10/21/2022 DATE REQUIRED COURSE ELECTIVE COURSE

1

1

Business DIVISION NEW COURSE REVISION

Lake Land College

				С	ourse Information For	m								
COURSE NUMBER:		CIS-069			TITLE: (30 Characters Max)			Cross	Cross Platform Game Development					
SEM CR HRS:	3	Lecture:			2			Lab:	2				ECH:	4
Course Level:	_	Gen Ed / IAI Baccalaureate /Non-IAI			echnical Iot in Degree Audit	Clinic	cal Practi	cum:	0	Int	SOE/ ernship:	\cap	SOE ECH:	0
COURSE PCS #		12 IAI Code					Contact Hours Per Week							
Repeatable (Y/N):	Y	Pass/Fail (Y/N):	1	Ν	Variable Credit (Y/N):	Ν	Min:		Max:		16 Wks	200	8 wks	400
Prerequisites:		CIS-063												
Catalog Description: (40 Word Limit) Advanced features of modeling and animation software will be covered including architecture, character creation, texturing and animation. Emphasis will be placed on integration of cross platform apps into the creation of an electronic game, including the use of multiple file formats for exporting and importing.														

List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Non-Clinical Internship/ SOE
Scanning and Importing Techniques	5	5		
Advanced Modeling Techniques	6	6		
Advanced Texturing	4	3		
Character Creation and Rigging	5	6		
Character Animation	4	5		
Building and Environment Creation	4	4		
Exporting to Other Media	2	2		
			L	1
TOTAL	. 30	31	0	0

		EVALUTION		
QUIZZES 🗵	EXAMS 🗹	ORAL PRES		PAPERS
LAB WORK 🗹	PROJECTS 🗹	COMP FINAL	1	OTHER 🗌

	COURSE MATERIALS
TITLE:	3D Art Essentials
AUTHOR:	Andy Beane
PUBLISHER:	Sybex
VOLUME/EDITION/URL:	1
COPYRIGHT DATE:	2012

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES		
		The student will be able to:		
Scanning and Importing Techniques	9	Convert facial scans to 3D models and bring them into software as a working character.		
Advanced Modeling Techniques	12	Create advanced models, apply shaders and textures, render and export.		
Advanced Texturing	7	Create and apply unique and appropriate textures to previously created objects.		
Character Creation and Rigging	11	Build original characters and rig existing characters in preparation for animation.		
Character Animation	9	Apply animations to character models for walking, idle and other game animations.		
Building and Environment Creation	8	Create models of building, furniture and architecture to be used in games.		
Exporting to Other Media	4	Format and export finished models to both video games and high quality renders.		
Insert New Line Above this Line				
	60			

COURSE OUTCOMES*

At the successful completion of this course, students will be able to:

• Create custom models and animations.

• Integrate those models into an existing world.			
Understand the 3D game development environment.			

* Course Outcomes will be used in the Assessment Software for Outcomes Assessment. Limit to 3 - 5.