Video Game Design

2018 - 2019

http://www.weisbrodimaging.com/classes/GameDesign
dweisbrod@penfield.edu

Course Overview

This class is very unique: You will be receiving ½ a credit in Art, and ½ a credit in Technology. We will be going over the techniques of creating both the graphics and the programming for video games. In the Art portion of the class, students will learn about the Elements and Principles of Art, and how composition and color design affect the mood and feeling of the game. Students will learn about how to plan and design characters and locations for their games, taking into account things that will affect how the game's story is told through this visual medium. Finally, students will use 3D animation software to build and animate the objects in their game.

Students will be responsible for creating a single 1st person game during the entire year. The entire project will be broken up into multiple projects/assignments, and each project will receive its own grade. To create you game, we will be using Blender 3D animation software, Unity 3D, and even a little Adobe Photoshop. Homework will include writing about the story of the game, sketching out designs for characters and environmental objects of your game, and other various other preparatory assignments that will allow us to maximize the time we spend in the computer lab actually working on building the game.

Creating a video game takes a bit of everything – writing, drawing, designing, 3d modeling, animation, and programming. You will be using modern, professional-level software and high-end hardware to create your vision. I hope that you will enjoy yourself, have a lot of fun, and learn a ton!

Your Grade

Your grade in this class will come from two basic areas of work:
- o Homework: The writing, sketching, and planning you will do to prepare for making the elements of your game
- o In-Class Production: This is the work on the computer you will do in class to manufacture and utilize the different elements of your game

Requirements

- o Actively participate in all class activities and assignments
- o Complete all assigned homework and projects within the time period allotted
- o Maintain your own storage of digital and printed files.
- o Respect all materials and use equipment for its intended purposes
- o Respect must guide all of your decisions (positive interactions with classmates, teacher, equipment)

Supplies

- o Bring a pencil to class everyday
- o A 2 pocket folder for storing notes, handouts, and sketches
- o A flash drive or other writable media at the end of the course to save your projects on. Games will run from 2GB to 6GB, so plan accordingly!