

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:	14F
PROGRAM:	Video Game Art		
AUTHOR:	Matias Kamula/Jeff Dixon		
DATE:	Aug2015	PREVIOUS OUTLINE DATED:	Aug2014
APPROVED:	"Colin Kirkwood"		Aug2015
	_____		_____
	DEAN		DATE
TOTAL CREDITS:	3		
PREREQUISITE(S):	Concept Art for Games 1		
HOURS/WEEK:	3		

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I. COURSE DESCRIPTION: In this extension of Concept Art for gaming 1 the student will be faced with creating more sophisticated concept art. Both traditional art/illustration skills and digital art skills will be employed by the student. The focus of the course is to create polished, high quality concept art using an art pipeline.

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 assets including concept art, and digital assets
Potential Elements of the Performance:
 - Create appropriate 2D concepts using an efficient workflow
 - Follow pre-production art pipelines to create believable concepts
 - Understanding and demonstrating the ability to design high quality 2D assets for final production

2. Develop the ability to research and reference concept ideas using an art pipeline
Potential Elements of the Performance:
 - Demonstrating the ability to research and use reference material to create a final concept
 - Demonstrating the ability to follow art direction all the way through the concept art pipeline

3. Create concept and final production art using Photoshop and other software applications
Potential Elements of the Performance:
 - Demonstrate the ability to use scanning software and Photoshop to assist in creating digital art assets
 - Develop and refine Photoshop painting techniques
 - Using appropriate software application in a concept art pipeline

4. Create environments, vehicles and structures
Potential Elements of the Performance:
 - Demonstrate the ability to properly design the overall appearance of vehicles and structures using orthographic/plan views.
 - Demonstrate the ability to effectively use perspective to

- convey proper form and depth to a given object or environment
- Demonstrate the ability to effectively use values and lighting techniques for a realistic or stylized representation of a given object or environment.

III. TOPICS:

1. Using digital art skills to create pre production concept art
2. Using traditional art skills to create pre production concept art
3. Concept art pipeline
4. Research and references for development of concepts
5. Photoshop painting techniques
6. Developing efficient workflows
7. Refining perspective and lighting techniques

IV. REQUIRED RESOURCES/TEXTS/MATERIALS: RECOMMENDED TEXT:

Materials:

The Instructor will inform students what tools will be used from their portfolio kits. Wacom tablet and pen is mandatory for use in creating digital art.

Consumable materials:

Other materials will be announced by the Instructor as necessary

V. EVALUATION PROCESS/GRADING SYSTEM:

Assignments/Projects = 100% of final grade

Assignments/projects will constitute 100% of the student's final grade in this course. A missing assignment is equivalent to course objectives not achieved which results in an "F" (fail) grade for the assignment/project.

The following semester grades will be assigned to students:

Grade	<u>Definition</u>	<i>Grade Point Equivalent</i>
A+	90 – 100%	4.00
A	80 – 89%	3.00
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:

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

COURSE OUTLINE ADDENDUM:

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