

Graphic Design III/IV

Future Forward Design

While I believe there will always be a place for 2D design in our future, I believe that 3D design continues to take a greater foothold on how we will process information in the coming years. With this in mind, I would like to continue to increase advanced graphic design students knowledge of working in the 3D environment.

This year's course will build upon your previous knowledge of AI, Photoshop, and Blender and introduce game design and development with the Unity Editor. The overall goal of this course is to increase your 3D modelling abilities while laying the foundation that leads to the completion a game at the end of each semester.

Required Reading:

Unity Manual: This manual is provided online by Unity and offers excellent introductions to all aspects of unity game development.

found at <http://docs.unity3d.com/Manual/UnityManual.html>

Blender Manual: This manual is provided by Blender and offers excellent information for even advanced students.

Found at <https://www.blender.org/manual/>

Required Material:

Notebook for class material and sketches

Flash drive for project storage

Unity Software

Blender Software

Project One: Blender Modeling for Unity

<https://www.youtube.com/watch?v=oLdSq3PaNd4>

Project Two: Simple Pong Game in Unity

<http://www.makeuseof.com/tag/programming-game-unity-beginners-guide/#chapter-1>

Project Three: 2D Game in Unity

<https://www.youtube.com/watch?v=tp9PRN2TMy0>

Project Four: Roll-A-Ball Unity Game Tutorial

<https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial>

Project Five: Space Arcade Shooter Unity Game Tutorial

First Semester Final: Your First 2D Indie Game

Working in a team of two to three developers, identify the role you will take in the process of developing your game and what will be needed to complete the game. You will have three weeks to brainstorm, prototype, develop, and test your 2D game for release in December. You will unveil your game's availability at the winter break performance.

Second Semester Final: Your First 3D Indie Game

Working in a team of two to three developers, identify the role you will take in the process of developing your game and what will be needed to complete the game. You will have three weeks to brainstorm, prototype, develop, and test your 2D game for release in May. You will unveil your game's availability at the Fine Arts Festival.

Course Assessment Plan:

There will be several formative and summative grading strategies used to document your course progress. Tutorials and project assignments will be graded on overall completion and meeting individual unit goals. Quizzes and tests will be used to assess content knowledge. A course portfolio will be completed by all students. Your portfolio will be assessed and graded at the end of the first and second semester. Each portfolio assessment will include at least one reflective writing example, one content writing example, and work samples completed during the semester.

Classroom Expectation:

No food or drink is allowed in the computer labs at anytime. This class period is not a time for boxed lunches. Please be on time and ready to focus on tasks and goals. With access to computers and the internet on a daily basis, it is your responsibility to use technology in appropriate ways. PLAYING VIDEO GAMES ARE UNACCEPTABLE EVEN IF YOU HAVE COMPLETED AN ASSIGNMENT. The only exception to this is code games like the Hour of Code, that teaches computer coding through a game environment.

BYOT Policy

This course follows RCSS technology policy. You are only allowed to have technology out when required for a classroom assignment. Other than that, devices will be taken without warning.

Supplies and Materials:

The supplies and materials for this course are very minimal. I ask that you have a 3 ring binder, pen or pencil, and some type of media storage device. (Flash drive, hard drive, cloud storage, etc.)

You will regularly need to email assignments to the instructor (email: wiggitr@rck12.org). This means that you will also need an email account.

Homework Policy and Grading Scale:

This course follows the standard RCSS grading scale. Homework assignments are kept to a minimum in this course, and therefore, are expected to be completed in a timely manner when assigned.

Contact Information:

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