

Approval Chart for Curriculum Changes

A = Approve I = Information Item¹ R = Advise & Respond²

Course: DET 305

State the requested change and reason. A memo may be attached if more space is necessary.

Change the course number of the DET 305 "Game Textures" to DET 255.
Experience teaching this course has led the faculty to conclude that the course scope / material is better classified as a lower-level course within the discipline.

Circle the number that corresponds to the requested change. Degree plan changes are on the second page.

		COUNCIL ³								
	Change to a Course	Dept./School	College Academic	Deans	TEC	UGEC	UUAC	GRAD	Provost	President
1.	Title (description unchanged)	A	A	A	I				I	I
2.	Description (not affecting content)	A	A	A	I				I	I
3.	Course term(s)	A	I	A	I				I	I
4.	Content (substantive change)	A	A	A	I				A	I
5.	Number of hours (lecture, lab, contact)	A	A	A	A				A	I
6.	Course number within the hundred	A	A	I	I				I	I
7.	Course number beyond the hundred	A	A	A	A				A	I
8.	Prerequisites	A	A	A	I				I	I
9.	Course fee(s)	A	--	A	--				A	I
10.	From U to G <i>or</i> G to U	A	A	A	A				A	I
11.	Cross list with another department: U or G level	A	A	A	A				A	I
12.	Department of record	A	A	A	A				A	I
13.	Open or close a course	A	A	A	A				A	I
14.	New course — See website for application and process. This change includes combining or splitting a course(s).	A	A	A	A				A	I

Note: When an academic unit does not have a council, the UGEC and/or UUAC will serve as its academic council, depending on the nature of the issue.

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		COUNCIL ³										
	Change to a Degree Plan	Dept./School	College Academic	Deans	TEC	UGEC	UUAC	GRAD	Provost	Faculty	President	Board of Trustees
1.	University Requirements — Change in approved course content ⁶	A	A	A	A				A	--	A	--
2.	University Requirements — Add or drop a required course from the University Requirements chart ⁶	A	A	A	A				A	A	A	--
3.	University Requirements — Add or drop a course from a menu within the University Requirements ⁶	A	--	--	A				A	--	A	--
4.	University Requirements — Change hours within a menu on the University Requirements chart ⁶	A	A	A	A				A	A	A	--
5.	Major — Revision of major ^{4,5}	A	A	A	A				A	--	A	--
6.	Major — Adopt or change admission requirements	A	A	A	A				A	--	A	--
7.	Major — Add ^{4,5}	A	A	A	A				A	A	A	I
8.	Major — Discontinue (proposed by the department or college)	A	A	A	A				A	A	A	I
9.	Major — Discontinue (proposed by the Provost)	See below.										
10.	GPA — Revise major or cumulative requirement	A	A	A	A				A	A	A	--
11.	Minor — Revise course selection	A	A	A	I				I	--	I	--
12.	Minor — Add	A	A	A	A				A	--	A	--
13.	Minor — Discontinue (proposed by the department or college)	A	A	A	A				A	--	A	--
14.	Minor — Discontinue (proposed by the Provost)	See below.										
15.	Degree — Add	A	A	A	A				A	A	A	I
16.	Degree — Discontinue (proposed by the department or college)	A	A	A	A				A	A	A	I
17.	Degree — Discontinue (proposed by the Provost)	See below.										
18.	Any change to a graduate degree program	A	A	A	A				A	--	A	--

COUNCIL ³										
	Provost-Proposed Change	Provost	Department	Dean	TEC	UUAC	Graduate	Faculty	President	Board of Trustees
1.	Major/Graduate Program – Discontinue (proposed by the Provost)	A	R	R	A			A	A	I
2.	Minor – Discontinue (proposed by the Provost)	A	R	R	A			--	A	--
3.	Degree – Discontinue (proposed by the Provost)	A	R	R	A			A	A	I

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COUNCIL³

	Change to the Catalog Information	Dept./School	College Academic	Deans	UGEC	UUAC	GRAD	Provost	Faculty	President
1.	General requirements for graduation including course requirements that are common to all majors for all degrees ⁷	--	--	--		A		A	A	A
2.	Admission requirements	--	--	--		A		A	A	A
3.	Policies governing academic probation and suspension	--	--	--		A		A	A	A
4.	Requirements for graduating with honors	--	--	--		A		A	A	A

¹ Councils may request additional information about "Information" items. These items are approved as "Consent Agenda."

² The Dean and Department should respond to the Provost's recommendation to close a program in writing. Advise & Respond (R) requires that the voting body should receive the written responses at least one week prior to the vote.

³ All courses that meet University Requirements for general education must go through UGEC. Courses or degrees offered only to students seeking teacher certification must go through the Teacher Education Council. All undergraduate changes must go before the UUAC. All graduate degree plan changes must go through the Graduate Council.

⁴ A minimum of 30 hours is required for a major. A maximum is specified for each degree (e.g., BA, BS). The university minimum for elective hours is 6, unless the requirements of external accrediting bodies make it impossible.

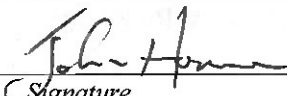
⁵ Program or course changes that apply to any major that includes Teacher Certification will be reviewed by the college, the Teacher Education Council (TEC), and then the UUAC.

⁶ Courses that satisfy ACU's University Requirements (General Education) will normally have lower-level numbering, be free of prerequisites and co-requisites, appeal to more than one or two majors, and "not narrowly focus on those skills, techniques, and procedures specific to a particular occupation or profession" (SACS 2.7.3). Departments may request exceptions to the first three criteria.

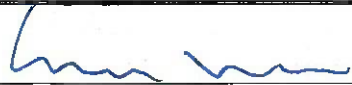
⁷ The UUAC approved the clarification that "general requirements for graduation" means the enumerated items in the "General Requirements for Bachelor's Degrees" section of the catalog.

Revised 8-26-19

Curriculum/Catalog Changes Signature Page

Department/School Chair(s)	
 Signature	3-28-22 Approval date
_____ Signature	_____ Approval date

College Academic Council(s)	
 Signature	3/28/22 Approval date
_____ Signature	_____ Approval date

Dean(s)	
 Signature	3/29/2022 Approval date
_____ Signature	_____ Approval date

Teacher Education Council	
_____ Chair's signature	_____ Approval date

General Education Council	
_____ Chair's signature	_____ Approval date

Undergraduate Academic Council	
_____ Chair's signature	_____ Approval date

Graduate Council	
_____ Chair's signature	_____ Approval date

Provost	
_____ Signature	_____ Approval date

Faculty	
_____ Chair of faculty senate	_____ Approval date

President	
_____ Signature	_____ Approval date

DET 255.W1 - Game Textures



ACU SITC Mission Statement: *To educate students in technology-related fields for Christian service and leadership throughout the world.*

► PROFESSOR

Professor: Rich Tanner, Clinical Professor of DET

Cell Phone: 325-603-6745

Email: rich.tanner@acu.edu

SketchFab: Prof Tanner

ArtStation: redshirtrich

PSN: proftanner

Nintendo: rwtanner

Office: Mabee 232

Office Hours: Online, by appointment

GitHub: richtanner

Discord: ProfTanner#3249

Xbox Live: RedshirtRich

Steam: redshirtrich

► COURSE

Course Meeting Time & Location

ONLINE: See you on Canvas! You can also find me on Discord for any help you may need! (see the many links and usernames above)

We may also have live sessions Online, as needed. Watch your Canvas notifications for announcements.

Catalog Description

Introduction to concepts of creating 2D bitmap textures for use on 3D models for games and animations. Students will learn to use image editing software to produce diffuse textures and bump/normal maps for use in various 3D environments and applications. Students will also be introduced to basic game engine fundamentals and practices for the purpose of applying the textures they have created.. 3.0 Credit hours / 3.0 Lecture hours.

Prerequisites

- DET 220: Introduction to 3D Modeling

Textbooks

Ahern, Luke. *3D Game Textures: Create Professional Game Art Using Photoshop*. 4th Edition. A K Peters/CRC Press, 2016. Print or Digital.

GMetrix courseware to be provided for Adobe Certification training.

Format

Class will mainly consist of hands-on practice, as guided by the textbook and other instructional materials found on Canvas.

Learning Outcomes

In Game Textures, you will learn many of the basic tools and theories that are used in professional and educational contexts in the development of animation, film, video games, and other digital media. You will develop basic competency in one or more 2D image editing software packages and learn to leverage that competency toward the completion of a large 3D project, to be presented upon the completion of the semester.

You will learn how to:

- Create and edit 2D textures within a 2D image editing software program
- Create and edit 2D textures that can tile, or be repeated, across large areas
- Create and edit 2D textures that conform to a UV layout defined by a 3D models unique geometry
- Import and apply textures and other image maps to basic 3D models within a game engine

In addition to, and in support of, these core competencies, you will also learn to:

- Use filters and effects to simulate additional depth and detail upon a simpler polygon or set of polygons on a 3D model
- Use filters and effects within a 2D image editing software program to create and edit 2D textures to be used as special effects, decals, and particles within a simulated 3D environment
- Plan and optimize 2D file types for inclusion in a larger 3D project

❖ *Contribution of Course to Overall Business Perspective*

This course continues the topic of developing digital entertainment in the fields of games, graphics, and engine-based cinematics. By offering an overview and practice of the fundamental techniques of game and media development, students will be able to broaden their understanding of games and gameplay and apply these principles to a vast variety of digital media fields.

❖ *Contribution of Course to the Development of Communication Skills*

This course is structured to develop both visual and oral communication skills. Assignments are designed to enhance a student's creative understanding of the principles and details of game development. Group projects and student critiques will be organized to simulate professional working practices that are standard in digital media industries.

❖ *Contribution of Course to Christian Service and Leadership*

In this rapidly expanding culture of digital entertainment there are nearly infinite ways to creatively express and share our Christian faith with the world whether professionally or personally. This class is designed to better equip students with tools and skill sets needed to create richer and more dynamic media content that will broaden the effective quality of their artistic endeavors. We will also learn how individuals leading Christ-centered lives can effectively use their talents and faith to be shining examples in this secular media industry.

“You are the light of the world. A town built on a hill cannot be hidden.” Matthew 5:14

Course Requirements

You will be required to submit all homework assignments, meaningfully participate in online discussions throughout the semester, attend and participate in all class sessions, and present both a midterm project and a final comprehensive project at the end of the semester.

Course Web Site

Almost all of the information pertaining to this course is available online through the course web site. You will find class notes, handouts, electronic resources, assignments, and many other materials at this location. Canvas, our course website, keeps a log of your website engagement.

Homework Assignments

Because of the nature of this course, students cannot expect to do well without regular practice. Consequently, homework will be assigned on a regular basis. You are encouraged to complete all assigned work and to seek help outside of class if you need it. My office hours are listed above. Additionally, I can always be reached via email (and text for shorter questions and answers) and will strive to provide a response within a day of your contact. You are also encouraged to seek help from and provide help to your fellow classmates, and to attend tutoring sessions specifically arranged for this course.

Term Project

Your final project will be the culmination of all you have learned over the past semester and should reflect that knowledge. Your final will be graded against the technical skills you have acquired over the semester, as well as be judged according to its artistic merit.

Class Participation

Just like in any professional setting, you must be prepared to participate in group activities and contribute to class discussions. You must be willing to give your honest and educated opinion, while being considerate and conscientious towards others. I am conducting this class as if it is a professional working environment so I expect your full attention. You should be prepared at all times to participate in

classroom discussion. Creative thinking, insightful questions, and demonstrated enthusiasm for the material will be reflected in your final grade through the class participation component. Good attendance, while important, is not the sole factor for evaluating class participation. Class participation does not mean class monopolization. Students who are consistently off topic or monopolize the conversation will be counted off on their class participation grade.

► *ASSESSMENT*

Grading

Each activity (exam, homework assignment, quiz, etc.) will be graded on the basis of 100%. The grading system for the course is given in the following table.

Letter Grade	Semester Combined Average
A	90 or above
B	80 - 89.9
C	70 - 79.9
D	60 - 69.9
F	Below 60

There is no pre-established quota of As, Bs, Cs, etc. for this class. You will receive the grade that you earn, no more and no less. I do not *give* grades. You *earn* them.

The course will have many Projects and Assessments related to the topics. See the chart below for an estimate of the course's work and the points earned from each. This is an estimate of the work, and may be subject to change.

Assignment type	Points per assignment	Number of assignments	Total points
Weekly Projects	40-205	9	1245
Chapter Quizzes	46-127	6	481
Final Project	200	1	200
Certification Prep	50	1	50
Certification Exam	200	1	200

			Total Points: 2176
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Competencies and Measurements

Projects will be graded on a combination of the following; the amount of effort and time spent, application of learned material, and meeting all criteria of the assignment.

	Competency	Measurement Instrument	Measurement Standard
1	Create and edit 2D textures within a 2D image editing software program	Assignment	Rubric
2	Create and edit 2D textures that can tile, or be repeated, across large areas	Assignment	Rubric
3	Create and edit 2D textures that conform to a UV layout defined by a 3D models unique geometry	Assignment	Rubric
4	Import and apply textures and other image maps to basic 3D models within a game engine	Final Project	Rubric

► *POLICIES*

ADA Compliance Policy

Abilene Christian University is dedicated to removing barriers and opening access for students with disabilities in compliance with ADA and Section 504 of the Rehabilitation Act. The Alpha Scholars Program facilitates disability accommodations in cooperation with instructors. In order to receive accommodations, you must be registered with Alpha Scholars Program, and you must complete a specific request for each class in which you need accommodations. If you have a documented disability and wish to discuss academic accommodations, please email alpha@acu.edu call their office directly at 325-674-2667.

Academic Integrity

Violations of the honor code undermine the purpose of education and the function of our academic community. You'll be expected to follow ACU and COBA integrity policies, available at:

❖ *ACU:*

<http://www.acu.edu/community/offices/administrative/office-of-the-provost/academic-integrity-policy.html>

- ❖ **COBA:** <http://www.acu.edu/community/coba/student-resources/coba-honor-code.html>
- ❖ **Tanner:** I have a Negative Tolerance Policy (rather than the usual Zero Tolerance Policy). This means that I will assign NEGATIVE points for any assignment that a student cheats on. For example, if a student turns in a **100** point assignment that they have copied or otherwise cheated on, they will receive a **-100** points for the assignment.

Anti-Harassment Policy

As a professor, one of my responsibilities is to help create a safe learning environment on our campus. I also have a mandatory reporting responsibility related to my role as a professor. It is my goal that you feel able to share information related to your life experiences in classroom discussions, in your written work, and in our one-on-one meetings. I will seek to keep the information you share private to the greatest extent possible. When I am not able to keep your information confidential, I will only share it with responsible administrators on campus who can provide you with services and resources. I am required to share with the Title IX Coordinator information regarding sexual misconduct or harassment, dating or domestic violence or stalking that you report to me. If you would prefer to share information in a confidential setting, I encourage you to speak with someone in the [ACU Counseling Center](#). All of your options are available for review by clicking on the link to ACU's [policy](#).

Attendance

In business environments, employees who are often absent from, or tardy to work do not enjoy long-term employment, regular pay increases, or good professional reputations. In this class, you will be learning to solve problems similar to those you will encounter in professional settings, and the consistency with which you attend class reflects your commitment to the training necessary to pursue a career in this field.

Because the pace of this course is quite rapid, you cannot expect to do well if you frequently miss class.

You may miss up to two weeks of class (4 class meetings) without penalty. Each additional absence will result in a 3% reduction in your overall course grade. If you have missed three weeks of class (6 class meetings), you may be dropped from the course.

You are late to class if you arrive five minutes after the scheduled start time. Every three late arrivals will be counted as one absence.

You will still be responsible for all notes and information missed as a result of your absence. Your instructor will not distribute course materials more than once, so you should plan to obtain them elsewhere. As noted above, homework assignments will be available via Canvas.

Since we are a purely Online course, the “attendance” will be different than what may be expected in a regular face-to-face course. However, if the class does meet Online, you will be appropriately notified in

advance via Canvas notifications and emails, and will be expected to participate under the standard attendance guidelines listed above.

Your interactions with the Canvas website may also be scrutinized in regards to participation if you fall noticeably behind on assignments and work. You should be logging on at least weekly and attending to our weekly work.

Late Assignments/Exams

As we are learning a professional skill-set, you will need to perform in a professional manner. This class will involve progressive assignments, where each assignment may build upon the previous lessons. Becoming late on even one assignment could severely impact the quality of subsequent work. Late work may be accepted, depending upon circumstances, but any late submissions will be penalized at a rate of 5% per day late.

Dropping

To drop a course you must complete required paperwork with your advisor. You cannot reuse class hours in block tuition if you drop after the first week of the semester.

Communications

To facilitate consistency in communications of course requirements, assignments, and general information, your instructor will regularly communicate with you via email using your ACU email address. You are encouraged to **check your ACU email every day** for messages from your instructor. In addition, announcements and course materials will be posted to the course web site (*Canvas*) on a regular basis, and you are also encouraged to check that resource often.

Disabilities

If you have a documented disability and want to request academic accommodations, contact the ACU Student Disability Services Office at Alpha Academic Services. To receive accommodations you must be registered with Disability Services and complete a specific request for individual classes. For an appointment, contact the Director of Disability Services at (325) 674-2667.

► *INSTRUCTIONAL MATERIALS*

The following texts and classroom resources will be used in the course:

Required:

Ahern, Luke. *3D Game Textures: Create Professional Game Art Using Photoshop*. 4th Edition. A K Peters/CRC Press, 2016. Print or Digital.

GMetrix courseware to be provided for Adobe Certification training.

Additional instruction is available for the software used in this course through Lynda.com. Use the quick link (<http://acu.edu/lynda>), which automatically makes sure you are logged in to MyACU before redirecting to the site.

Additional Content:

May include book chapters, articles, or videos relevant to the course. To be assigned throughout the semester.

► *CALENDAR*

The ACU academic calendar can be found at:

<http://www.acu.edu/community/offices/administrative/wildcat-central/academic-advising/academic-calendar.html>

Homework will be assigned at least weekly.

Important Dates

- | | |
|----------------------|--|
| ● Monday, June 7th: | First day of class |
| ● Friday, July 2nd: | Independence Day observed - No Classes |
| ● Friday, July 30th: | Last day of class: Final Project and Certification Exam scores due |