

# Course Addendum

Semester**: 2207 Fall 2021** Subject Code: **DP3936/GAM536** Section**:**

Subject Title: **Game Content Creation**

Professor: Alireza MoghaddamOffice**:**

E-mail: alireza.moghaddam@senecacollege.com

Office Hours**:** **Thursdays 2:00PM – 3:00PM through MS-Teams**

Approved by:

Kathy Dumanski, Chair, School of Software Design and Data Science

Please read this addendum to the general course outline carefully. It is your guide to the course requirements and activities.

Please refer to the course outline for learning outcomes, course description and text and materials.

Please also visit [ict.senecacollege.ca](https://seneca-my.sharepoint.com/personal/laura_ojanen_senecacollege_ca/Documents/Course%20Materials/ict.senecacollege.ca) for key information on courses, graduation requirements, transfer credit, and more from the School of Software Design and Data Science.

**Assessment Summary**

Labs: 20% - 10 x 2% each

Assignments: 60% - 3 x 20% each

Final Exam: 20%

## Course Policies

* **Promotion Policy:**
* Achieve a passing grade on the final exam
* Satisfactorily complete all assignments
* Achieve a passing grade on the overall course

<http://www.senecacollege.ca/about/policies/student-progression-and-promotion-policy.html>

* **Grading Policy:**

Achieve a grade of 50% or better on the weighted average of the tests and final assessment

<http://www.senecacollege.ca/about/policies/grading-policy.html>

|  |  |
| --- | --- |
| **Passing grade is >= 50%** |  |

* **Academic Policies:**

<http://www.senecacollege.ca/about/policies/academics-and-student-services.html>

**PLEASE RETAIN THIS DOCUMENT FOR FUTURE EDUCATIONAL AND/OR EMPLOYMENT USE.**

**TENTATIVE WEEKLY SCHEDULE**

**Fall 2021**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Week** | **Topic or Skill** | **Reading** | **Assessment** | **Weight** |
| **Week 1**  **September 6-12** | **Introduction**  **3D-Models** | **[Introduction, tools and background](http://docs.autodesk.com/3DSMAX/15/ENU/3ds-Max-Tutorials/index.html)**  **Online Materials: Ctrl+Click to follow link** | **Lab 1** | **2%** |
| **Week 2**  **September 13-19** | **3D-Graphics/**  **Modifiers** | **[Basic syntax, object and modifiers, translation, rotation and scale. Mathematics of 3D Graphics](https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2017/ENU/3DSMax/files/GUID-79998C44-22AA-4485-9608-51630079E5A7-htm.html)**  **Online Materials: Ctrl+Click to follow link** | **Lab 2** | **2%** |
| **Week 3**  **September 20 – September 26** | **Modifiers** | [**Applying Modifiers**](https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2017/ENU/3DSMax/files/GUID-79998C44-22AA-4485-9608-51630079E5A7-htm.html)  **Online Materials: Ctrl+Click to follow link** | **Lab 3** | **2%** |
| **Week 4**  **September 27 - October 3** | **Texture Mapping** | **[Triangulation, unwrapping](https://knowledge.autodesk.com/support/3ds-max/getting-started/caas/CloudHelp/cloudhelp/2018/ENU/3DSMax-Tutorial/files/GUID-5BA72891-97EC-4688-8B50-9FACCF1FF040-htm.html)**  **Online Materials: Ctrl+Click to follow link** | **Assignment Milestone 1 due** | **20%** |
| **Week 5**  **October 4 - 10** | **MaxScript** | [**MaxScript I**](https://help.autodesk.com/view/3DSMAX/2017/ENU/?guid=__files_GUID_4C14F474_CD23_4001_93DF_0F0F9A6025C7_htm)  **Online Materials: Ctrl+Click to follow link** | **Lab 4** | **2%** |
| **Week 6**  **October 11 - 17** | **More MaxScript** | **[MaxScript II](https://help.autodesk.com/view/3DSMAX/2017/ENU/?guid=__files_GUID_4C14F474_CD23_4001_93DF_0F0F9A6025C7_htm)**  **Online Materials: Ctrl+Click to follow link** | **Assignment**  **Milestone 2 due** | **20%** |
| **Week 7**  **October 18 - 24** | **Lights/**  **Cameras** | [**Light**](https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2018/ENU/3DSMax-Lighting-Shading/files/GUID-9A77B425-BB92-4234-B28B-177BF43856EA-htm.html)  [**Camera**](https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2016/ENU/3DSMax/files/GUID-85660E4D-007D-45F9-82E7-661D2BAA7794-htm.html)  **Online Materials: Ctrl+Click to follow links** | **Lab 5** | **2%** |
| **Week 8**  **October 25 - 31** | **Animation** | [**Animation**](https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2017/ENU/3DSMax/files/GUID-818205DD-D58A-495E-BD0C-DC69BDE8DAC2-htm.html)  **Online Materials: Ctrl+Click to follow link** | **Lab 6** | **2%** |
| **Week 9**  **November 1 - 7** | **Physics** | [**Physics**](https://knowledge.autodesk.com/support/3ds-max/getting-started/caas/CloudHelp/cloudhelp/2016/ENU/3DSMax-Tutorial/files/GUID-60A7521E-B5FD-4165-9A0E-EAAD7FBB5D71-htm.html)  **Online Materials: Ctrl+Click to follow link** | **Lab 7** | **2%** |
| **Week 10**  **November 8 - 14** | **Particle System** | [**Particle System**](https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2021/ENU/3DSMax-Reference/files/GUID-82210C78-7112-49B2-8B06-7EE21B07B8A8-htm.html?st=particle%20systems)  **Online Materials: Ctrl+Click to follow link** | **Lab 8** | **2%** |
| **Week 11**  **November 15 – 21** | **Fluid Simulation** | [**Fluid Simulation**](https://knowledge.autodesk.com/support/3ds-max/learn-explore/caas/CloudHelp/cloudhelp/2017/ENU/3DSMax/files/GUID-B92A5449-4AE9-487E-8068-0B39CB9B46AF-htm.html)  **Online Materials: Ctrl+Click to follow link** | **Lab 9** | **2%** |
| **Week 12**  **November 22 - 28** | **Character Rigging** | **[Character Rigging](https://area.autodesk.com/tutorials/series/character-rigging-in-3ds-max/)**  **Online Materials: Ctrl+Click to follow link** | **Lab 10** | **2%** |
| **Week 13**  **November 29 –**  **December 5** | **Final Assignment Work** | **Final Assignment**  **Demonstration** | **Assignment**  **Milestone 3**  **due** | **20%** |
| **Week 14**  **December 6 – 12** | **Review** |  | **Final Exam** | **20%** |

**PLEASE RETAIN THIS DOCUMENT FOR FUTURE EDUCATIONAL AND/OR EMPLOYMENT USE.**