



COURSE OUTLINE: VGA301 - CONCEPT ART GAMING 2

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Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA301: CONCEPT ART FOR GAMING 2
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	20F
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 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:	<p>4008 - GAME - ART</p> <p>VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project.</p> <p>VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry.</p> <p>VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics.</p> <p>VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games.</p> <p>VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.</p>
Essential Employability Skills (EES) addressed in this course:	<p>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.</p> <p>EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>EES 4 Apply a systematic approach to solve problems.</p> <p>EES 5 Use a variety of thinking skills to anticipate and solve problems.</p> <p>EES 6 Locate, select, organize, and document information using appropriate technology and information systems.</p>

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.



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- 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 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

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

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.	<ul style="list-style-type: none"> * 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.	<ul style="list-style-type: none"> * 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.	<ul style="list-style-type: none"> * 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.	<ul style="list-style-type: none"> * 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%

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Date: June 23, 2020

Addendum: Please refer to the course outline addendum on the Learning Management System for further information.

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