COURSE OUTLINE: VGA200 - CONCEPT ART GAMING 1

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Course Code: Title	VGA200: CONCEPT ART FOR GAMING 1
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semesters/Terms:	19W
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.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
Prerequisites:	VGA102
Corequisites:	There are no co-requisites for this course.
This course is a pre-requisite for:	VGA301
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**4006 - VIDEO GAME ART** VLO 4 Contribute as an individual and a member of a game development team to the effective completion of a game development project. VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. VLO 6 Perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics. VLO 7 Support the development of pre-production and conceptual art for games and gaming through the selection and application of relevant design tools and drawing techniques. VLO 8 Create original game assets to meet requirements outlined in game design documents and/or creative briefs.
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems. EES 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.

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	EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.
	EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
	EES 10 Manage the use of time and other resources to complete projects.
	EES 11 Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D
Books and Required Resources:	Portfolio kit tools including Wacom tablet and pen Other materials as announced

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Understand and create concepts through the use of a proper workflow and art pipeline.	* 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.
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Use research and development techniques to create believable concept designs.	* Follow 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. * Understand and use multiple development methods to create accurate concepts in relation to assignment and project guidelines.
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Practice and explore the creation of concepts using Photoshop as well as using traditional art creation techniques.	* 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.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight	Course Outcome Assessed
Assignments / Projects	100%	

Date: June 22, 2018

Please refer to the course outline addendum on the Learning Management System for further information.