SEWARD COUNTY COMMUNITY COLLEGE
COURSE SYLLABUS

I. TITLE OF COURSE: CS2663- 3D Game Texturing

II. COURSE DESCRIPTION: 3 **credit hours**
3 **credit hours of lecture and** 0 **credit hours of lab per week.**

This course is designed to introduce the skill of building textures for scenes in a 3D game. Students will think like an artist--researching and planning the process of building the appropriate textures for various 3D game settings.
For each unit of credit, a minimum of three hours per week with one of the hours for class and two hours for studying/preparation outside of class is expected.

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Pre-requisite: NA

III. PROGRAM AND/OR DEPARTMENT MISSION STATEMENT:

The CIS Program will provide superior learning opportunities in the area of information technology, utilizing state-of-the-art technology, for both CIS majors and non CIS majors to enable all students to achieve their career and/or educational goals.

IV. TEXTBOOK AND MATERIALS:

Textbook will be listed when course is offered

V. SCCC OUTCOMES

Students who successfully complete this course will demonstrate the ability to do the following SCCC Outcomes.

1: Read with comprehension, be critical of what they read, and apply knowledge gained to real life

5: Demonstrate the ability to think critically by gathering facts, generating insights, analyzing data, and evaluating information
6: Exhibit skills in information and technological literacy

9: Exhibit workplace skills that include respect for others, teamwork competence, attendance/punctuality, decision making, conflict resolution, truthfulness/honesty, positive attitude, judgment, and responsibility

VI. COURSE OUTCOMES:

Students who successfully complete this course will demonstrate the ability to do the following Course Outcomes:
Employ current game art concepts in creating textures for 3D games
Think like a game artist and incorporate in depth planning and research into the process of building textures
Incorporate techniques for building textures for the most common game settings

VII. COURSE OUTLINE:

1. Introduction to 3D Game Texturing
2. Introduction to Game Art
3. Orientation to Computer Graphic Technology
4. Overview of Photoshop for Game Artists
5. Prepping for Texture Creation
6. The Sci-Fi Setting
7. The Urban Setting
8. The Fantasy Setting
9. The Outdoor Setting
10. Game Effects

VIII. INSTRUCTIONAL METHODS:

Lectures, examples, presentations.
Hands-on student exercises and projects covering individual units.
Related readings and reports from computer magazines, Internet and other media.
Instructors will enforce the Academic Honor Code & Cheating Policy as set forth in the SCCC College Catalog. Students who fail to adhere to this policy will receive an F for the course final grade unless otherwise stated in the instructor's course policies.

IX. INSTRUCTIONAL AND RESOURCE MATERIALS:

Various Internet Sites
http://www.texturingandmodeling.com/

X. METHODS OF ASSESSMENT:

Development of both oral and written reports and computerized presentations on topics in information technology will assess student ability to gather and evaluate current information in their respective disciplines
Hands-on lab assignments and examinations in animation applications will assess student basic knowledge of this software
Research assignments/projects completed via the Internet will develop the necessary skills for students to search and evaluate information effectively
Delivery of assignments from the instructor AND the student via e-mail will further enhance knowledge and use of this technology
Note: The above mentioned course assessment tools will assess student knowledge of technology in a variety of disciplines addressing both the SCCC/ATS Outcomes and General Course Outcomes/Competencies identified above.

XI. ADA STATEMENT:
Under the Americans with Disabilities Act, Seward County Community College will make reasonable accommodations for students with documented disabilities. If you need support or assistance because of a disability, you may be eligible for academic accommodations. Students should identify themselves to the Dean of Students at 620-417-1106 or going to the Student Success Center in the Hobble Academic building, room 149 A.

Syllabus Reviewed: 11/12/2018 18:11:08