

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



**SAULT
COLLEGE**

COURSE OUTLINE

COURSE TITLE: Concept Art for Gaming

CODE NO. : VGA 200 **SEMESTER:** 11F

PROGRAM: Video Game Art

AUTHOR: Matias Kamula

DATE: June 2010 **PREVIOUS OUTLINE DATED:** N/A

APPROVED: "B.Punch"

	CHAIR	DATE
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TOTAL CREDITS: 3

PREREQUISITE(S): College and Program Admission Requirements

HOURS/WEEK: 3

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Environment and Design
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I. COURSE DESCRIPTION: This course will explore the world of concept art creation with regards to gaming. The student will be faced with the challenge of decision making to determine what level of detail is required based on the use of the artwork. Some solutions may be quite detailed and others rather simplistic, depending on many factors. The student will practice and explore the creation of 2D scenes using Photoshop as well as using traditional art creation techniques. Students will explore types of art for different gaming systems, such as console games, mobile games, and online games. In this course, students will also begin to develop character designs and make decisions about how characters will appear in a game environment. These skills will be practiced with the intent that this type of artwork be involved in pitching game ideas and concepts to a game publisher.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course, the student will demonstrate the ability to:

1. Understand and create concepts through research and proper workflow.

Potential Elements of the Performance:

- Demonstrate the ability to use traditional art in relation to digital art to create final concept designs
- Display and communicate ideas and concepts efficiently in detail
- Understand and use research/references to assist in creating concept sketches and final designs
- Create concepts following specific guidelines and themes
- Learn and create thumbnail sketches of simple ideas to assist in creating final concept designs
- Display the ability to create a character design displaying multiple views of a character or concept

2. Use character/environment development techniques to create believable characters and concept designs.

Potential Elements of the Performance:

- Following objectives and restrictions set forth in project criteria to create a final concept design of a believable character
- Understanding and creating environmental concepts using development techniques
- Demonstrate character development techniques in assisting and creating concept art for gaming
- Understanding and using multiple development methods to create accurate character and environment concepts in

relation to project guidelines

3. Practice and explore the creation of 2D scenes using Photoshop as well as using traditional art creation techniques

Potential Elements of the Performance:

- Create character and environmental concepts using traditional and digital art techniques
- Understand and demonstrate efficient workflow between tradition and digital art techniques in creating concept art for games
- Understand and demonstrate the level of detail to be used in creating concept art for games

III. TOPICS:

1. Introduction to Concept Art
2. Understanding and using efficient workflow to create believable concept sketches
3. Character development and its relationship with creating believable concept art for games
4. Creating concept art character designs
5. Using research and references to assist in creating concept art
6. Effectively using traditional and digital art skills to create concept art

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

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:

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.

It is the departmental policy that once the classroom door has been closed, the learning process has begun. Late arrivers will not be granted admission to the room

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 penalized by a 10% deduction for each week that it is late.

The final grade is in 2 sections:

- All in-class work accounts for 50% of the final grade
- Assignments account for 50% of the final grade

Final evaluation for this course will be a letter grade as outlined below. Assignments will be weighted equally and will constitute 50% of the student's final grade. A missing assignment is equivalent to minus 10% of final grade for course. "F" (fail) grade for an assignment goes against the final grade and cannot be resubmitted.

The following semester grades will be assigned to students:

Grade	Definition	Grade Point Equivalent
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
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.

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.