University of the Incarnate Word

ANG 4140 01 • Senior Thesis Workshop
Spring 2016 T/R 4:30- 5:45

Professor Matt Tovar
Office: AD402 | 210-841-7268
mtovar2@uiwtx.edu | Skype: matt.tovar2

Course Overview: This course focuses on the proposal and development of concepts, narrative structure, game play (if applicable) for a Senior Thesis Project.

Audience: This course is a Junior level requirement for students majoring in 3D Animation & Game Design.

Outcomes: At the end of this course, will have defined the core parameters for their Senior Thesis Project.

Week	Narrative Assignment Due	Description	Game Assignment Due	Description
1	Production team selection	Build your team, try to pair up with people with different focuses than your own to help balance the production	Production team selection	Build your team, try to pair up with people with different focuses than your own to help balance the production
2	Narrative Pitch #1	To be presented in class. Written as short story. (Setting, Plot, conflict, Character, Point of view?	Game pitch #1	Presentation of game pitch – to be presented in class.(Title, Level, Character, Gameplay- goals, missions, comparable game videos)
3	Refined narrative pitch	To be presented in class. (Powerpoint - Include sketches for setting, characters, (characteristics), research for surroundings & lighting)	Refined Pitch	PowerPoint, keynote, etc include research/sketches for characters (protagonist, Enemy, Bosses, Lineup)
4	Inner Dialogue Mood Design Research	-Write a script with the words your characters are thinking - at least 3 images of what the main moods of the narrative are	Character concepts & gameplay mechanics	Character & level design sketches, gameplay mechanics – what the character does, how he does it.
5	Character Design research Set design research	At least 15 pieces of research for characters. 15 pieces of research for set design.	Level design pitch	Research for walls, floor, architecture, & props. Include a detailed ground plan
6	Narrative Pitch #2	To be presented in class. Written as short story. (Setting, Plot, conflict, Character, Point of view?	Game pitch #2	Presentation of game pitch – to be presented in class.(Title, Level, Character, Gameplay- goals, missions, comparable game videos)
7	Refined narrative pitch	To be presented in class. (PowerPoint - Include sketches for setting, characters, (characteristics), research for surroundings & lighting)	Refined Pitch	PowerPoint, keynote, etc include research/sketches for characters (protagonist, Enemy, Bosses, Lineup)
8	Inner Dialogue Mood Design Research	-Write a script with the words your characters are thinking - at least 3 images of what the main moods of the narrative are	Character concepts & gameplay mechanics	Updated character sketches, level design, gameplay mechanics – what the character does, how he does it.

9	Character Design research Set design research	At least 15 pieces of research for characters. 15 pieces of research for set design.	Level design pitch	Research for walls, floor, architecture, & props. Include a detailed ground plan
10	Narrative selection presentation	Updated narrative pitch based on narrative feedback & selection	Game selection Presentation	Updated game pitch based on game selection & group feedback
11	Refined Narrative	Updated to narrative based on final feedback	Refined game selection	Updates based on final feedback
12	Mood renderings	Colored shots from your project	Game Design document	Game design document filled out
13	30% storyboards	30% of storyboards completed	Level designs	Colored sketch of walls throughout the level
14	60% storyboards	60% of storyboards completed	Character designs with color	Protagonist, enemies, & bosses
15	100% storyboards	100% of storyboards completed	Game level prototype	Using primitive forms, create a ground plan (include doors, windows, props, etc)
16	Storyboard animatic with rough sound	Completed storyboard with scratch track	Updated game level prototype	Final run through
5/4			Finals Week	**Project: Final Project**

Grading Activities: Your final grade will be based upon attendance, and projects (80% of total grade). The final project will count for 20%. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

Output: Render using 720 HD in your Render Settings.

Attendance: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade.

Projects Since every assignment has an updated version; there are no redos. Make every project you turn in count. No late assignments accepted.

Academic Honesty Statement: In accordance with the UIW Student Handbook, academic dishonesty includes but is not limited to: Cheating on test, exams, or lab work. Plagiarism of another's work including models or textures. Using other's work as your own by counterfeiting it. Unauthorized reuse of work (the turning in of the same work to more than one class without consent of instructors involved). Theft or circulation of tests, quizzes, or answer sheets. Involvement of collusion (unauthorized collaboration with another) to violate a provision of the Code of Academic Integrity.

In order to maintain a high level of work and integrity in our classes, all sanctions will be pursued an enforced in the case of academic dishonesty.

Disability Accommodations: The University of the Incarnate Word is committed to providing a supportive, challenging, diverse and integrated environment for all students. In accordance with Section 504 of the Rehabilitation Act – Subpart E and Title III of the Americans with Disabilities Act (ADA), the University ensures accessibility to its programs, services and activities for qualified students with documented disabilities.

For more information, contact:

Student Disability Services
Administration Building, Suite 105
Ph. (210) 829-3997
Fax (210) 829-6078
Website: http://www.uiw.edu/ada/