

### **Introductory Section**

Syllabus, Gameful Structure  
Intro Software, Begin Reading  
Intro Point-By-Point  
Intro Shape Build  
Intro Brush and Shape

### **Assign: Point-By-Point**

Line Drawing Trace  
Photo To Line Trace  
Contour and Organic Form  
Line Variety Sketch  
Rhythm  
Line Illustration

### **Assign: Shape Build**

Stylize with Shape  
Simplify with Shape  
Repetition and Pattern  
Minimalist  
Pixel Style  
Dynamic Composition

### **Assign: Brush and Shape**

Brush Variety Sketch  
Painterly Style  
Contour Line and Illustration  
Brush and Expand  
Gradient Mesh  
Graphic Styles

### **Assign: Technical**

Scanning Sketches  
Importing Images  
Exporting Websafe  
Exporting For Print  
Workfile Organization  
Reformatting & Artboards

### **Attendance**

attend class session  
come to class prepared  
use class time efficiently  
promote ideal art-making environ  
participate  
(daily)

### **Project: Character**

Shape and Character Design  
Color Systems  
Versioning  
Multiple Views  
Movement Sequence  
Sprite Sheet

### **Project: Environment**

Shape and Level/Screen Design  
Spatial Layers  
Environment Objects  
Repetition and Modification  
Pattern and Tiling  
Tile Set

### **Project: Titlescreen Design**

Title and Logo  
Title Screen Interface  
Title Screen Layout and Design  
App Icon

### **Project: Interface Design**

Grids, Guides, Screen Layout  
Typography and UI  
In-Game UI Elements  
Tile Set

### **Feedback, Critique, Discussion**

participate in in-class critiques  
participate in in-class discussion  
provideconstructive feedback  
incorporate received feedback  
(weekly)

### **Reading & Discussion Forum**

complete reading assignments  
reflective discussion forum posts  
respond to discussion forum posts  
(weekly)

### **Final Project: Animation**

Simulated Gameplay  
Animation Principles  
Intro Animation Software  
Reformatting Assets  
Sequence and Pacing  
Rendering Video from Animation