



STARK STATE COLLEGE

GENERAL SYLLABUS

Course Information

Course Name: Assets for Games
Course Number: SGE225

Required Materials

Textbook(s): Learning Blender ISBN# 9780134663463
Required Readings: None
Additional Materials: Flash Drive (16 Gigs or bigger)

Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	<ul style="list-style-type: none"> • Lab – Create a Sprite • Lab – Load a Sprite into Unity • Forum – Introduce Yourself
Week 2	<ul style="list-style-type: none"> • Quiz – Blender Shortcuts • Lab – Sprite Animation
Week 3	<ul style="list-style-type: none"> • Lab – Blend Trees
Week 4	<ul style="list-style-type: none"> • Lab – Tile Map
Week 5	<ul style="list-style-type: none"> • Lab - Terrain
Week 6	<ul style="list-style-type: none"> • Lab – Blender Dice
Week 7	<ul style="list-style-type: none"> • Lab – Blender Bowl and Napkin
Week 8	<ul style="list-style-type: none"> • Mid-Term Exam – Blender Knife Handle
Week 9	<ul style="list-style-type: none"> • Lab – Blender, YouTube Intro Video
Week 10	<ul style="list-style-type: none"> • Lab – Blender, 3D Modeling
Week 11	<ul style="list-style-type: none"> • Lab – UV Map
Week 12	<ul style="list-style-type: none"> • Lab – Blender, Rigging a 3D model
Week 13	<ul style="list-style-type: none"> • Lab – Blender, Walking Animation
Week 14	<ul style="list-style-type: none"> • Lab – Unity, Default Walking Sound • License Quiz
Week 15	<ul style="list-style-type: none"> • Start Final Exam Project in Blender
Week 16	<ul style="list-style-type: none"> • Final Exam Project Submission (Blender Project)