

Game Assets & Production

ART - 2680 501

Course Description

Applying principles and process from Game Development in a collaborative production by creating assets and implementing them in an engine to produce a prototype game.

Prereq: ART 1680 and (ART 2630 or ART 2640)

Semester: Fall

Course Student Learning Outcomes

- Demonstrate use of GAME DESIGN THEORY & PRINCIPLES.
- Demonstrate working in a COLABORATIVE PRODUCTION ENVIRONMENT relating to creating games.
- Demonstrate ARTISTIC & TECHNICAL competency in using the tools and software/hardware for least one specific area of the game production pipeline.

Course Prerequisites

ART 1680 Game Development

ART 2630 3D Modeling and Sculpting or ART 2640 3D Animation and Rigging

Engagement Plan

Example language:

- I will respond to email within 2 business days. I will offer feedback on major assignments within 2 class periods. The best way to contact me is via the Canvas Inbox, as I will prioritize this email over other modes of communication.
- In this course, I will be posting interactive announcements which will offer specific opportunities for class questions and extra credit every other week.
- Additionally, I will be participating in the discussion forums with you to share my perspective within the discipline and to offer some nuances of interpretation that may not be present in your textbook.
- Lastly, we'll be holding small group Q & A sessions, where we can learn from our peers (and faculty) on some of the more difficult units within the course.

Keys for Success (how to succeed in the course)

Remember that you are an artist, not a computer engineer. Your primary focus should be on creating visually appealing and well-crafted assets that showcase your artistic strengths and the skills you have developed so far.

Game development is a process of research and experimentation. Embrace the need to explore different approaches and persist through challenges when things don't work as expected. The field of game creation is vast, and it's impossible to master every aspect within a single semester. Be patient with yourself and your progress, and prioritize growth over perfection.

Brief Description of Assignments/Exams

The first part of the semester will be devoted to creating a plan of action to polish the game and assets created during ART 1680 Game Development, we will also dive deeper into Blueprints to create enemy AI or NPC for the game, showcasing assets and blueprints that help in that regard will be studied.

Week 1-4 Enemy AI Behavior

Week 5-6 Inventory System

Week 7-8 Interactive Dialogue System

Week 9-10 Special Effects Creation

Week 11-12 Animation Control

Week 13-16 Asset refinement for Portfolio

Assignment Schedule

Due Date	Assignment Name	Assignment Type	Points
	Advanced Concepts of Animation and Animation Blueprints / Milestone 4	Assignment	20
	Introduce Yourself	Discussion	0
	Introduce Yourself	Discussion	0
	Introduce Yourself	Discussion	0
	Introduce Yourself	Discussion	0
	Particle systems / Extra Credit	Assignment	10
	Roll Call Attendance	Assignment	100
9/2/25	Looking Towards the Future	Assignment	10
9/4/25	Asset Calendar	Assignment	10
9/20/25	Modular Assets Prepro / Milestone 1	Assignment	20
11/13/25	Enemies, AI and NPCs Part I / Milestone 5	Assignment	20

Due Date	Assignment Name	Assignment Type	Points
11/27/25	Enemies and AI Part II hearing and investigating sounds / Milestone 6	Assignment	10
12/1/25	Final Portfolio Upload	Assignment	40

Grading Scale

90 - 100%	A	4.0
80 - 89%	B	3.0
70 - 79%	C	2.0
60 - 69%	D	1.0
Below 60%	F	0.0

How to Navigate to Canvas

Online Tutoring

Students at SLCC have access to online tutoring through Canvas. From your Canvas course click Online Tutoring in the course navigation and follow the steps to set up an appointment. If this is your first time using the Online Tutoring we recommend you click "Take a Tour" to familiarize yourself with the service.

Note that students only receive 480 minutes of tutoring time each semester. After that we encourage you to use the resources found through this link:

<https://www.slcc.edu/tutoring/index.aspx>

If you have any additional questions reach out to elarningsupport@slcc.edu.

Institutional Policies

As members of our academic community, we would like to invite you to review the Institutional Syllabus which covers important policies and procedures. This document contains important links for students on the code of student rights and responsibilities, academic integrity, and grading policies, Title IX and other important acknowledgements. By familiarizing yourself with this information, you can help us create a safe and respectful environment for everyone.

For more information, navigate to the Institutional Policies tab on the [Institutional Syllabus](#) page.

Learning Support and Tutoring Services

We are pleased to offer a range of tutoring and learning support services to help you achieve your academic goals. Whether you need assistance with a specific subject or want to improve your study skills, you have many options for tutoring or other support.

To learn more about the services we offer and how to access them, visit the [Institutional Syllabus](#) page under the Tutoring and Learning Support tab. We encourage you to take advantage of these resources to help you succeed in your studies. If you have any questions or would like to schedule a tutoring session, please don't hesitate to reach out to us. We are here to support you in any way we can.

Advising and Counseling Support Services

At our institution, we are committed to supporting your academic and personal growth. That's why we offer a range of advising and counseling services to help you navigate the challenges of college life. To learn more about the resources available to you and how to access them, visit the [Institutional Syllabus](#) page under the Advising and Counseling Support Services tab. Our advising team and the support centers across campus are here to support you in achieving your goals and overcoming any obstacles you may face.

Student Academic Calendar

As students you should be aware of all important dates in the semester, such as the day that courses begin and end, as well as the drop date and the last day to withdraw. To learn more about those dates, navigate to the Student Academic Calendar below:

[SLCC Student Academic Calendar](#)