



## COURSE OUTLINE: VGA301 - CONCEPT ART GAMING 2

Prepared: Jeff Dixon

Approved: Bob Chapman, Chair, Health

<b>Course Code: Title</b>	VGA301: CONCEPT ART FOR GAMING 2
<b>Program Number: Name</b>	4008: GAME - ART
<b>Department:</b>	VIDEO GAME ART
<b>Semesters/Terms:</b>	20F
<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>  Please refer to program web page for a complete listing of program outcomes where applicable.	<b>4008 - GAME - ART</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 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.
<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.

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.



SAULT COLLEGE | 443 NORTHERN AVENUE | SAULT STE. MARIE, ON P6B 4J3, CANADA | 705-759-2554

	<p>EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.</p> <p>EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.</p> <p>EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.</p> <p>EES 10 Manage the use of time and other resources to complete projects.</p> <p>EES 11 Take responsibility for ones own actions, decisions, and consequences.</p>																
<b>Course Evaluation:</b>	<p>Passing Grade: 50%, D</p> <p>A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.</p>																
<b>Books and Required Resources:</b>	Portfolio Kit Tools including Wacom Tablet and Pen																
<b>Course Outcomes and Learning Objectives:</b>	<table border="1"> <tr> <th>Course Outcome 1</th><th>Learning Objectives for Course Outcome 1</th></tr> <tr> <td>Design and create visually appropriate 2D assets including concept art, and digital assets.</td><td>           * Create appropriate 2D concepts using an efficient workflow.            * Follow pre-production art pipelines to create believable concepts.            * Understand and demonstrate the ability to design high quality 2D assets for final production.         </td></tr> <tr> <th>Course Outcome 2</th><th>Learning Objectives for Course Outcome 2</th></tr> <tr> <td>Develop the ability to research and reference concept ideas using an art pipeline.</td><td>           * Demonstrate the ability to research and use reference material to create a final concept.            * Demonstrate the ability to follow art direction all the way through the concept art pipeline.         </td></tr> <tr> <th>Course Outcome 3</th><th>Learning Objectives for Course Outcome 3</th></tr> <tr> <td>Create concept and final production art using Photoshop and other software applications.</td><td>           * Demonstrate the ability to use scanning software and Photoshop to assist in creating digital art assets.            * Develop and refine Photoshop painting techniques.            * Use appropriate software application in a concept art pipeline.         </td></tr> <tr> <th>Course Outcome 4</th><th>Learning Objectives for Course Outcome 4</th></tr> <tr> <td>Create environments, vehicles and structures.</td><td>           * Demonstrate the ability to properly design the overall appearance of vehicles and structures using orthographic/plan views.            * Demonstrate the ability to effectively use perspective to convey proper form and depth to a given object or environment            * Demonstrate the ability to effectively use values and lighting techniques for a realistic or stylized representation of a given object or environment.         </td></tr> </table>	Course Outcome 1	Learning Objectives for Course Outcome 1	Design and create visually appropriate 2D assets including concept art, and digital assets.	* Create appropriate 2D concepts using an efficient workflow. * Follow pre-production art pipelines to create believable concepts. * Understand and demonstrate the ability to design high quality 2D assets for final production.	Course Outcome 2	Learning Objectives for Course Outcome 2	Develop the ability to research and reference concept ideas using an art pipeline.	* Demonstrate the ability to research and use reference material to create a final concept. * Demonstrate the ability to follow art direction all the way through the concept art pipeline.	Course Outcome 3	Learning Objectives for Course Outcome 3	Create concept and final production art using Photoshop and other software applications.	* Demonstrate the ability to use scanning software and Photoshop to assist in creating digital art assets. * Develop and refine Photoshop painting techniques. * Use appropriate software application in a concept art pipeline.	Course Outcome 4	Learning Objectives for Course Outcome 4	Create environments, vehicles and structures.	* Demonstrate the ability to properly design the overall appearance of vehicles and structures using orthographic/plan views. * Demonstrate the ability to effectively use perspective to convey proper form and depth to a given object or environment * Demonstrate the ability to effectively use values and lighting techniques for a realistic or stylized representation of a given object or environment.
Course Outcome 1	Learning Objectives for Course Outcome 1																
Design and create visually appropriate 2D assets including concept art, and digital assets.	* Create appropriate 2D concepts using an efficient workflow. * Follow pre-production art pipelines to create believable concepts. * Understand and demonstrate the ability to design high quality 2D assets for final production.																
Course Outcome 2	Learning Objectives for Course Outcome 2																
Develop the ability to research and reference concept ideas using an art pipeline.	* Demonstrate the ability to research and use reference material to create a final concept. * Demonstrate the ability to follow art direction all the way through the concept art pipeline.																
Course Outcome 3	Learning Objectives for Course Outcome 3																
Create concept and final production art using Photoshop and other software applications.	* Demonstrate the ability to use scanning software and Photoshop to assist in creating digital art assets. * Develop and refine Photoshop painting techniques. * Use appropriate software application in a concept art pipeline.																
Course Outcome 4	Learning Objectives for Course Outcome 4																
Create environments, vehicles and structures.	* Demonstrate the ability to properly design the overall appearance of vehicles and structures using orthographic/plan views. * Demonstrate the ability to effectively use perspective to convey proper form and depth to a given object or environment * Demonstrate the ability to effectively use values and lighting techniques for a realistic or stylized representation of a given object or environment.																
<b>Evaluation Process and Grading System:</b>	<table border="1"> <tr> <th>Evaluation Type</th><th>Evaluation Weight</th></tr> <tr> <td>Assignments / Projects</td><td>100%</td></tr> </table>	Evaluation Type	Evaluation Weight	Assignments / Projects	100%												
Evaluation Type	Evaluation Weight																
Assignments / Projects	100%																

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.



SAULT COLLEGE | 443 NORTHERN AVENUE | SAULT STE. MARIE, ON P6B 4J3, CANADA | 705-759-2554

<b>Date:</b>	June 23, 2020
--------------	---------------

<b>Addendum:</b>	Please refer to the course outline addendum on the Learning Management System for further information.
------------------	--------------------------------------------------------------------------------------------------------

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.



SAULT COLLEGE | 443 NORTHERN AVENUE | SAULT STE. MARIE, ON P6B 4J3, CANADA | 705-759-2554