COURSE OUTLINE

SGD101 Game Art: Introduction to 2D & 3D

School: School of Business and Creative Industries

2026 | Trimester 2

UniSC Sunshine Coast UniSC Moreton Bay	BLENDED LEARNING	Most of your course is on campus but you may be able to do some components of this course online.
Online	ONLINE	You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

This course introduces the fundamental concepts of 2D and 3D computer graphics for games. The course focusses on the essential skills and knowledge required to actively participate as a game artist in a game production environment. You will engage with and apply techniques and workflow methods commonly used in the games industry, acquiring the skills needed to design and create 3D game assets and communicate visual style effectively.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	2hrs	Week 1	12 times
ONLINE			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled online workshops (Recorded).	2hrs	Week 1	12 times

1.3. Course Topics

- Introduction to SGD101
- Visual Representation
- Pre-Production Planning
- 3D Fundamentals
- Digital Modelling Methods
- Professional Modelling Practices
- Textures and Materials
- Patch based surfaces - NURBS
- Advanced Concepts – Sculpting and Texturing
- Rendering Cameras and Lighting

2. What level is this course?

100 Level (Introductory)

Engaging with discipline knowledge and skills at foundational level, broad application of knowledge and skills in familiar contexts and with support. Limited or no prerequisites. Normally, associated with the first full-time study year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES On successful completion of this course, you should be able to...	GRADUATE QUALITIES Completing these tasks successfully will contribute to you becoming...
1 Describe and explain the technical, creative and aesthetic decision making processes associated with the design process to a technical audience.	Creative and critical thinker
2 Reflect on how an audience would perceive the assets in a real-time application.	Ethical
3 Design a concept brief and project reflections using the method of project quality criteria.	Knowledgeable
4 Apply 2D or 3D design skills to create assets useful in game development.	Knowledgeable Creative and critical thinker

5. Am I eligible to enrol in this course?

Refer to the UniSC Glossary of terms for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Not applicable

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

You need to be computer literate, have experience in online research, and have skills in using text editing and presentation software.

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

In each Tutorial, feedback is given to each student when they show their progress of their assessments to the Tutor.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative, and Written Piece	Individual	20%	1000 words and asset	Week 4	Online Submission
All	2	Artefact - Creative, and Written Piece	Individual	40%	1000 words and asset	Week 9	Online Submission
All	3	Artefact - Creative, and Written Piece	Individual	40%	1000 words and asset	Week 12	Online Submission

All - Assessment Task 1: Pre-Production Planning and Design

GOAL:	This task provides you with the opportunity to design and plan the creation of both 2D and 3D game assets.
PRODUCT:	Artefact - Creative, and Written Piece
AUTHORSHIP STATEMENT:	
FORMAT:	This task has 2 parts: a) Planning and design – this involves the design and creation of a pre-production plan. b) Reflection – this will be in the form of a production journal that will enable you to discuss your design and thinking processes.
CRITERIA:	

No.		Learning Outcome assessed
1	Ideation Process – demonstrate the process used to generate the production plan for the assets from initial inception through to a detailed plan	2 3
2	Style Development – the development of a consistent look andfeel including reference images, thumbs andsketches and reference images	1 2
3	Assets Production Plan – Identify assets to be constructed and the appropriate production methodology.	1 4
4	Ethical considerations on audience, technical language used and clarity of writing	2

GENERIC SKILLS:	

All - Assessment Task 2: 2D Project and Production Journal

GOAL:	This task involves creating the 2D assets required for the creation of the 3D asset (task 3) the assessment. This involves both conceptual and technical art.
PRODUCT:	Artefact - Creative, and Written Piece
AUTHORSHIP STATEMENT:	
FORMAT:	This task has two parts: Professional/Industry format a) You will create 2D assets in preparation for the 3D asset production (assessment3), this will include conceptual and technical art such as textures, silhouettes, turnarounds and blueprints. Academic format b) Reflection – this will be in the form of a production journal that will enable you to discuss your design and thinking processes.
CRITERIA:	

No.		Learning Outcome assessed
1	Design and creation method – demonstrate the process used to generate the production plan for the assets from initial inception through to a detailed plan.	3
2	Style Development – maintaining a consistent look andfeel across all assets, including; conceptual and technical art such as textures, silhouettes, turnarounds and blueprints.	3 4
3	Assets Pipeline Plan – Identify the appropriate methods to create game ready assets. (some 3D assets production/ testing evident)	1 3
4	Asset Quality – 2D assets (sillouhettes, turn arounds and technical art) should be of high quality and able to be used in final production, this includes high level of detail and consistency.	4

GENERIC SKILLS:	

All - Assessment Task 3: 3D Project and Production Journal

GOAL:	You will continue with the overall theme you have developed for tasks 1 and 2 and involves the creation of game-ready 3D assets which demonstrate a thorough understanding of the key design concepts explored in this course.
PRODUCT:	Artefact - Creative, and Written Piece
AUTHORSHIP STATEMENT:	
FORMAT:	This task has two parts: Professional/Industry format. This task involves the design and creation of game-ready 3D assets which demonstrate a thorough understanding of the key concepts of the unit including: selection of appropriate software, design and production methodologies. Academic format. Reflection – this will be a reflective report and will enable you to discuss your design and thinking processes.
CRITERIA:	

No.		Learning Outcome assessed
1	Asset quality - artefacts are complete and developed using an appropriate methodology	3
2	Visual appeal - artefact has a consistent visual style - (look and feel), the overall look is aesthetically appealing	1 4
3	Refinement - artefact demonstrates attention to detail and refinement	2 3
4	Clarity of writing - decision making process and reflection on practice is clear and concise	1 3

GENERIC SKILLS:	

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

> There are no required/recommended resources for this course.

8.2. Specific requirements

This course requires some commercial software or hardware which is provided at USC campuses for student use. If you elect to do this course online, you may either; attend a campus at which it is available, discuss alternative open source solutions with your course coordinator that would enable you to demonstrate the learning outcomes, or if you prefer you may acquire this software and / or hardware at your own expense.

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the online induction training for students, and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:
(a) The final mark is in the percentage range 47% to 49.4%; and
(b) The course is graded using the Standard Grading scale

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:
(a) One day: deduct 5%;
(b) Two days: deduct 10%;
(c) Three days: deduct 20%;
(d) Four days: deduct 40%;
(e) Five days: deduct 60%;
(f) Six days: deduct 80%;
(g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:
Less than 15 minutes: No penalty
From 15 minutes to 30 minutes: 20% penalty
More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The Student Charter sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- UniSC Student Central
- UniSC Adelaide Student Central