This is a tentative schedule that is subject to change. Details for each week's assignments will be posted on Blackboard.

Week	Day	Date	Topic / Module	Due	Estimated Hours
<b>1</b>	Monday	8/22	Intro to 3D Modeling		Readings / Viewings: 2 hours Furniture Piece: 6 hours
	Wednesday	8/24			
	Friday	8/26			
<b>2</b>	Monday	8/29			Readings / Viewings: 2 hours Furniture Piece: 6 hours
	Wednesday	8/31			
	Friday	9/2			
<b>3</b>	Monday	9/5			Readings / Viewings: 2 hours Furniture Piece: 6 hours
	Wednesday	9/7			
	Friday	9/9		Furniture Piece Due	
<b>4</b>	Monday	9/12	Advanced 3D Modeling		Readings / Viewings: 2 hours Sci-Fi Object: 6 hours
	Wednesday	9/14			
	Friday	9/16			
<b>5</b>	Monday	9/19			Readings / Viewings: 2 hours Sci-Fi Object: 6 hours
	Wednesday	9/21			
	Friday	9/23			
<b>6</b>	Monday	9/26			Readings / Viewings: 2 hours Sci-Fi Object: 6 hours
	Wednesday	9/28			
	Friday	9/30		Sci-Fi Object Due	
<b>7</b>	Monday	10/3	Portfolio		Readings / Viewings: 8 hours
	Wednesday	10/5			
	Friday	10/7			

<b>BREAK</b>	Monday	10/10			
	Wednesday	10/12			
	Friday	10/14			
<b>8</b>	Monday	10/17	High-Poly vs Low-Poly Modeling		Readings / Viewings: 2 hours Instagram 3D Filter: 6 hours
	Wednesday	10/19			
	Friday	10/21			
<b>9</b>	Monday	10/24			Readings / Viewings: 2 hours Instagram 3D Filter: 6 hours
	Wednesday	10/26			
	Friday	10/28			
<b>10</b>	Monday	10/31			Readings / Viewings: 2 hours Instagram 3D Filter: 6 hours
	Wednesday	11/2			
	Friday	11/4			
<b>11</b>	Monday	11/7			Readings / Viewings: 2 hours Instagram 3D Filter: 6 hours
	Wednesday	11/9			
	Friday	11/11		Instagram 3D Filter Due	
<b>12</b>	Monday	11/14	Digital Sculpting		Readings / Viewings: 2 hours Character Sculpt: 6 hours
	Wednesday	11/16			
	Friday	11/18			
<b>13</b>	Monday	11/21			Readings / Viewings: 2 hours Character Sculpt: 6 hours
	Wednesday	11/23			
	Friday	11/25		Sculpt Due	
<b>14</b>	Monday	11/28			Readings / Viewings: 2 hours Character Sculpt: 6 hours
	Wednesday	11/30			
	Friday	12/2			

<b>15</b>	Monday	12/5			Readings / Viewings: 2 hours Character Sculpt: 6 hours
	Wednesday	12/7		Paint Due	
<b>Exam Block</b>	Saturday, December 10 8 AM - 11 AM		In-Class Activity		

## **School of Communication Policies, Practices and Expectations**

Students are expected to adhere to all standards outlined in the School of Communication's Policies, Practices, and Expectations (located at [http://www.highpoint.edu/communication/files/nqsc\\_syllabus\\_policies.pdf](http://www.highpoint.edu/communication/files/nqsc_syllabus_policies.pdf)) unless alternate standards are specifically outlined elsewhere in this syllabus.