

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Concept Art for Gaming 1

CODE NO. : VGA200 **SEMESTER** W16

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: Dec 2015 **PREVIOUS OUTLINE DATED:** Dec 2014

APPROVED "Colin Kirkwood" Jan 2016

DEAN **DATE**

TOTAL CREDITS: 3

PREREQUISITE(S): Drawing/Illustration

HOURS/WEEK: 3

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I. COURSE DESCRIPTION: This course will explore the world of concept art with regards to gaming. The student will practice and explore the creation of 2D game art using both traditional and digital mediums. An emphasis of this course will have students learning how to properly research and reference their concepts.

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 the use of a proper workflow and art pipeline
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
 - Create concepts following specific guidelines and themes
 - Learn and create thumbnail sketches of simple ideas to assist in creating concept variations
 - Display the ability to create concept design displaying multiple views of a concept
2. Use research and development techniques to create believable concept designs.
Potential Elements of the Performance:
 - Following objectives and restrictions set forth in assignment and project criteria to create a final concept design
 - Demonstrate research and reference techniques in assisting and creating believable concepts
 - Understanding and using multiple development methods to create accurate concepts in relation to assignment and project guidelines
3. Practice and explore the creation of concepts using Photoshop as well as using traditional art creation techniques
Potential Elements of the Performance:
 - Create efficient and understandable 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. Concept development and its relationship with creating believable concept art for games
4. Creating concept variations
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:
RECOMMENDED TEXT:**

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

VII. COURSE OUTLINE ADDENDUM:

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