

*Eugenio María de Hostos Community College - Humanities Dept.*

# Game Design 110

# Visual Design

# for Games

Spring 2020 Syllabus

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# GD110 Visual Design for Games

**Basic Course** Game Design 110: Visual Design for Games  
**Info** 3.0 credit hours

**Class Section** GD110-[Section ID] [Course number]  
[Meeting day/time]

**Instructor** [Name]  
[Contact Information]  
[Office/Hours]

**Course Description** This course serves as an introduction to visual design concepts and artistic tools utilized by designers in the game industry. Students will employ visual design strategies and methods within the context of games with an emphasis on aesthetics and usability. Design topics include characters, textures, environments and user interfaces.

**Prerequisites** DD101 Digital Toolbox

**Course Objectives**

- Learn how composition, shapes, colors and textures are used in visual design
- Understanding of visual hierarchy and composition
- Familiarity with common tools and design processes used in video game development
- Learn the vocabulary of 2D and 3D asset production and use it in class

**Required Textbooks** Leborg, Christian. *Visual Grammar*. Princeton Architectural Press, 2006.

**Required Materials**

- Bound sketchpad with cleanly removable sheets
  - Size A5 or larger
  - Dot grid paper or graph paper highly recommended
- Mechanical pencil 0.5mm
- Mouse (for students using personal laptops)

**Assignments** This is a studio course involving a combination of lectures and project activities. Staying on top of the weekly assignments is essential in order to keep up with quickly moving course content. In assignments, students are expected to integrate the weekly lesson content, as well as

researching and applying additional tools and techniques found outside of class.

**Extra Credit** Throughout the semester, there may be opportunities for extra credit to be earned. In order to receive the extra credit, students must complete the assignment in full and post it to the team by the deadline. Extra credit opportunities will be listed in the Extra Credit Forum. There may also be additional extra credit opportunities offered during class time and hidden in lecture materials with specific instructions for receiving credit.

### Grade Breakdown

Assignment	Description	Grade Pct
<b>Weekly Unit Assignments</b>	Students are given weekly assignments throughout the semester applying the course content of that week.	60%
<b>Final Portfolio Project</b>	Students will combine their work throughout the semester into one interactive portfolio piece, demonstrating the various art and design aspects that went into their game concept. This will be accessible online via an online project page on itch.io.	20%
<b>Final Presentation</b>	Students must present their portfolios to the class. Students will provide and receive constructive feedback on their projects.	5%
<b>Participation</b>	This portion is based on in-class participation. Every student begins the term with 15 participation points. On-time attendance is expected for each of the 15 class sessions.	15%
<b>Total</b>		<b>100%</b>

### Hostos-wide Academic Policies

Hostos Community College believes that developing student's abilities to think through issues and problems by themselves is central to the educational process. Since the Hostos College degree signifies that the student knows the material s/he has studied, and the practice of academic dishonesty results in grades or scores that do not reflect how much or how well the student has learned, understood, or mastered the material, the College will investigate any form of academic dishonesty brought to its attention. If the charge of academic dishonesty is proved, the College will impose sanctions. The three most common forms of academic dishonesty are cheating, plagiarism, and bribery.

**Cheating** In the collegiate setting, cheating is defined as the purposeful misrepresentation of another's work as one's own. Faculty and students alike are responsible for upholding the integrity of this institution by not participating either directly or indirectly in act of cheating and by discouraging others from doing so.

**Plagiarism** Plagiarism is a form of cheating which occurs when persons, even if unintentionally, fail to acknowledge appropriately the sources for the ideas, language, concepts, inventions, etc. referred to in their own work. Thus, any attempt to claim another's intellectual or artistic work as one's own constitutes an act of plagiarism.

**Bribery** In the collegiate setting, bribery involves the offering, promising, or giving of items of value, such as money or gifts, to a person in a position of authority, such as a teacher, administrator, or staff member, so as to influence his/her judgment or conduct in favor of the student. The offering of sexual favors in exchange for a grade, test score, or other academic favor, shall be considered attempted bribery. The matter of sexual favors, either requested or offered, in exchange for a grade, test score or other academic favor, shall also be handled as per the Sexual Harassment procedures of the College.

**College Attendance Policy** Students are expected to attend all class meetings in the courses for which they are registered. Classes begin at the times indicated in the official schedule of classes. Arrival in class after the scheduled starting time constitutes lateness.

The maximum number of absences is limited to 15% of the number of scheduled class hours per semester and a student absent more than the indicated 15% is deemed excessively absent. Attendance is monitored from the first official day of classes. In the case of excessive absences or lateness, the instructor has the right to lower the grade, assign a failing grade, or assign additional written work or readings.

Absences due to late registration, change of program, or extenuating circumstances will be considered on an individual basis by the instructor. Each department and program may specify in writing a different attendance policy. Instructors are required to keep an official record of student attendance and inform each class of the College's or department's attendance policy.

NOTE:

- Any work missed during any period of absence must be made up by the student.
- To meet financial aid criteria, a student must attend class at least once in the first three weeks and once in either the fourth or fifth week of class.

## ADA Statement

As required by the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990, reasonable accommodations are provided to ensure equal opportunity for students with verified disabilities.

If you have a disability that requires accommodations, contact:


Accessibility Resource Center  
Savoy (D) Building  
120 Walton Ave, Room D101P  
Bronx, NY 10451  
Phone: (718) 518-4454 (Voice/TTY)

If you are already registered with ARC and have a letter from them verifying that you are a qualified student with a disability, please present the letter to the instructor as soon as possible. The instructor will work with you and ARC to plan and implement appropriate accommodations.

### Please Note:

*Students who do not register with the ARC office and have their disability verified are not eligible to receive any special accommodations.*

## Additional Policies

- CUNY Policy on [Academic Integrity](#) 
- [Política de Integridad Académica de CUNY](#) [Spanish]
- Policy on [retention](#) of academic records
- CUNY [Uniform Grade Symbols: Glossary and Guidelines](#)
- CUNY [Testing Policy for students with disabilities](#)
- CUNY Policy on [Drug and Alcohol](#)
- CUNY [Testing Policies and Procedures](#)
- State Education Department [rules on awarding credit for same courses in different degree programs.](#)
- [Religious Accommodation of Students - Memo from General Council.](#)
- [CUNY student complaint procedure](#)
- [Board of Trustees resolution on articulation and transfer](#)

## Tentative Schedule

Please note that this schedule is tentative and subject to change

Please check the class page for the most recent assignment descriptions

Week	Unit	Topic	Tools Used	Assignment Due
1	Visual Design Principles	Course expectations and introduction		
2		Basic Concepts of Visual Design	Analog	VDP1: Course Concept Description
3		Composition and Organization of Visual Information	Adobe Illustrator	VDP2: Logo for game concept
4		Color, Texture	Adobe Photoshop	VDP3: Itch Page Design
5	UX/UI	Game Interfaces	Unity	VDP4: Indoor Scene Concept Art
6		Menus	Unity	UI1: Interface Paper Prototypes and write-up
7	2D Art	Character Design	Analog	UI2: UI Components
8		Pixel Art	Adobe Photoshop	2D1: Character sketch, description and attributes
9		Sprite Animation	Adobe Photoshop	2D2: Pixel Portraits
10	3D Art	3D Sculpting	Blender	2D3: Sprite Sheets (idle and walk)
11		Intro to 3D Modelling	Blender	3D1: Sculpted Character Bust
12		Materials	Blender	3D2: Modeled Environment
13		3D Animation, Rigging and Motion Capture	Adobe Fuse, Mixamo	3D3: Rigged Character FBX with appropriate animations
14		In-Class Workday		
15		Final Critique		Final project