



## COURSE OUTLINE: VGA400 - CONCEPT ART GAMING 3

Prepared: Jeff Dixon

Approved: Bob Chapman, Chair, Health

<b>Course Code: Title</b>	VGA400: CONCEPT ART FOR GAMING 3
<b>Program Number: Name</b>	4008: GAME - ART
<b>Department:</b>	VIDEO GAME ART
<b>Academic Year:</b>	2022-2023
<b>Course Description:</b>	This course is an extension of Concept Art 2. The focus of this course will be creating and presenting high quality concept art. Analyzing research and reference materials with focus on improving quality and details within illustrations. Introduction of using supplementary source images and 3D models and incorporating them into concept art pieces.
<b>Total Credits:</b>	3
<b>Hours/Week:</b>	3
<b>Total Hours:</b>	45
<b>Prerequisites:</b>	VGA301
<b>Corequisites:</b>	There are no co-requisites for this course.
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4008 - GAME - ART</b>
<b>Please refer to program web page for a complete listing of program outcomes where applicable.</b>	VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games.
	VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.
	VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games.
	VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.
<b>Essential Employability Skills (EES) addressed in this course:</b>	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.
	EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.
	EES 4 Apply a systematic approach to solve problems.
	EES 5 Use a variety of thinking skills to anticipate and solve problems.
	EES 6 Locate, select, organize, and document information using appropriate technology and information systems.
	EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.
	EES 10 Manage the use of time and other resources to complete projects.
	EES 11 Take responsibility for ones own actions, decisions, and consequences.
<b>Course Evaluation:</b>	Passing Grade: 50%, D



A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.

**Other Course Evaluation & Assessment Requirements:**

From time to time the results of student projects assigned during the duration of this course may be used for college promotional purposes. Where possible credit for the work will be provided ( student name) in conjunction with the display of the work.

Original sources and copyright owners of all imagery used in projects by students for educational purposes must be documented and submitted as part of a bibliography for each assignment. In the event that borrowed imagery ( stock photos and illustrations) are not to be used for promotional purposes the college reserves the right edit the work to replace those images with those that are within the terms of copyright agreements suitable for college promotion.

Other than a name credit no additional compensation will be provided to the student for the use of their work on college promotional materials.

**Opting out**

It is assumed that all student completed as part of a Sault College course work will be eligible for consideration however, if a student wishes to not allow the college to use their work the student is required to write a letter to the coordinator indicating their intention to opt out of this initiative. There will be no penalty applied to the student for opting out of this plan.

**Books and Required Resources:**

Art Kit  
Art Supply Kit

**Course Outcomes and Learning Objectives:**

<b>Course Outcome 1</b>	<b>Learning Objectives for Course Outcome 1</b>
Design and create visually appropriate concept art for use in conveying game concepts and game elements.	1.1 Demonstrate the ability to create appropriate 2D assets using an efficient workflow. 1.2 Display and communicate ideas and concepts efficiently in varying levels of detail and recognizing when appropriate levels of detail are required. 1.3 Use artist's pipeline (design process) to create believable 2D assets
<b>Course Outcome 2</b>	<b>Learning Objectives for Course Outcome 2</b>
Use 3D models and photographs with 2d painting techniques to create believable concept designs.	2.1 Use photographs with digital painting to create quick high quality believable concept art. 2.2 Use 3D model renderings to aid in the construction and painting of final concept illustrations. 2.3 Understand and use multiple development methods to create accurate concepts in relation to assignment and project guidelines.
<b>Course Outcome 3</b>	<b>Learning Objectives for Course Outcome 3</b>
Continue the creation of concepts using Photoshop as well as using traditional techniques.	3.1 Create efficient and understandable concepts using traditional and digital art techniques. 3.2 Understand and demonstrate efficient workflow between tradition and digital art techniques, from pencil drawings to scanning software to digital painting. 3.3 Create environment, character and object 2D assets for game development.



	<b>Course Outcome 4</b>	<b>Learning Objectives for Course Outcome 4</b>				
	Demonstrate the ability to produce artwork within the production and time constraints as set out in project briefing notes while ensuring the quality and consistency of concept art.	4.1 Work as a large group to create consistent 2D game assets. 4.2 Continue to develop communication skills within a large team environment. 4.2 Follow and adhere to project guidelines and schedules. 4.4 Work and communicate visually, verbally and in written forms in a professional manner and effectively.				
<b>Evaluation Process and Grading System:</b>	<table border="1"> <thead> <tr> <th>Evaluation Type</th> <th>Evaluation Weight</th> </tr> </thead> <tbody> <tr> <td>Assignments / Projects</td> <td>100%</td> </tr> </tbody> </table>		Evaluation Type	Evaluation Weight	Assignments / Projects	100%
Evaluation Type	Evaluation Weight					
Assignments / Projects	100%					
<b>Date:</b>	June 21, 2022					
<b>Addendum:</b>	Please refer to the course outline addendum on the Learning Management System for further information.					