804224 - ACVJ - Concept Art

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Academic year: 2019
Degree: BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory)
BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory)
ECTS credits: 6  
Teaching languages: Catalan, Spanish, English

Teaching staff
Coordinator: Fonts González, Elisabet
Others: Borras Borrell, Elias

Opening hours
Timetable: Through email at teaching.artbyxan@outlook.es

Degree competences to which the subject contributes

Specific:
1. Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.
2. Master the wide range of professional tools in the sector for developing all kinds of digital content.
3. Schematically and visually represent complex concepts, ideas and/or data based on personal skills and external references, in order to convey attractiveness, originality and creativity.

Transversal:
4. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.
5. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.

Teaching methodology

Personalized project monitoring. Master demo classes. Grafic documentation. Theory and practice in-class. In the projects development a 25% of time will be dedicated to the personalized monitoring and consulting of student's projects.

Learning objectives of the subject

The subject main aim is that the student gets the necessary artistic and theoretic basics for the creation of concept design projects, as for the visual field as for the scripting and environment development. Acquiring the necessary habililies for doing the preprojects and aesthetical studies for de developing videogame.
## Study load

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group: 24h</th>
<th>16.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Hours medium group: 16h</td>
<td>10.67%</td>
</tr>
<tr>
<td></td>
<td>Hours small group: 0h</td>
<td>0.00%</td>
</tr>
<tr>
<td></td>
<td>Guided activities: 20h</td>
<td>13.33%</td>
</tr>
<tr>
<td></td>
<td>Self study: 90h</td>
<td>60.00%</td>
</tr>
<tr>
<td>Content</td>
<td>Learning time: 10h</td>
<td></td>
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<tr>
<td>---------</td>
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<td></td>
</tr>
<tr>
<td>1- Matte Painting Module: Underpainting</td>
<td>Practical classes: 2h</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Guided activities: 2h</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Self study : 6h</td>
<td></td>
</tr>
</tbody>
</table>

**Description:**
- Brushes.
- Underpainting Technique.
- Color application.
  - Diffuse color.
  - Hilight area.
  - Shadow area.
  - Shadow types.
  - Light types.
  - Ambient Occlusion.
  - Radiosity.
  - Reflection and refraction.
  - Color theory applied to painting.

**Related activities:**
P1: Matte Painting.

<table>
<thead>
<tr>
<th>2- Matte Painting Module - Matte Painting</th>
<th>Learning time: 20h</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Practical classes: 2h</td>
</tr>
<tr>
<td></td>
<td>Guided activities: 6h</td>
</tr>
<tr>
<td></td>
<td>Self study : 12h</td>
</tr>
</tbody>
</table>

**Description:**
- Matte Painting Technique.
- Equalizing sources for Matte Painting.
  - Rsolution.
  - Contrast.
  - Tone.
  - Lightness.
- Posproduction strategies.

**Related activities:**
P2: Matte Painting
## 3- Storytelling module.

**Learning time:** 10h  
Practical classes: 2h  
Guided activities: 2h  
Self study: 6h

**Description:**  
- Introduction.  
- Narrative compositions. Illustration, comic, storyboard?  
- Shot types.  
- Elypsis and closure.  
- Elypsis types.  
- Elypsis timeline.  
- Texted compositions.

**Related activities:**  
P3: Storytelling.  
P4: Storyboarding.

## 4- Pencilling module - Basic principles of drawing.

**Learning time:** 10h  
Practical classes: 2h  
Guided activities: 2h  
Self study: 6h

**Description:**  
Drawing introduction.  
Drawing modes.  
Isometrical perspective.  
One vanishing point perspective.  
Two vanishing points perspective.  
Advanced perspective. 3 or 4 vanishing points.  
Human body. Volume and foreshortening.

**Related activities:**  
P5: Life Drawing.
### 5- Drawing module - Anatomy

**Learning time:** 40h  
- Practical classes: 8h  
- Guided activities: 8h  
- Self study: 24h

**Description:**  
- Looking for right references.  
- Doing the character casting.  
- Basic knowledge of face, hands, arms, body, shoulders, legs and feet.

**Related activities:**  
P6: Anatomy.

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### 6- Drawing module - Full body compositions

**Learning time:** 10h  
- Practical classes: 2h  
- Guided activities: 2h  
- Self study: 6h

**Description:**  
- Basic knowledge.  
- Pose sketching through hands and feet.  
- Action lines.  
- Pose sketching through character attitude.  
- Full body volume sketching.  
- Forcoshortening and body balance sketching.

**Related activities:**  
P6: Anatomy.

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### 7- Concept creation module - Scripting through the characters

**Learning time:** 10h  
- Practical classes: 2h  
- Guided activities: 2h  
- Self study: 6h

**Description:**  
- Concept creation through characters scripting.  
- Characters speed painting techniques in Photoshop.

**Related activities:**  
P7: Humanoid Creation.
### 8- Concept creation module - Creatures anatomy and environments

<table>
<thead>
<tr>
<th>Learning time: 10h</th>
</tr>
</thead>
<tbody>
<tr>
<td>Practical classes: 2h</td>
</tr>
<tr>
<td>Guided activities: 2h</td>
</tr>
<tr>
<td>Self study: 6h</td>
</tr>
</tbody>
</table>

**Description:**
- Using human anatomy for creatures creation.
- How to create a good creature.
- Building environments through references.
- Stones, trees and architectural structures.

**Related activities:**
- P8: Fantastic creature and environment creation.

### 9- Concept art module - Concept art

<table>
<thead>
<tr>
<th>Learning time: 20h</th>
</tr>
</thead>
<tbody>
<tr>
<td>Practical classes: 4h</td>
</tr>
<tr>
<td>Guided activities: 4h</td>
</tr>
<tr>
<td>Self study: 12h</td>
</tr>
</tbody>
</table>

**Description:**
- Concept art script creation.
- Characters and environments sheets creation.

**Related activities:**
- P9: Concept art dosier.
Planning of activities

<table>
<thead>
<tr>
<th>Activity</th>
<th>Hours</th>
<th>Guided activities</th>
<th>Self study</th>
</tr>
</thead>
<tbody>
<tr>
<td>P1: Underpainting</td>
<td>8h</td>
<td>2h</td>
<td>6h</td>
</tr>
<tr>
<td>Description:</td>
<td></td>
<td>Underpainting technique illustration practice.</td>
<td></td>
</tr>
<tr>
<td>P2: Matte Painting</td>
<td>16h</td>
<td>4h</td>
<td>12h</td>
</tr>
<tr>
<td>Description:</td>
<td></td>
<td>Concept creation following Matte Painting techniques.</td>
<td></td>
</tr>
<tr>
<td>P3: Storytelling</td>
<td>4h</td>
<td>1h</td>
<td>3h</td>
</tr>
<tr>
<td>Description:</td>
<td></td>
<td>Search for shot types and elyssis types.</td>
<td></td>
</tr>
<tr>
<td>P4: Storyboard</td>
<td>5h</td>
<td>2h</td>
<td>3h</td>
</tr>
<tr>
<td>Description:</td>
<td></td>
<td>Storytelling from a given script.</td>
<td></td>
</tr>
<tr>
<td>P5: Anatomy dosier</td>
<td>40h</td>
<td>10h</td>
<td>30h</td>
</tr>
<tr>
<td>Description:</td>
<td></td>
<td>Anatomy dosier creation.</td>
<td></td>
</tr>
<tr>
<td>P6: Movie Analyse</td>
<td>8h</td>
<td>2h</td>
<td>6h</td>
</tr>
<tr>
<td>Description:</td>
<td></td>
<td>Movie characters analyse.</td>
<td></td>
</tr>
</tbody>
</table>
**P7: Concept art dosier**

**Description:**
Videogame concept art scripting and creation.

**Hours:**
- Guided activities: 8h
- Theory classes: 12h

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**Qualification system**

Final grade will be defined as the average of the practices marks with a value of:

P1 - Underpainting: 2%
P2 - Matte Painting: 10%
P3 - Storytelling: 2%
P4 - Storyboard: 4%
P5 - Anatomy: 20%
P6 - Analyse: 2%
P7 - Concept art: 30%
Final Exam: 30%

Students who didn’t pass the subject during the continuous evaluation will have the choice of going to the reexamination. The reexamination exam will replace the final one’s grade, recalculating the final grade after all with a maximum of 5.

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**Regulations for carrying out activities**

Practices will be done during the personal working time and with brief revisions during the time in class, taking the support and consulting of the teacher that will try to bring the right focus in every one of the jobs.
Bibliography

Complementary:


Others resources:

Hyperlink

Official Adobe Photoshop CC online help
http://helpx.adobe.com/es/photoshop/topics

Audiovisual material

Begginer's guide in Photoshop Digital Painting
https://shop.3dtotal.com/books/photoshop-books/beginners-guide-digital-painting

Digital Painting Techniques (V1)
https://shop.3dtotal.com/books/digital-painting-techniques/digital-painting-techniques-volume-1

Digital Painting Techniques (V2)

Digital Painting Techniques (V3)
https://shop.3dtotal.com/books/photoshop-books/digital-painting-techniques-volume-3

Digital Painting Techniques (V4)
https://shop.3dtotal.com/books/digital-painting-techniques/digital-painting-techniques-volume-4

Digital Painting Techniques (V5)

Digital Painting Techniques (V6)
https://shop.3dtotal.com/books/digital-painting-techniques/digital-painting-techniques-volume-6

Sketching from the imagination
https://shop.3dtotal.com/books/3dtotalpublishing/sketching-from-the-imagination

Sketching from the imagination - Fantasy
https://shop.3dtotal.com/books/3dtotalpublishing/sketching-from-the-imagination-fantasy

Beginner's guide to create Manga Art
https://shop.3dtotal.com/books/3dtotalpublishing/beginners-guide-manga
Environment Design
https://shop.3dtotal.com/video-training/photoshop-videotraining/zillionarts-environment-design

Character Design
Character design: https://shop.3dtotal.com/video-training/photoshop-videotraining/zillionarts-character-design

Total Textures
https://shop.3dtotal.com/total-textures/volumes-1-to-19