

**NORCO COLLEGE
SLO to PLO MATRIX**

PLOs

Understand and utilize the production pipeline and workflow between Maya and ZBrush for modeling characters for use in Game, Animation and Simulation.

Analyze and construct bipedal, quadruped and anthropomorphic character models for use in Game, Animation and Simulation.

Utilize the industry standard techniques of Maya and ZBrush to create both low poly and high poly models for use in Game, Animation and Simulation.

Produce industry quality character models that demonstrate a thorough understanding of anatomy and proportion as well as proper topology flow as it pertains to modeling characters for use in Game, Animation and Simulation.

Analyze, differentiate, and construct character models that demonstrate an understanding of standard industry artistic styles such as hyper-realism, cartoony and stylized design.

Demonstrate mastery of interdisciplinary communication and team skills while working with colleagues in an industry standard production project.

Create an industry standard portfolio and demo reel containing 3D character models developed in class projects.

CERTIFICATE/PROGRAM: Game Art: Character Modeling NAS687/NCE687								
COURSE:	GAM-32: Designing Game Characters							
SLO 1	Apply the core attributes involved in creating strong characters for use in game simulation and animation.			I,D	I			D, M
SLO 2	Create low poly and high poly models for use in game simulation and animation.	I, D	I	I, D	D		I, D	D, M
SLO 3	Construct industry quality characters with accurate topology which can be employed in both game simulation and animation.	I, D			I, D			D, M I
COURSE:	GAM-33: Advanced Digital Sculpting							
SLO 1	Demonstrate an advanced understanding of and application of topology for use in high poly sculptures.				D, M			D, M D, M D, M
SLO 2	Translate ideas from 2 dimensional concept art into viable high resolution character assets for game simulation and animation.					M	M	
SLO 3	Construct high polygonal models that can articulate for animation or are aesthetic assets for use in game simulation and animation.	M	D, M	D, M	D, M			D, M
COURSE:	GAM-34: Character Rigging							
SLO 1	Construct a fully functional animation rig which is capable of being animated in a game engine.		I, D					I, D
SLO 2	Demonstrate the modeling methods and setup necessary to create a 3D model which can be rigged effectively.					D		
SLO 3	Analyze logical problems associated with setting up a character in a 3D software package and deduce possible solutions to encountered problems.						D,M	D

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COURSE:	GAM-44: Portfolio Production									
SLO 1	Consider and assess student portfolio work based on content, creativity, presentation, craftsmanship, originality, and achievement of goals							D, M	D, M	
SLO 2	Choose and creatively organize original pieces into a cohesive body of work culminating in a presentation quality portfolio which emphasizes the student's strengths or area of specialization						D, M		D, M	
SLO 3	Organize student information and experience and prepare a creative, professional resume, cover letter, and follow-up letter									
SLO 4	Employ professional interview skills in a mock interview setting including presentation of individual portfolio									
COURSE:	GAM-45: Materials and Lighting									
SLO 1	Apply various lighting setups utilized in game environments.									D
SLO 2	Adjust multiple types of shaders for the treatment of surfaces.									I, D
SLO 3	Optimize the render settings for a scene using hardware/software render engines.									I, D
SLO 4	Analyze art needs to determine project requirements.									D
SLO 5	Demonstrate proper file naming conventions of major computer platforms.									
COURSE:	GAM-71: Perspective for Game and Animation									
SLO 1	Construct environments and backgrounds with correct visual perspective for use in Game Simulation and Animation.									
SLO 2	Create accurate illustrations for background paintings and film mattes with correct cast shadows and reflection.									
SLO 3	Apply industry standard tools, techniques, formats, and technology used in the					D	D			

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	creation of backgrounds and matte painting for use in Game, Simulation and Animation.								
COURSE:	GAM-72: Anatomy for Game Art								
SLO 1	Demonstrate knowledge of the construction of the primary muscular and skeletal structures of the body.								
SLO 2	Apply geometric primitive structures to the human form in perspective in preparation for creating an accurate model within a 3D software package.								
SLO 3	Utilize line of action and design principles to accurately and attractively design fantasy creatures and humans for use in a game setting.						D		
SLO 4	Design carefully measured character turn-arounds for use by modelers in the creation of accurate 3D models.					D			
COURSE:	GAM-79: Game Studio Production								
SLO 1	Produce an original, complete simulation, digital game or mobile application.	M							
SLO 2	Develop content in the area of game art, game audio, game design or game programming that contributes to a milestone based studio pipeline		M			M			M
SLO 3	Demonstrate mastery of interdisciplinary communication and team skills necessary for success in the games industry.							M	