

GAD422 Portfolio Preparation for Game Art

Description:

This course will focus on the refinement of previous works into a comprehensive collection representative of Graphic Design skills. Emphasis will be on development, design, craftsmanship and presentation.

Competencies:

Upon successful completion of this course, the student should be able to:

1. Utilize the standards typically associated with professional portfolio.
2. Perform basic business related operations, especially those related to documentation of professional activities and expenses.
3. Create or polish existing work to a high level of presentation readiness.
4. Assess, select and present projects created over the course of the program.
5. Demonstrate visual presentation skills relevant to selected work.
6. Identify a senior project with approval by Portfolio Preparation instructor.

Topical outline:

Overview

- Expectation and Policies
- Grading
- Support
- Assignments

Week 1

- Overview
- Welcome
- Formula for Creating a Good Portfolio
- Determining and Defining Your Work
- Explorer, Artist, Judge

Week 2

- Overview
- Welcome
- Portfolio Audit
- Where Do You Start?
- Reproduction Methods
- Production Quality

Week 3

- Overview
- Welcome
- Presentation
- Personal Style

- Including project roughs

Week 4

- Overview
- Portfolio Unity
- Conceptual Aptitude
- Rendering
- Computer and Software Proficiency

Week 5

- Overview
- What's Yours and What's Not
- Copyright 101-A Few Basic Points
- Crediting Work
- Copyright-Free Material
- Academic Honesty

Week 6

- Overview
- Industry Expectations
- Things to Avoid
- You're Done!