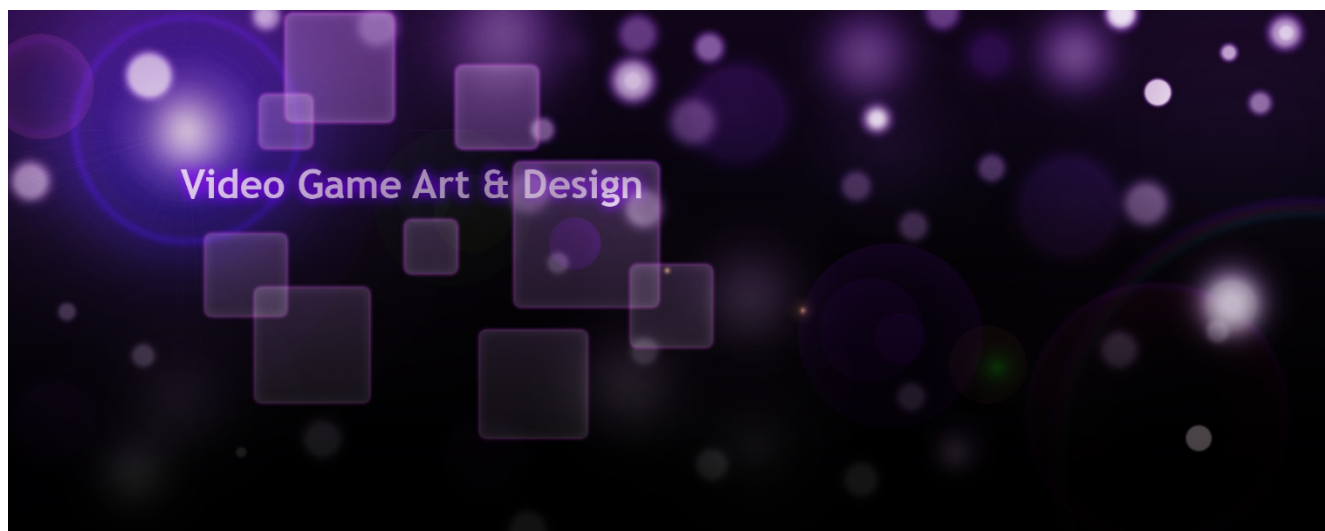


College of the North Atlantic

Video Game Art & Design

Tools and Equipment



Updated July 21, 2021

FOR STUDENTS BEGINNING IN FALL 2020 AND GRADUATING IN JUNE 2023

Some materials and supplies will be purchased in Year 1 will be used throughout the 3-year program, such as technology and basic drawing supplies. It is suggested that you check with each instructor at the beginning of the semester because software and textbooks may change and new editions may be adopted. Exact 3D art asset software and game engine software TBD by the Instructor for each course, typically free (or free educational) versions are chosen, however license agreements fluctuate. **BACKUP:** All Year 1, 2 & 3 courses require that you continuously back up your work on either a large capacity External Hard Drive (USB powered), cloud, or on a second hard drive inside your computer. In case your main hard drive fails, you are responsible to keep organized backups of your work on a daily basis.

Please check with the distance learning website at the beginning of each semester for an updated list of textbooks and supplies.

All online courses require a computer, internet access, webcam with microphone & headset (such as: a gamer headset or Cyber Mono USB Headset. CDW Canada. Mfg#: AC840).

ART SUPPLIES & TECHNOLOGY: Here are some examples of places to buy these items

Online

- Michael's (<https://canada.michaels.com>)
- Above Ground Art Supplies (www.abovegroundartsupplies.com/)
- Amazon (www.amazon.ca)
- Curry's (www.currys.com/default.htm)
- BestBuy (<https://bestbuy.ca>)
- NewEgg (<https://newegg.ca>)
- Polymer Clay Canada (best for Sculpey products) (www.polymerclaycanada.com)

St. John's, NL

- Michael's (36 Stavanger Dr.)
- Art Cansel (210 Kenmount Rd)
- Best Buy (3 Stavanger Dr.)

COMPUTER WORKSTATION/DESKTOP AND PERIPHERALS:

- Windows gamer workstation with a powerful graphics card* (prices fluctuate, estimated at around \$2000.00) Specifications of minimum requirements: Intel Core i5 or higher, 1TB HDD, 512GB SSD, 16 GB of Ram (upgradable to 32 Recommended), GeForce RTX 2060 or 3060 (or RTX 3070 or higher) 6GB VRAM.
- (Winter Semester 2, Year 1) Digital Drawing Display/Monitor/Screen - Such as the Huion Kamvas Pro 12, 16 (or larger) (prices fluctuate, estimated at around \$300.00 and up) or Wacom Cintiq Pro 13" (or larger)
- Exact 3D modeling and game engine software TBD by the Instructor for each course, mainly free (or free educational) versions are chosen, however license agreements fluctuate. Adobe products require a paid subscription.

*Note: If you already have a computer that meets the minimum requirements of Adobe Photoshop CC and D2I courses in general, you may use this for Year 1 and choose to wait until Fall of Year 2 to purchase the more powerful computer described here.

Video Game Art & Design, Tools and Equipment

BACKUP: All Year 1, 2 & 3 courses require that you continuously back up your work on either a large capacity External Hard Drive (USB powered), cloud, or on a second hard drive inside your computer. In case your main hard drive fails, you are responsible to keep organized backups of your work on a daily basis.

VR Note: A VR headset may be required or optional by Year 3 in 2023/24, this is to be determined and is not known at the time of creating this list in July, 2021. Device prices and privacy agreements fluctuate often, it could be approximately \$300 - \$600.

*Instructor may suggest additional/substitute supplies and textbooks for the courses, check at the start.

Semester 1 FALL 2020	
Courses	Tools & Equipment
CM1100	TEXTBOOK: Simon & Schuster Handbook for Writers*
GD1130	N/A
HY1120	TEXTBOOK: Art: A Brief History*
PY1150	<ul style="list-style-type: none"> ○ Digital Single Lens Reflex (DSLR) camera OR camera or cell phone which can take high quality photographs ○ Adobe Photoshop Creative Cloud software
VA1110	<ul style="list-style-type: none"> ○ Strathmore® 400 Series Sketch Paper Pad (or similar) ○ Faber Castell Pitt Artist Manga Drawing Pens - Black set of 4 (or PITT Artist Pen Set or similar) ○ Winsor & Newton™ Studio Collection™ Sketching Pencil 10pc Tin Set (or similar) TEXTBOOK: Design Basics*
VA1115	Same as VA1110
VA1400	<ul style="list-style-type: none"> ○ Strathmore® 400 Series Sketch Paper Pad (or similar) ○ W&N Cotman Watercolour Pocket Plus Set (includes palette & brush) (or similar) ○ Royal & Langnickel® Menta™ Synthetic Squirrel Watercolour 5 Piece One-Stroke Variety Brush Set ○ Winsor & Newton™ Studio Collection™ Sketching Pencil 10pc Tin Set ○ Pro-Art 9-Inch by 12-Inch Canson Watercolor Paper Pad, 30-Sheet (or similar) TEXTBOOK: Understanding Color: An Introduction for Designers*
Semester 2 WINTER 2021	
CM1521	N/A
GD1120	N/A
GD1140	N/A
HY1130	TEXTBOOK: Art: A Brief History*
VA1120	<ul style="list-style-type: none"> ○ Digital Drawing Display - Such as the Huion Kamvas Pro 12, Wacom Cintiq Pro 13" (or larger) ○ Adobe Photoshop Creative Cloud software TEXTBOOK: Adobe Photoshop CC Classroom in a Book* (Version that year, Peachpit may be cheaper than Vitalsource)
VA1140	Same as VA1110

Video Game Art & Design, Tools and Equipment

VA1170	<ul style="list-style-type: none"> ○ Strathmore® 400 Series Sketch Paper Pad (or similar) ○ Good Quality Scissors ○ Clear tape ○ Glue stick ○ Sculpey ASSD01 Style and Detail Tools, Set of 3 ○ Sculpey SS1 Super-, 1 Pound oven-bake (beige or other colour) or OR air-dry option: Sculpey AD2222 Air Dry Clay ○ Premium Sculpting & Armature Wire By Craft Smart®, 0.07" x 32ft (or similar) ○ Long nose pliers with wire cutter ○ TEXTBOOK: Design Basics*
Semester 3	FALL 2021
CM2200	N/A
GD1150	<ul style="list-style-type: none"> ○ PlayMaker for Unity License for Windows – buy from Unity Store (Check with Instructor first as this may be updated) ○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.) <p>TEXTBOOK: The Art of Game Design: A Book of Lenses*</p>
GD1160	<ul style="list-style-type: none"> ○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.) <p>TEXTBOOK: The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators*</p>
GD1170	<ul style="list-style-type: none"> ○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)
GD1180	Same as GD1170
Semester 4	WINTER 2022
CM1400	TEXTBOOK: Strategies for Technical Communication*
GD1600	N/A
GD2110	<ul style="list-style-type: none"> ○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)
GD2120	<ul style="list-style-type: none"> ○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.) <p>TEXTBOOK: Autodesk Maya Basics Guide*</p>
GD2130	TEXTBOOK: Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques*
Semester 5	INTERSESSION 2022
GD2140	<ul style="list-style-type: none"> ○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)
GD2150	Same as GD2140
GD2160	N/A
Semester 6	FALL 2022
GD3100	<ul style="list-style-type: none"> ○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)
GD3110	Same as GD3100
GD3120	Same as GD3100
GD3130	Same as GD3100

Video Game Art & Design, Tools and Equipment

Semester 7	WINTER 2023
EP1100	TEXTBOOK: Building Your Dream: A Canadian Guide to Starting Your Own Business*
GD3140	○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)
GD3150	Same as GD3140
GD3160	○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)
GD3170	○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)
Semester 8	INTERSESSION 2023
GD3180	○ Adobe Creative Cloud Software – (Photoshop, Premiere Pro, Audition, Bridge, etc.)