The purpose of this course is to provide a snapshot of your capabilities as you exit the Game Art and Design program. This is useful to us at AiP-OD, as it gives us feedback about how well we are accomplishing our mission. It is useful for you, as it provides you with a chance to look at your entire output as a whole, to see where your strengths and weaknesses lie. It is **not** our purpose here to create a portfolio tightly focused on your job search- that will come next session, in GAD432.

Here is how we will work:.

If you look at the table below, it shows all the items that you will need to turn in during Week 6. It is important to note that these items must all be **portfolio grade**- the very best you can make them. That will mean a considerable amount of revision, polishing and refinement for much of the work you wish to submit, and it is important not to underestimate the effort this will entail.

In Week 1, you will turn in a first installment of items, including at least one example from every portfolio category. I have provided a "cheat sheet" that describes what these submissions are and where you might find examples. Also, in the class FTP site there is a folder containing examples of successful submissions from previous students for most items. Please look at those if you are in doubt about what I am asking for.

 For every week after Week 1, you will be turning in modified, revised or new work that meets that week's requirements. Each week has a set of required items to turn in, but I am somewhat flexible about those requirements, as long as you are putting out the effort you would be _if_ you were hewing exactly to the assignment. If you do the work required each week, you will have no problem fulfilling the final requirements.

There is also a web component to this course. AiP-OD requires you to have a web portfolio, which we will create next session. This session you will secure web space and create a functional shell that will become your web portfolio. If you have no experience with web sites, you may want to look ahead and prepare for it.

One of the most important aspects of this course is the objective feedback you will receive from me and from your classmates. It is absolutely critical that you engage with this process and provide honest, constructive and useful critiques. Then you can expect the same from others.

If you have any questions about how the class will be conducted, look at the Housekeeping announcement. If you do not find your answer there, I am available pretty much any time via email or phone. I am here to help you put your best foot forward.

Final total required turn ins

At least **one** revised: Game Design Document

At least **two** revised: Presentation quality story boards

At least **three** revised: Character studies/Development drawings

One Sketch book with at least **five** sketches

At least **two** revised: samples of Interface design (one each active and passive)

At least **one** revised: Animation with audio - 15 seconds to 1:30 minutes

At least **three** revised: 3D models with texture applied

At least **two** revised: Background/Environment/Layout treatments

At least **two** revised: Still Images

At least **six** revised: Life Drawings

At least **two** revised: Model Sheets

At least **two** revised: Texture maps (unwrapped textures)

At least **two** revised: Lit Environments

At least **one** revised: Flash Prototype

At least **one** revised: Game mod created by team

At least **one** revised: Unreal game level created by individual

At least **one** revised: sample of Sound design work (optional)

At least **one** revised: sample of 3D scripting (Game Maker)

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