

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

COURSE TITLE: Concept Art for Gaming 3

CODE NO. : VGA400

SEMESTER: 13F

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: August 2015

PREVIOUS OUTLINE DATED: Dec 2014
"Colin Kirkwood" Jan' 16

APPROVED:

DEAN

DATE

TOTAL CREDITS: 3

PREREQUISITE(S): Concept Art for Games 2

HOURS/WEEK: 3

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For additional information, please contact Colin Kirkwood, Dean
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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 will help the students achieve a greater level of detail in their final concepts.

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 2D game assets including concept art, storyboards, and digital assets
Potential Elements of the Performance:
 - Create appropriate 2D assets using an efficient workflow
 - Follow pre-production art pipelines to create believable 2D game art
 - Understanding and demonstrating the ability to create high quality 2D game art for final production

2. Develop the ability to critically analyze games with regards to game mechanics pacing, and the direction of art.
Potential Elements of the Performance:
 - Demonstrating the ability to follow art direction all the way through the concept art pipeline

3. Create concepts and final production art using variety of software applications
Potential Elements of the Performance:
 - Demonstrate the ability to using scanning software and Photoshop to assist in creating digital art assets
 - Using both tradition and digital art skills
 - Rationalize creative choices made for given projects

Demonstrate the ability to produce work within the production and time constraints as set out in project briefing notes while ensuring the accountability of all team members

- Potential Elements of the Performance:
- Working within a team to create 2D game assets
 - Following and understanding project guidelines as a team and individually
 - Learning to communicate art direction with in a team environment

- Demonstrate the ability to communicate (visually, verbally, and in written form) with other artists, potential employers, art directors and clients for the purposes of game art creation

Potential Elements of the Performance:

- Demonstrate the ability to follow project directions and limitation as set out by art directors
- Develop an understanding of the capabilities of various platforms and create assets that maximize platform potential

III. TOPICS:

1. Creating quality marketing concept art
2. Pre-production art pipeline
3. Production quality concept art
4. Teamwork makes great concepts
5. Concept art for portfolio
6. Creating quality marketing 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:

Attendance:

Sault College is committed to student success. There is a direct correlation between academic performance and class attendance; therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session.

VII. COURSE OUTLINE ADDENDUM:

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