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|  **SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY** **SAULT STE. MARIE, ONTARIO**New Logo - College BWCOURSE OUTLINE |
| **COURSE TITLE:** | Concept Art for Gaming 2 |
| **CODE NO. :**  | VGA301 | **SEMESTER:** | 15F |
| **PROGRAM:** | Video Game Art |
| **AUTHOR:** | Matias Kamula/Jeff Dixon |
| **DATE:** | Aug2015 | **PREVIOUS OUTLINE DATED:** | Aug2014 |
| **APPROVED:** | “Colin Kirkwood” | Aug2015 |
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| **TOTAL CREDITS:** | 3 |
| **PREREQUISITE(S):** | Concept Art for Games 1 |
| **HOURS/WEEK:** | 3 |
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| *For additional information, please contact Colin Kirkwood, Dean* |
| *School of Environment, Technology and Business* |
| *(705) 759-2554, Ext. 2688* |

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| **I.** | **COURSE DESCRIPTION:** 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 we be employed by the student. The focus of the course is to create polished, high quality concept art using art pipeline. |

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| **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 assets including concept art, and digital assets |
|  |  | Potential Elements of the Performance:* Create appropriate 2D concepts using an efficient workflow
* Follow pre-production art pipelines to create believable concepts
* Understanding and demonstrating the ability to design high quality 2D assets for final production
 |
|  | 2. | Develop the ability to research and reference concept ideas using an art pipeline |
|  |  | Potential Elements of the Performance:* Demonstrating the ability to research and use reference material to create a final concept
* Demonstrating the ability to follow art direction all the way through the concept art pipeline
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|  | 3. | Create concept and final production art using Photoshop and other software applications |
|  |  | Potential Elements of the Performance:* Demonstrate the ability to use scanning software and Photoshop to assist in creating digital art assets
* Develop and refine Photoshop painting techniques
* Using appropriate software application in a concept art pipeline
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|  | 4. | Create environments, vehicles and structures |
|  |  | Potential Elements of the Performance:* 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.
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| **III.** |  **TOPICS:**  |

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| 1. | Using digital art skills to create pre production concept art |
| 2. | Using traditional art skills to create pre production concept art |
| 3. | Concept art pipeline |
| 4. | Research and references for development of concepts |
| 5. | Photoshop painting techniques |
| 6. | Developing efficient workflows |
| 7. | Refining perspective and lighting techniques |

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| **IV.** | **REQUIRED RESOURCES/TEXTS/MATERIALS:****RECOMMENDED TEXT:****Materials:**The Instructor will inform students what tools will be used from their portfolio kits. Wacom tablet and pen is mandatory for use in creating digital art.**Consumable materials:**Other materials will be announced by the Instructor as necessary |

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| **V.** | **EVALUATION PROCESS/GRADING SYSTEM:****Assignments/Projects = 100% of final grade**Assignments/projects will constitute 100% of the student’s final grade in this course. A missing assignment is equivalent to course objectives not achieved which results in an “F” (fail) grade for the assignment/project. |
|  | The following semester grades will be assigned to students: |

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

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| **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 |
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| **COURSE OUTLINE ADDENDUM:** |
|  | The provisions contained in the addendum located on the portal form part of this course outline. |