

**WILMINGTON UNIVERSITY  
COLLEGE OF TECHNOLOGY  
BASIC COURSE INFORMATION**

**COURSE NUMBER:** GMD 220

**COURSE TITLE:** Game Art: Intro to Shaders and Engine Tech

**PREREQUISITES:** DSN 210, GMD 110

**I. MAJOR INSTRUCTIONAL OBJECTIVES:**

**OBJECTIVE A:** Current trends and technology engine improvements will be defined and investigated and then applied to the visual development of student projects.

**OBJECTIVE B:** Students will develop a Style Guide that includes consideration for the adopted technology and engine capabilities at the time of the course.

**OBJECTIVE C:** Engine comparisons based on art asset import and sample game mechanics will be defined, analyzed, and then developed.

**OBJECTIVE D:** Students will create, experiment with, and edit shaders and implement them within the engine.

**II. CLASS PARTICIPATION:**

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.