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:** 15F

PROGRAM: Video Game Art

AUTHOR: Matias Kamula/Jeff Dixon

DATE: Aug2015   **PREVIOUS OUTLINE DATED:** Aug2014

APPROVED: "Colin Kirkwood"   Aug2015

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                                    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 we be employed by the student. The focus of the course is to create polished, high quality concept art using 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	Definition	Grade Point Equivalent
A+	90 – 100%	4.00

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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:

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.