COURSE OUTLINE: VGA301 - CONCEPT ART GAMING 2

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Course Code: Title	VGA301: CONCEPT ART FOR GAMING 2
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	19F
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 we be employed by the student. The focus of the course is to create polished, high quality concept art using art pipeline.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
Prerequisites:	VGA200
Corequisites:	There are no co-requisites for this course.
This course is a pre-requisite for:	VGA400
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**4008 - GAME - ART** VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. 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.
Essential Employability Skills (EES) addressed in this course:	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 8 Show respect for the diverse opinions, values, belief systems, and contributions of

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	others.
	EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
	EES 10 Manage the use of time and other resources to complete projects.
	EES 11 Take responsibility for ones own actions, decisions, and consequences.

Course Evaluation:	Passing Grade: 50%, D
Books and Required Resources:	Portfolio Kit Tools including Wacom Tablet and Pen

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Design and create visually appropriate 2D assets including concept art, and digital assets.	* Create appropriate 2D concepts using an efficient workflow. * Follow pre-production art pipelines to create believable concepts. * Understand and demonstrate the ability to design high quality 2D assets for final production.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Develop the ability to research and reference concept ideas using an art pipeline.	* Demonstrate the ability to research and use reference material to create a final concept. * Demonstrate the ability to follow art direction all the way through the concept art pipeline.
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Create concept and final production art using Photoshop and other software applications.	* Demonstrate the ability to use scanning software and Photoshop to assist in creating digital art assets. * Develop and refine Photoshop painting techniques. * Use appropriate software application in a concept art pipeline.
Course Outcome 4	**Learning Objectives for Course Outcome 4**
Create environments, vehicles and structures.	* 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.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments / Projects	100%

Date:	August 14, 2019
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.

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