SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO

SAULT COLLEGE

COURSE OUTLINE

COURSE TITLE: Concept Art for Gaming 3

CODE NO. :   VGA400   **SEMESTER**   W17

PROGRAM: Video Game Art

AUTHOR: Jeff Dixon

DATE: Jan 2017   **PREVIOUS OUTLINE DATED:**   Dec 2015

APPROVED   Sherri Smith   Jan 2017

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                                CHAIR   **DATE**

TOTAL CREDITS: 3

PREREQUISITE(S):   Concept Art for Gaming 2 VGA300

HOURS/WEEK: 3

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I.   **COURSE DESCRIPTION:** This course is an extension of concept art 2. The focus of this course will be creating and presenting high quality concept art. Analyzing research and reference materials with focus on improving quality and details within illustrations. Introduction of using supplementary source images and 3d models, incorporating them into concept art pieces.

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 concept art for use in conveying game concepts and game elements.
      Potential Elements of the Performance:
      - Demonstrate the ability to create appropriate 2D assets using an efficient workflow
      - Display and communicate ideas and concepts efficiently in varying levels of detail and recognizing when appropriate levels of detail are required
      - Using artists pipeline (design process) to create believable 2D assets

2.   Using 3D models and photographs with 2d painting techniques to create believable concept designs.
      Potential Elements of the Performance:
      - Using photographs with digital painting to create quick high quality believable concept art.
      - Using 3D model renderings to aid in the construction and painting of final concept illustrations.
      - Understanding and using multiple development methods to create accurate concepts in relation to assignment and project guidelines

3.   Continue the creation of concepts using Photoshop as well as using traditional 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, from pencil drawings to scanning software to digital painting

- Creating environment, character and object 2D assets for game development

4. Demonstrate the ability to produce artwork within the production and time constraints as set out in project briefing notes while ensuring the quality and consistency of concept art.
<u>Potential Elements of the Performance</u>:
   - Working as a large group to create consistent 2d game assets
   - Continuing to develop communication skills within a large team environment
   - Following and adhering to project guidelines and schedules
   - Working and communicating visually, verbally and in written forms in a professional manner and effectively.

III.

   TOPICS:

1. Preproduction Art Pipeline
2. Production quality concept are
3. Creating/developing concepts and artwork within a large team/group
4. Using 3D models and photographs within concept art
5. Continue developing digital painting skills
6. Concept art for portfolio

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

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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
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.

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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 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.

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9.   <u>Tuition Default:</u>
      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.