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PROJECTE II

Dades generals

- **Codi de l'assignatura:** 201114
- **Estudis:** Creació Artística per a Videojocs i Jocs Aplicats
- **Descripció breu** Hands-on course applying previously acquired knowledge of industry-standard content creation tools and processes to a real project
- **Crèdits ECTS:** 6
- **Idioma principal de les classes:** anglès/castellano
- **S'utilitza oralment la llengua anglesa en l'assignatura:** yes
- **S'utilitzen documents en llengua anglesa:** yes
- **Durada:** semestral
- **Curs:** segon
- **Semestre:** 4S
- **Professorat:** Ben Kleber

Competències

Bàsiques i generals

Competències bàsiques:

[CB1] Que los estudiantes hayan demostrado poseer y comprender conocimientos en un área de estudio que parte de la base de la educación secundaria general, y se suele encontrar a un nivel que, si bien se apoya en libros de texto avanzados, incluye también algunos aspectos que implican conocimientos procedentes de la vanguardia de su campo de estudio.

[CB4] Que los estudiantes puedan transmitir información, ideas, problemas y soluciones a un público tanto especializado como no especializado.

Competències generals:

[CG4] Capacidad de formular, diseñar y gestionar proyectos y de buscar e integrar nuevos conocimientos y aptitudes desde la Creatividad.

Específiques

[CE2] Aprender los paradigmas de creación artística para su posterior aplicación vía medios digitales.

[CE4] Emplear lenguajes de creación artística para la realización de producciones digitales.

Resultats d'aprenentatge

[RA1] Conocer los léxicos propios del dibujo, geometría, la morfología y la anatomía relacionados con la producción de tipo artístico, adquiriendo el vocabulario específico relativo al contenido.

[RA2] Identificar los distintos aspectos y procesos de más importancia relativos a la teoría del arte, identificando las manifestaciones y prácticas artísticas más relevantes.

Continguts

Descripció

Hands-on course applying previously acquired knowledge of industry-standard content creation tools and processes to a real project

Índex

- 1- Course introduction
- 2- Introduction to project management for vídeo games:
 - 2.1-Teams & Human Resources
 - 2.2-Scheduling, Timekeeping, Flow Chart diagrams, project management software
 - 2.3-Content & Version Control
 - 2.4-Business practices, Release, publication
- 3- Prototyping
 - 3.1-Level design and concepting
 - 3.2-Block-outs and whiteboxing, level design in-editor basics
- 4- Art direction & ADD
 - 4.1-Art direction general, aesthetic choices in vídeo games
 - 4.2-Art direction documentation
 - 4.3-Colour & shape theory
 - 4.4-Technical considerations
- 5- Working in game Engines
 - 5.1-Unreal
 - 5.2-Unity
- 6- 3D asset creation: 3DS Max/ZBrush/Mudbox with Substance
 - 6.1-Low poly asset creation (Max)
 - 6.2-High poly asset creation, sculpts & bakes (Max& ZBrush/Mudbox)
 - 6.3-Substance revision, Advanced workflows
- 7- 2D Advanced: Creation techniques with Substance Designer
- 8- Project mentoring: Projects are reviewed and feedback given during each of the phases of project development post-pitch

Metodologia docent

The following teaching methodology will be used in classes of this course:

- **Exercises:** Students will perform hands-on exercises together with the professor in class
- **Master Class:** Theory as well as practical examples will be delivered in lecture format by the professor at the start of each new learning subject
- **Assessment tasks based on project milestones:** Each assessment delivery will assess the students' knowledge of tools and practices for each milestone of the project:
 - **Project Pitch:** Students will form teams, come up with a concept, perform relevant research and present in front of a panel
 - **Pre-Production & Design Document:** Students will define the project in Art/Design Definition documents and perform adequate project pre-production tasks
 - **Prototyping:** Students will create a playable prototype in-engine, showcasing mechanics, progression and definit aspects of the game, present in front of a panel
 - **Alpha:** Students will present an Alpha version of the game with content present
 - **Beta:** Students will present a Beta version of the game with all content in final form
 - **Final:** Students will present the Final game, author post-mortem and post-release documentation, Game will be published

Activitats formatives

Activitat	Tipus	Hores amb professor	Hores sense professor	Total
Master Class	Presencial	24	0	24
Project mentoring	Treball dirigit	10	0	10
Assessment task	Presencial	10	0	10
Study	Aprenentatge autònom	0	10	10
Project Work	Presencial / Treball dirigit	16	80	96
		60	90	150

Avaluació i qualificació

Avaluació Continuada

The course will assess students' ability through project milestone assessments. These are:

AA1 (Pitch)

Conception of game pitch following research & market study. It should be apparent from presentation's content and structure that all necessary diligence has been done and attention paid to identify the game's unique aspects and differential appeal.

AA2 (Project Definition)

Students should author a full and inclusive Art Definition Document (ADD), bringing the aforementioned identifying aspects of the game together with a clearly set aesthetic and establish a pipeline to achieve it. All findings should be documented.

AA3 (Prototype)

The game's core mechanics should be demonstrated in a playable prototype showcasing all of the features intended in the final release and free of issues. It should be apparent from the prototype what the final gameplay will be.

AA4 (Alpha Version)

The prototype should be adequately art-passed, with all content in the works at this stage.

AA5 (Beta Version)

All content should be final, the game should play without issues and be ready for open testing by a target audience.

AA6 (Final Version)

Highly polished Final version of the game, to be released; post-release analysis and postmortem document to be authored.

Sistema avaluació continuada				
Id	Competència/es associades	Calendari	Tipus d'activitat	Descripció de l'activitat
AA1	[CB1], [CB4], [CE2], [CE4]	Week 2	Group	Presentation of the project pitch in front of a panel
AA2	[CB1], [CB4], [CE2], [CE4], [CG4]	Week 5	Group/Individual	Creation of project documentation; Specifically ADD
AA3	[CB1], [CB4], [CE2], [CE4]	Week 5	Group	Presentation of the prototype in front of a panel
AA4	[CB1], [CB4], [CE2], [CE4]	Week 9	Group	Presentation of the Alpha version of the game in front of a panel
AA5	[CB1], [CB4], [CE2], [CE4]	Week 13	Group	Presentation of the Beta version of the game in front of a panel
AA6	[CB1], [CB4], [CE2], [CE4], [CG4]	Evaluation	Group	Presentation of the Final version of the game in front of a panel

Càlcul de la nota final:

$$\text{Nota final [avaluació]} = 0.05 \cdot [\text{AA1}] + 0.2 \cdot [\text{AA2}] + 0.1 \cdot [\text{AA3}] + 0.15 \cdot [\text{AA4}] + 0.2 \cdot [\text{AA5}] + 0.3 \cdot [\text{AA6}]$$

Criteris:

- The grade for an unsubmitted activity is 0
- If [AA2] < 5, then Nota final [avaluació] will be at most 4
- If [AA6] < 5, then Nota final [avaluació] will be at most 4

Reavaluació

Sistema avaluació continuada: reavaluació					
Avaluació		Reavaluació			
Id	Tipus d'activitat	Id	Calendari	Tipus d'activitat	Observació
AA1/AA2/AA3	Individual	AR1	Reavaluació	Individual	Tasks may be re-submitted
AA4/AA5/AA6	Individual	AR2	Reavaluació	Individual	Tasks may be re-submitted

Càlcul de la nota final:

$$\text{Nota final [reavaluació]} = 0.35 \cdot [\text{AR1}] + 0.65 \cdot [\text{AR2}]$$

Criteris:

- If an assessment activity [reavaluació] is not submitted, it will take the corresponding [avaluacio] grade
- If [AR1] < 5, then Nota final [reavaluació] will be at most 4
- If [AR2] < 5 then Nota final [reavaluació] will be at most 4

Avaluació única

The tasks for the single evaluation correspond with those given in the continuous evaluation and are performed solely by the individual. It is the student's responsibility to ensure all additional requirements (code base, project management, design..) of the project are met.

Sistema d'avaluació única				
Id	Competència/es associades	Calendari	Tipus d'activitat	Descripció de l'activitat
AU1	[CB1], [CB4], [CE2], [CE4]	Week 2	Individual	Presentation of the project pitch in front of a panel
AU2	[CB1], [CB4], [CE2], [CE4], [CG4]	Week 5	Individual	Creation of project documentation; Specifically ADD
AU3	[CB1], [CB4], [CE2], [CE4]	Week 5	Individual	Presentation of the prototype in front of a panel
AU4	[CB1], [CB4], [CE2], [CE4]	Week 9	Individual	Presentation of the Alpha version of the game in front of a panel
AU5	[CB1], [CB4], [CE2], [CE4]	Week 13	Individual	Presentation of the Beta version of the game in front of a panel
AU6	[CB1], [CB4], [CE2], [CE4], [CG4]	Evaluation	Individual	Presentation of the Final version of the game in front of a panel

Càlcul de la nota final:

$$\text{Nota final [avaluació]} = 0.05 \cdot [\text{AU1}] + 0.2 \cdot [\text{AU2}] + 0.1 \cdot [\text{AU3}] + 0.15 \cdot [\text{AU4}] + 0.2 \cdot [\text{AU5}] + 0.3 \cdot [\text{AU6}]$$

Criteris:

- The grade for an unsubmitted activity is 0
- If [AU2] < 5, then Nota final [avaluació] will be at most 4
- If [AU6] < 5 then Nota final [avaluació] will be at most 4

Reavaluació

Sistema avaluació única: reavaluació					
Avaluació		Reavaluació			
Id	Tipus d'activitat	Id	Calendari	Tipus d'activitat	Observació
AU1, AU2, AU3	Individual	ARU1	Reavaluació	Individual	Tasks may be re-submitted
AU4, AU5, AU6	Individual	ARU2	Reavaluació	Individual	Tasks may be re-submitted

Càlcul de la nota final:

$$\text{Nota final [reavaluació]} = 0.35 \cdot [\text{ARU1}] + 0.65 \cdot [\text{ARU2}]$$

Criteris:

- If an assessment activity [reavaluació] is not submitted, it will take the corresponding [avaluacio] grade
- If [ARU1] < 5, then Nota final [reavaluació] will be at most 4
- If [ARU2] < 5 then Nota final [reavaluació] will be at most 4

Criteris específics de la nota No Presentat:

Es considerarà un alumne no presentat quan no es presenti a cap activitat d'avaluació

Bibliografia

Bàsica:

- Autodesk 3ds Max 2020: A Detailed Guide to Modeling, Texturing, Lighting, and Rendering, 2nd Edition (April 24, 2019) ISBN-13: 978-1095759141
- Kelly L. Murdock's Autodesk 3ds Max 2019 Complete Reference Guide (August 3, 2018) ISBN-13: 978-1630571801
- (On-line Reference), Autodesk 3ds Max Learning Centre @ <http://help.autodesk.com/view/3DSMAX/2019/ENU/>
- (On-line Reference) Unity Learning Resources @ <https://docs.unity3d.com/es/current/Manual/index.html>
- Digital Sculpting with Mudbox: Essential Tools and Techniques for Artists, Focal Press; 1 edition (April 28, 2010), ISBN-13: 978-0240812038 • (On-line Reference) Mudbox Resources @ <http://docs.autodesk.com/MBXPRO/2018/ENU/#!/url=../files/mePortal.htm>
- (On-line Reference) Substance Painter References @ <https://support.allegorithmic.com/documentation/display/SPDOC/Substance+Painter>

Complementària:

- Stylization with a Purpose the Illustrative World of Team Fortress 2, Jason Mitchell, Valve, 2008
Altres

Altres

- El sistema d'avaluació per defecte és l'avaluació contínua. Si vols acollir-te a l'avaluació única, ho has de comunicar per escrit al professor de l'assignatura i al coordinador de grau durant les dues primeres setmanes del semestre
- El calendari de les activitats d'avaluació és orientatiu. El professor concretarà el dia, hora i canal de lliurament de l'activitat durant el curs i amb una antelació suficient