

## GA 3330 - CHARACTER + LEVEL DESIGN

Credits: 3

This junior-level, studio-based course focuses on exploring techniques that lead to quality design for games. Upon successful completion of the course, students will have created a functional Design Document comprised of concept art covering subjects such as characters, vehicles, props, creatures, level maps, GUI overlays, and environments.

Prerequisites: AN 2270 - Digital Painting for Film + Games or IL 3850 - Digital Illustration I

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Experiment with designs for characters, props, environments, vehicles and creatures.	Multiple design variants present for characters, props, vehicles, environments and creatures. Designs represent refinement of concept into a functional, final form. Final designs are indicative of a distinct visual design style, and all concepts adhere to it.	Multiple design variants present for characters, props, vehicles, environments and creatures. Designs represent refinement of concept into a functional, final form. Visual design style may be indistinct, or inconsistent. Minor revisions may be necessary.	Multiple design variants present a limited number of characters, props, vehicles, environments and/or creatures. Designs do not consistently achieve a final, functional form, or are noticeably inconsistent.	Design variants are not present for characters, props, vehicles, environments and creatures. Work provided does not represent a functional, final design.	GA-3, GA-8	Design Competence, Critical Thinking, Communication Competence
Develop a written story world as the foundation of a design document.	Written concept provides a strong foundation for design work. World is complex, with varied levels of conflict, has a distinct, integral "hook," and includes all of the following: <input type="checkbox"/> Environment/Ecosystem <input type="checkbox"/> Flora/Fauna <input type="checkbox"/> Government/Society <input type="checkbox"/> Transportation <input type="checkbox"/> Natural Conflicts <input type="checkbox"/> Genre	Written concept provides a working foundation for design work. World is sensible, functional and contains a "hook" to draw in audience members. Ideas include: <input type="checkbox"/> Environment/Ecosystem <input type="checkbox"/> Flora/Fauna <input type="checkbox"/> Government/Society <input type="checkbox"/> Natural Conflicts	Written concept provides minimal foundation for design work. Ideas may be incomplete, illogical or contradictory and includes ideas for only a few of the following: <input type="checkbox"/> Environment/Ecosystem <input type="checkbox"/> Flora/Fauna <input type="checkbox"/> Government/Society <input type="checkbox"/> Transportation <input type="checkbox"/> Natural Conflicts <input type="checkbox"/> Genre	Written concept represents an incomplete storyworld. Little evidence of concept development, backstory and cohesive world-building present.	GA-3, GA-6, GA-8	Design Competence, Critical Thinking, Communication Competence
Refine concepts by way of thumbnails, design variants, color studies and expression sheets.	Effective implementation of iterative design process. Thumbnails, color studies and expression sheets contribute meaningfully to finalized design	Effective implementation of iterative design process. Thumbnails, color studies and expression sheets contribute meaningfully to finalized design	Some evidence of iterative design process. Thumbnails, color studies and expression sheets inconsistently contribute to finalized design.	Little to no evidence of iterative design process. Thumbnails, color studies and/or expression sheets are incomplete, missing, or irrelevant.	GA-3, GA-5, GA-6	Design Competence, Critical Thinking, Communication Competence
Assemble designs into a comprehensive design document.	Design document represents a complete picture of game concept, with a well-developed storyworld, engaging characters and complete, polished concept art. Design document layout/format contributes to narrative. Written components are free of errors, and artwork contributes meaningfully to the expression of the concept.	Design document represents a complete picture of game concept, with a well-developed storyworld, engaging characters and complete, finished concept art.	Design document represents an incomplete picture of game concept, with a limited storyworld, under-developed characters and incomplete, or unpolished concept art.	Design document is unfinished. Concept is not well developed or explained, and/or concept art is not representative of concept.	GA-3, GA-4, GA-5, GA-8	Design Competence, Critical Thinking, Communication Competence