COURSE OUTLINE

VGA102

Prepared: Jeff Dixon   Approved: Sherri Smith

Course Code: Title	VGA102: DRAWING/ILLUSTRATION
Program Number: Name	4006: VIDEO GAME ART
Department:	VIDEO GAME ART
Semester/Term:	17F
Course Description:	This course is an introductory level drawing and illustration course that requires students to develop drawing skills using traditional media. The course is intended to provide the student with experience and practice in developing the basic understanding of perspective, tonal range and the development of conceptual ideas.
Total Credits:	3
Hours/Week:	3
Total Hours:	45
Substitutes:	ADV101
This course is a pre-requisite for:	VGA200
Vocational Learning Outcomes (VLO's): **Please refer to program web page for a complete listing of program outcomes where applicable.**	#3. Identify and relate concepts from a range of industry roles, including programing, design and art to support the development of games. #4. Contribute as an individual and a member of a game development team to the effective completion of a game development project. #5. Develop strategies for ongoing personal and professional development to enhance work performance in the games industry. #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. #8. Create original game assets to meet requirements outlined in game design documents and/or creative briefs.
Essential Employability Skills (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. #2. Respond to written, spoken, or visual messages in a manner that ensures effective communication. #4. Apply a systematic approach to solve problems. #5. Use a variety of thinking skills to anticipate and solve problems.

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	#6. Locate, select, organize, and document information using appropriate technology and information systems. #7. Analyze, evaluate, and apply relevant information from a variety of sources. #8. Show respect for the diverse opinions, values, belief systems, and contributions of others. #9. Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. #10. Manage the use of time and other resources to complete projects. #11. Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D
Evaluation Process and Grading System:	
Books and Required Resources:	The Fundamentals of Illustration by Lawrence Zeegen ISBN: 2940373337 Vanishing Point: Perspective for Comics from the Ground Up Publisher: Impact ISBN: 1581809549 Supplies from the program portfolio will be required for each class. Students will be required to replace consumable items as individual project needs Art Kit Art Materials Students will need to purchase # 27 illustration board and construction paper for cover stock for all the design presentations throughout this course.
Course Outcomes and Learning Objectives:	

Evaluation Type	Evaluation Weight
Assignments	100%

Course Outcome 1.

Demonstrate the ability to accurately use drawing systems.

Learning Objectives 1.

* Demonstrate the ability to use principles of one and two point perspective to create accurate drawings.
* Understand the elements that create perspective.

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* Demonstrate the ability to produce plan/orthographic views of object and environment concepts.

Course Outcome 2.

Demonstrate the ability to accurately draw from observation.

Learning Objectives 2.

* Practice the ability to draw from observation using the rules of perspective.
* Practice the ability to render observed textures.
* Develop an understanding of proportions within an environment or object.

Course Outcome 3.

Demonstrate understanding of light direction and tonal range.

Learning Objectives 3.

* Develop an understanding of light source and light direction to achieve accurate shape and form of objects and environments.
* Demonstrate the ability to use appropriate tonal range using proper highlights, midtones, shadows and cast shadows.

Course Outcome 4.

Demonstrate the ability to utilize illustration tools safety and effectively.

Learning Objectives 4.

* Demonstrate an understanding of the use of media such as graphite, pen and ink, markers and pencil crayons.
* Develop safe and proper use of tools such and cutting knifes on appropriate substrates.

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Course Outcome 5.

Maintain a sketchbook.

Learning Objectives 5.

* 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.

Course Outcome 6.

Demonstrate an ability to present artwork in a professional manner.

Learning Objectives 6.

* Demonstrate an ability to use appropriate cutting knives and measurement tools on appropriate substrates safely.
* Demonstrate the ability to care for, present, and mount finished illustrative work in a clean, accurate and professional manner according to instruction.

Date:

Thursday, August 31, 2017

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