

**NORCO COLLEGE  
SLO to PLO MATRIX**

**PLOs**

Employ the proper use of industry standard terminology to describe geometry and scenes in a 3D environment

Utilize both polygonal and nurbs modeling to create 3D hard surface and organic objects for use in game, animation and simulation environments

Create digital vehicles, terrains and environments to scale according to a specific art style direction containing aspects of realism, futuristic and fantasy based design and function.

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 environments and vehicle models developed in class projects

|                             |   |   |   |      |      |   |   |  |
|-----------------------------|---|---|---|------|------|---|---|--|
| <b>CERTIFICATE/PROGRAM:</b> |   | <b>Game Art: Environment and Vehicle Modeling</b>       |   |      |      |   |   |  |
| <b>COURSE:</b>              |   | <b><i>GAM-49 Game Modeling &amp; Texturing</i></b>      |   |      |      |   |   |  |
| SLO 1                       | Identify and construct the components of modeling and texture mapping as they apply to the game/simulation environment. |   | D | I, D | I, D |   |   |  |
| SLO 2                       | Use maps to replace actual geometry and represent details in a model.   |   | I |      |      |   | D |  |
| SLO 3                       | Construct a tri/quad mesh to specific counts based on the intended system for the object.                               |   | D | D    | D    |   | M |  |
| SLO 4                       | Create Opacity / Alpha maps and utilize them for distant props and figures.   |   | I |      |      |   | I |  |
| SLO 5                       | Analyze art needs and control all files and assets.   |   |   |      | D    | M |   |  |
| <b>COURSE:</b>              |   | <b><i>GAM-46 Environment &amp; Vehicle Modeling</i></b> |   |      |      |   |   |  |
| SLO 1                       | Distinguish and differentiate the core attributes of Polygons and NURBS surfaces.                                       |   | D | D    | D    |   |   |  |
| SLO 2                       | Create buildings, props, assets and vehicles that are in scale to their environment.                                    |   |   | D    | D    |   |   |  |
| SLO 3                       | Utilize architectural drawings as templates for creating interior scenes.   |   | I | D    |      |   |   |  |
| SLO 4                       | Apply the principles of lighting as it applies to both interior and exterior scenes.                                    |   | I |      |      |   | D |  |
| SLO 5                       | Apply industry standard file management techniques.   |   | D |      |      | D |   |  |
| <b>COURSE:</b>              |   | <b><i>GAM-45 Materials &amp; Lighting</i></b>           |   |      |      |   |   |  |
| SLO 1                       | Apply various lighting setups utilized in game environments.  |   | I |      | D    |   | M |  |
| SLO 2                       | Adjust multiple types of shaders for the treatment of surfaces.   |   | I |      |      |   |   |  |
| SLO 3                       | Optimize the render settings for a scene using hardware/software render engines.  |   | I | I    | D    |   |   |  |
| SLO 4                       | Analyze art needs to determine project requirements.  |   | D |      | D    |   | M |  |

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| <b>COURSE:</b> <i>GAM-44 Portfolio Production</i>   |  |  |   |   |   |   |   |
|---|--|--|---|---|---|---|---|
| SLO 1   | Consider and assess student portfolio work based on content, creativity, presentation, craftsmanship, originality, and achievement of goals  |  | 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 |  | I | D | D |   | M |
| SLO 3   | Organize student information and experience and prepare a creative, professional resume, cover letter, and follow-up letter  |  | I |   | I |   | M |
| SLO 4   | Employ professional interview skills in a mock interview setting including presentation of individual portfolio  |  | I |   | D |   | M |
| <b>COURSE:</b> <i>GAM-79 Game Studio Production</i> |  |  |   |   |   |   |   |
| SLO 1   | Produce an original, complete simulation, digital game or mobile application.  |  | M |   |   |   | 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   |  | D |   |   |   | D |
| SLO 3   | Demonstrate mastery of interdisciplinary communication and team skills necessary for success in the games industry.  |  | M |   |   | M |   |