

**SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY**

**SAULT STE. MARIE, ONTARIO**



**COURSE OUTLINE**

<b>COURSE TITLE:</b>	Concept Art for Gaming 1	
<b>CODE NO. :</b>	VGA200	<b>SEMESTER</b> W17
<b>PROGRAM:</b>	Video Game Art	
<b>AUTHOR:</b>	Matias Kamula	
<b>DATE:</b>	Jan 2017	<b>PREVIOUS OUTLINE DATED:</b> Dec 2015
<b>APPROVED</b>	Sherri Smith	Jan 2017
	_____	_____
	<b>CHAIR</b>	<b>DATE</b>
<b>TOTAL CREDITS:</b>	3	
<b>PREREQUISITE(S):</b>	Drawing/Illustration	
<b>HOURS/WEEK:</b>	3	

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*For additional information, please contact Sherri Smith, Chair*

*Natural Environment, Business and Media*

*(705) 759-2554, Ext. 2811*

**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:

<b>Grade</b>	<b><u>Definition</u></b>	<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

## COURSE OUTLINE ADDENDUM

1. Course Outline Amendments:  
The faculty member reserves the right to change the information contained in this course outline depending on the needs of the learner and the availability of resources.
2. Retention of Course Outlines:  
It is the responsibility of the student to retain all course outlines for possible future use in acquiring advanced standing at other postsecondary institutions.
3. Prior Learning Assessment:  
Students who wish to apply for advance credit transfer (advanced standing) should obtain an Application for Advance Credit from the program coordinator (or the course coordinator regarding a general education transfer request) or academic assistant. Students will be required to provide an unofficial transcript and course outline related to the course in question. Please refer to the Student Key Dates Calendar for the deadline date by which application must be made for advance standing.

Credit for prior learning will also be given upon successful completion of a challenge exam or portfolio. Student Services can provide information regarding the Prior Learning Assessment and Recognition policy or it can be viewed on the student portal.

Substitute course information is available in the Registrar's office.

4. Student Portal:  
The Sault College portal allows you to view all your student information in one place. **mysaultcollege** gives you personalized access to online resources seven days a week from your home or school computer. Single log-in access allows you to see your personal and financial information timetable, grades, records of achievement, unofficial transcript, and outstanding obligations. In addition announcements, news, academic calendar of events, class cancellations, your learning management system (LMS), and much more is available. Go to <https://my.saultcollege.ca>.
5. Communication:  
The College considers **Desire2Learn (D2L)** as the primary channel of communication for each course. Regularly checking this software platform is critical as it will keep you directly connected with faculty and current course information. Success in this course may be directly related to your willingness to take advantage of this Learning Management System (LMS) communication tool.
6. Accessibility Services:  
If you are a student with a disability (e.g. physical limitations, visual impairments, hearing impairments, or learning disabilities), you are encouraged to discuss required accommodations with the Accessibility Services office. Call Ext. 2703 or email [studentsupport@saultcollege.ca](mailto:studentsupport@saultcollege.ca) so that support services can be arranged for you.

7. Audio and Video Recording Devices in the Classroom:  
Students who wish to use electronic devices in the classroom will seek permission of the faculty member before proceeding to record instruction. Students with disabilities who require audio or visual recording devices in the classroom as an accommodation will receive approval from their counsellor once the Audio and Video Recording Devices in the Classroom Policy has been reviewed by the student. Recorded classroom instruction will be used only for individual academic use and will not be used for any other purpose. Recordings may only be used for individual study of materials presented during class and may not be published or distributed. Intentional misuse of audio and video recordings or intentional misrepresentation when requesting the use of a device for recording shall constitute a violation of this policy and laws protecting intellectual property.
8. Academic Dishonesty:  
Students should refer to the definition of “academic dishonesty” in the *Student Code of Conduct*. Students who engage in academic dishonesty will be issued a sanction under the Student Code of Conduct which could lead to and include expulsion from the course/program. In order to protect students from inadvertent plagiarism, to protect the copyright of the material referenced, and to credit the author of the material, students must use a documentation format for referencing source material.
9. Tuition Default:  
Students who have defaulted on the payment of tuition) as of the first week of November (fall semester courses), first week of March (winter semester courses) or first week of June (summer semester courses) will be removed from placement and clinical activities due to liability issues. This may result in loss of mandatory hours or incomplete course work. Sault College will not be responsible for incomplete hours or outcomes that are not achieved or any other academic requirement not met as of the result of tuition default. Students are encouraged to communicate with Financial Services with regard to the status of their tuition prior to this deadline to ensure that their financial status does not interfere with academic progress.