COURSE OUTLINE: VGA400 - CONCEPT ART GAMING 3

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Approved: Bob Chapman, Chair, Health

Course Code: Title	VGA400: CONCEPT ART FOR GAMING 3
Program Number: Name	4008: GAME - ART
Department:	VIDEO GAME ART
Semesters/Terms:	21W
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 and incorporating them into concept art pieces.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
Prerequisites:	VGA301
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**4008 - GAME - ART** VLO 3 Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. VLO 5 Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. VLO 7 Use game concepts to support the ongoing iteration, creation, design and development of games. VLO 8 Apply game design elements to support the ongoing iteration and creation of unique gaming environments, levels, characters, assets and props.
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. 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

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.

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	A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.
Books and Required Resources:	Art Kit Art Supply Kit

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
Design and create visually appropriate concept art for use in conveying game concepts and game elements.	* 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. * Use artist`s pipeline (design process) to create believable 2D assets

Course Outcome 2	Learning Objectives for Course Outcome 2
Use 3D models and photographs with 2d painting techniques to create believable concept designs.	* Use photographs with digital painting to create quick high quality believable concept art. * Use 3D model renderings to aid in the construction and painting of final concept illustrations. * 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
Continue the creation of concepts using Photoshop as well as using traditional techniques.	* 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. * Create environment, character and object 2D assets for game development.

Course Outcome 4	Learning Objectives for Course Outcome 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.	* Work as a large group to create consistent 2D game assets. * Continue to develop communication skills within a large team environment. * Follow and adhere to project guidelines and schedules. * Work and communicate visually, verbally and in written forms in a professional manner and effectively.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assigments / Projects	100%

Date:	June 29, 2020
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.

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