



## COURSE OUTLINE: VGA301 - CONCEPT ART GAMING 2

Prepared: Jeff Dixon

Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

<b>Course Code: Title</b>	VGA301: CONCEPT ART FOR GAMING 2
<b>Program Number: Name</b>	4006: VIDEO GAME ART
<b>Department:</b>	VIDEO GAME ART
<b>Semesters/Terms:</b>	18F
<b>Course Description:</b>	In this extension of Concept Art for Gaming 1, the student will be faced with creating more sophisticated concept art. Both traditional art/illustration skills and digital art skills will be employed by the student. The focus of the course is to create polished, high quality concept art using art pipeline.
<b>Total Credits:</b>	3
<b>Hours/Week:</b>	3
<b>Total Hours:</b>	45
<b>Prerequisites:</b>	VGA200
<b>Corequisites:</b>	There are no co-requisites for this course.
<b>This course is a pre-requisite for:</b>	VGA400
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<b>4006 - VIDEO GAME ART</b>
<b>Please refer to program web page for a complete listing of program outcomes where applicable.</b>	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.
<b>Essential Employability Skills (EES) addressed in this course:</b>	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

**Course Outcomes and Learning Objectives:**

<b>Course Outcome 1</b>	<b>Learning Objectives for Course Outcome 1</b>
Design and create visually appropriate 2D assets including concept art, and digital assets.	<ul style="list-style-type: none"> <li>* Create appropriate 2D concepts using an efficient workflow.</li> <li>* Follow pre-production art pipelines to create believable concepts.</li> <li>* Understand and demonstrate the ability to design high quality 2D assets for final production.</li> </ul>
<b>Course Outcome 2</b>	<b>Learning Objectives for Course Outcome 2</b>
Develop the ability to research and reference concept ideas using an art pipeline.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to research and use reference material to create a final concept.</li> <li>* Demonstrate the ability to follow art direction all the way through the concept art pipeline.</li> </ul>
<b>Course Outcome 3</b>	<b>Learning Objectives for Course Outcome 3</b>
Create concept and final production art using Photoshop and other software applications.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to use scanning software and Photoshop to assist in creating digital art assets.</li> <li>* Develop and refine Photoshop painting techniques.</li> <li>* Use appropriate software application in a concept art pipeline.</li> </ul>
<b>Course Outcome 4</b>	<b>Learning Objectives for Course Outcome 4</b>
Create environments, vehicles and structures.	<ul style="list-style-type: none"> <li>* Demonstrate the ability to properly design the overall appearance of vehicles and structures using orthographic/plan views.</li> <li>* Demonstrate the ability to effectively use perspective to convey proper form and depth to a given object or environment</li> <li>* Demonstrate the ability to effectively use values and lighting techniques for a realistic or stylized representation of a given object or environment.</li> </ul>

**Evaluation Process and Grading System:**

<b>Evaluation Type</b>	<b>Evaluation Weight</b>	<b>Course Outcome Assessed</b>
Assignments / Projects	100%	

**Date:**

June 22, 2018

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

