



Southern California Regional Occupational Center

COURSE SYLLABUS

COURSE TITLE: Video Game Design: Character and Special Effects
COURSE#: 637
INSTRUCTOR: Robert Schuchman
EMAIL: Bob@Schuchman.com
TIME: Tuesday & Thursday- 3:45 - 6:45
LOCATION: SoCal ROC - Room B-201
BOOKS/SUPPLIES: Optional- Thumb drive should you decide to save copies of your work. UDK Editor and 3DS Max are both free to students. It is recommended that you download these to your home system. (3DS Max - www.autodesk.com & UDKEditor - www.UnReal.com)

COURSE LENGTH: One semester - 108 Classroom Hours.

COURSE DESCRIPTION: Course builds on skills learned in "Intro to Video Game Design". Projects include character modeling and rigging and development using 3D Max and creating effects (Water, explosions, sounds etc.) within the UDK game editor.

LEARNING OBJECTIVES:

1. Develop character modeling skills, and standard 3D game effects.
2. Understand basic level building
3. Communicate using 3D/game terminology
4. Maintain a complete filing of system of all projects
5. Present projects in a professional manner

GRADING: A midterm grade will be given based on the current overall quality of your work. The final grade will be based on the quality of your maze project and character models.

CERTIFICATES:

Students earning a grade of A or B earn a Certificate of Competency
Students earning a grade of C will earn a Certificate of Completion
Students earning a grade of D will earn no certificate

ATTENDANCE: Attendance affects the grade of the student as follows:

**NOTE: IF YOU MISS MORE THAN 6 DAYS YOU CAN NOT PASS THIS CLASS.
NOTE: IF YOU MISS 4 DAYS" IN A ROW", YOU WILL PROBABLY BE DROPPED.**

CLASSROOM RULES OF CONDUCT: See SoCal ROC Classroom Rules Handout

Print Student's Name

Student Signature

Date

Print Parent's Name

Parent's Signature

Date