SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

SAULT COLLEGE

COURSE OUTLINE

COURSE TITLE: Concept Art for Gaming 2

CODE NO. : VGA301   **SEMESTER:** 1

PROGRAM: Video Game Art

AUTHOR: Jeremy Rayment

DATE: August, 2012   **PREVIOUS OUTLINE DATED:** May, 2011

APPROVED: "Brian Punch"   Sept/12

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                         CHAIR   **DATE**

TOTAL CREDITS: 3

PREREQUISITE(S): VGA200 - Concept Art Gaming 1

HOURS/WEEK: 3

I.   **COURSE DESCRIPTION:**
In this extension of Concept Art for gaming 1 the student will be faced with creating more sophisticated concept art. Documentation of projects from first initial thumbnail sketch stages to creating final promotional materials will be the focus of this course. Both Traditional art/illustration skills and digital art skills we be employed by the student in these sessions.

II.   **LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:**

Upon successful completion of this course, the student will demonstrate the ability to:

1.   Design and create visually appropriate 2D game assets including concept art, storyboards, and digital assets
     Potential Elements of the Performance:
     - Create appropriate 2D assets using an efficient workflow
     - Follow pre production art pipelines to create believable 2D game assets
     - Understanding and demonstrating the ability to create high quality 2D game assets for final production
2.   Develop the ability to critically analyze games with regards to game mechanics pacing, and the direction of art.
     Potential Elements of the Performance:
     - Demonstrating the ability to follow art direction all the way through the concept art pipeline
     - Demonstrate the ability to apply effective business practices and time management skills appropriate to his/her position in the game art industry
     - Develop perspective in the role of game artists and art within development team and projects objectives by working effectively as a game artist within a team environment
     - Develop a sensitivity to the relationship between traditional and digital media by employing appropriate uses of each within the game art context

3.   Create concept and final production art using variety of software applications
     Potential Elements of the Performance:
     - Demonstrate the ability to using scanning software and industry standard digital imaging software to assist in creating digital art assets
     - Using both tradition and digital art skills

4. Demonstrate the ability to produce work within the production and time constraints as set out in project briefing notes while ensuring the accountability of all team members
    Potential Elements of the Performance:
    - Working within a team to create 2D game assets
    - Following and understand project guidelines as a team and individually
    - Learning to communicate art direction with in a team environment
    - Demonstrate the ability to communicate (visually, verbally, and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation
    - Demonstrate the ability to follow project directions and limitation as set out by art directors
    - Develop an understanding of the capabilities of various platforms and create assets that maximize platform potential

III.   TOPICS:

1. Using digital art skills to create pre production concept art
2. Understanding and using efficient workflows to create concept art
3. Character design art pipeline
4. Research and references are the key to believable concepts
5. Photoshop tips and tricks

IV.   REQUIRED RESOURCES/TEXTS/MATERIALS:

V.   EVALUATION PROCESS/GRADING SYSTEM:
<give breakdown of tests/assignments and their weights relative to calculating the final grade for the course>

The following semester grades will be assigned to students:

Grade	Definition	Grade Point Equivalent
A+	90 – 100%	4.00
A	80 – 89%	
B	70 - 79%	3.00
C	60 - 69%	2.00
D	50 – 59%	1.00
F (Fail)	49% and below	0.00

CR (Credit)   Credit for diploma requirements has been awarded.

S   Satisfactory achievement in field /clinical

	placement or non-graded subject area.
U	Unsatisfactory achievement in field/clinical placement or non-graded subject area.
X	A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.
NR	Grade not reported to Registrar's office.
W	Student has withdrawn from the course without academic penalty.

VI.   SPECIAL NOTES:

Attendance:
Sault College is committed to student success. There is a direct correlation between academic performance and class attendance; therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session. *<Optional: It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room.>*

DEDUCTIONS – LATES, EXTENSIONS AND FAILS

Lates:
An assignment/project is considered late if it is not submitted at the time and date specified by the instructor. A late assignment/project will automatically be penalized by a 10% deduction. Late assignments/projects will not be accepted one week past their initial due date. Any assignments/projects not submitted within one week of their initial due date will automatically be assigned a fail grade (F).

Extensions:
The instructor may grant extensions for assignment/projects under exceptional circumstances (e.g. death in the family or serious illness). An extension, when offered, will have a mutually agreed upon deadline that does not extend beyond the conclusion of the current semester.

Fail:
A fail grade (F) is assessed to an assignment/project that has not been executed to a minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Attendance:
Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

For example, 4 classes missed = 10% deduction from final grade
5 classes missed = 20% deduction from final grade

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- Ability to follow directions set forth by the instructor.
- Attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students.
- Participation in class projects and discussions
- Attendance and handing in work on time

VII.   COURSE OUTLINE ADDENDUM:

The provisions contained in the addendum located on the portal form part of this course outline.