

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Concept Art for Gaming 1

CODE NO. : VGA 200 **SEMESTER:** 13W

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: Dec 2012 **PREVIOUS OUTLINE DATED:** May 11

APPROVED: "Colin Kirkwood" Jan.3/13

	DEAN	DATE
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TOTAL CREDITS: 3

PREREQUISITE(S): College and Program Admission Requirements

HOURS/WEEK: 3

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I. COURSE DESCRIPTION: This course will explore the world of concept art creation with regards to gaming. The student will be faced with the challenge of decision making to determine what level of detail is required based on the use of the artwork. Some solutions may be quite detailed and others rather simplistic, depending on many factors. The student will practice and explore the creation of 2D scenes using Photoshop as well as using traditional art creation techniques. Students will explore types of art for different gaming systems, such as console games, mobile games, and online games. In this course, students will also begin to develop character designs and make decisions about how characters will appear in a game environment. These skills will be practiced with the intent that this type of artwork be involved in pitching game ideas and concepts to a game publisher.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

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

1. Understand and create concepts through research and proper workflow.

Potential Elements of the Performance:

- Demonstrate the ability to use traditional art in relation to digital art to create final concept designs
- Display and communicate ideas and concepts efficiently in detail
- Understand and use research/references to assist in creating concept sketches and final designs
- Create concepts following specific guidelines and themes
- Learn and create thumbnail sketches of simple ideas to assist in creating final concept designs
- Display the ability to create a character design displaying multiple views of a character or concept

2. Use character/environment development techniques to create believable characters and concept designs.

Potential Elements of the Performance:

- Following objectives and restrictions set forth in project criteria to create a final concept design of a believable character
- Understanding and creating environmental concepts using development techniques
- Demonstrate character development techniques in assisting and creating concept art for gaming
- Understanding and using multiple development methods to

create accurate character and environment concepts in relation to project guidelines

3. Practice and explore the creation of 2D scenes using Photoshop as well as using traditional art creation techniques

Potential Elements of the Performance:

- Create character and environmental concepts using traditional and digital art techniques
- Understand and demonstrate efficient workflow between tradition and digital art techniques in creating concept art for games
- Understand and demonstrate the level of detail to be used in creating concept art for games

III. TOPICS:

1. Introduction to Concept Art
2. Understanding and using efficient workflow to create believable concept sketches
3. Character development and its relationship with creating believable concept art for games
4. Creating concept art character designs
5. Using research and references to assist in creating concept art
6. Effectively using traditional and digital art skills to create concept art

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

Materials:

The Instructor will inform students what tools will be used from their portfolio kits. Wacom tablet and pen is highly recommended 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	Definition	<i>Grade Point Equivalent</i>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
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.

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.

i.e. 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. They should also strive for a creative atmosphere and keep the work place neat.
- 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.