

I. **COURSE DESCRIPTION:**

In this course the student will focus on creating environmental renderings using traditional media. Experiments with different styles and techniques will be encouraged, and a thorough understanding of perspective will be achieved. Students will be challenged to work within the given restraints of a series of assignments throughout the course.

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 other assets. Strong emphasis on process.
Potential Elements of the Performance:
 - Demonstrate the use of graduated continuous tones, cross contour lines, and cross hatching to create illustrations.
 - Show the ability to create mood and atmosphere.
 - Have the ability to visualize abstract ideas.
 - Demonstrate an ability to create an illustration from sketching concepts to final design.
 - Students will be able to create textures and organic drawings from still life objects and landscapes.
2. Maintain a sketchbook and reference library of images.
Potential Elements of the Performance:
 - Use the sketchbook as an invaluable tool to develop drawing skills.
 - Keep record of thoughts and ideas for concepts, projects, etc. in the sketchbook.
 - Create a reference library of images ranging from vehicles, buildings, landscape, characters, accessories, etc. that can be used to assist with projects.
 - Use material and references in a creative manner to assist with projects.
3. Understand and demonstrate perspective in a range of environments.
Potential Elements of the Performance:
 - Create illustrations using different types of perspective
 - Understand the elements that create perspective
 - Place objects in a perspective environment using foreshortening
4. Studying Color theory and the use of colors in media.

Potential Elements of the Performance:

- Demonstrate the ability to create mood and atmosphere using colors
- Demonstrate the ability to use color schemes
- Understand primary, secondary, complementary colors, etc. and their relations to each other in the color wheel

III. TOPICS:

1. Creating an illustration from sketches to final design
2. How mood and atmosphere can affect a scene
3. How to maintain and update a reference library
4. The sketchbook: an invaluable tool for developing skills
5. Types of perspective: what is foreshortening?
6. What is color theory?
7. Creating and using color schemes
8. Using and taking care of art tools

IV. RECOMMENDED RESOURCES/TEXTS/MATERIALS:

The Fundamentals Of Illustration

Author: Lawrence Zeegen

ISBN: 2940373337

Vanishing Point: Perspective for Comics from the Ground Up

Publisher: Impact

ISBN:1581809549

Materials:

The Instructor will inform students what tools will be used from their portfolio kits.

Consumable materials:

Tracing paper

mounting board

no. 27 illustration board

Other materials will be announced by the Instructor as necessary

V. EVALUATION PROCESS/GRADING SYSTEM:

Students are expected to attend all classes. In case of a planned absence, the instructor needs to be informed. Attendance is mandatory to ensure course requirements and objectives are met. If a student misses class for any reason, he or she is responsible for informing the instructor on making up the work missed in class. Absences do lower the grade for in class work missed and assignments that are given that day. Out of respect for the models, students are expected to be in the class session and ready to work by class start time. Attendance will be taken at the start of class.

Assessment is based on class exercises and assignments. A full detailed breakdown of weekly class exercises and assignments will be supplied on a per class basis. All objectives will be provided in writing through briefs and verbal reinforcement.

Assignments are due at the end of class. An assignment is considered late if it is not submitted at the time and date specified by the instructor. A late assignment will be a "F" (fail) grade which will be minus 10% of the final course grade.

The final grade is in 4 sections:

- All in-class work accounts for 40% of the final grade
- Assignments account for 40% of the final grade
- Sketchbook 10% of the final grade
- Reference content library is 10% of the final grade

The following semester grades will be assigned to students:

Grade	<u>Definition</u>	<i>Grade Point Equivalent</i>
A+	90 – 100%	
A	80 – 89%	4.00
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.

Attendance:

Significant learning takes place in the classroom setting through an interactive learning approach; therefore students are expected to attend all classes and inform the instructor of an anticipated absence. Attendance is mandatory for this course to ensure the course requirements and objectives are met.

A total absence of 3 classes for the semester will be tolerated. After 3 absences penalties will take effect, an additional 10% will be deducted from the final grade for this course per class missed.

i.e. 4 classes missed = 10% deduction from final grade

5 classes missed = 20% deduction from final grade

All in class work is based on the instructor's observation and record of the student's performance in the following areas:

- ability to follow directions set forth by the instructor
- attitude and conduct - students should be courteous, respectful, teachable, and considerate of the instructor and other students. They should also strive for a creative atmosphere and keep the work place neat.
- participation in class projects and discussions
- attendance and handing in work on time

VII. COURSE OUTLINE ADDENDUM:

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