

## 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: Borrás Borrell, Elias

### Opening hours

Timetable: Through email at [teaching.artbyxan@outlook.es](mailto:teaching.artbyxan@outlook.es)

### Degree competences to which the subject contributes

Specific:

1. (ENG) Dissenyar, modelar, texturitzar i animar objectes, personatges i escenes 2D i 3D per la seva inclusió en projectes digitals, seqüències audiovisuals i videojocs.
2. (ENG) Dominar el gran abanico de herramientas profesionales del sector para la elaboración de contenidos digitales de todo tipo.
3. (ENG) Representar de forma esquemàtica i visual conceptes, idees i / o dades complexes a partir d'habilitats personals i referències externes, amb l'objectiu de transmetre atractiu, originalitat i creativitat.

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 abilities for doing the preprojects and aesthetical studies for developing videogame.



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### Study load

Total learning time: 150h	Hours large group:	24h	16.00%
	Hours medium group:	16h	10.67%
	Hours small group:	0h	0.00%
	Guided activities:	20h	13.33%
	Self study:	90h	60.00%

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### Content

<p>1- Matte Painting Module: Underpainting</p>	<p>Learning time: 10h Practical classes: 2h Guided activities: 2h Self study : 6h</p>
<p>Description:</p> <ul style="list-style-type: none"> <li>- Brushes.</li> <li>- Underpainting Technique.</li> <li>- Color application.             <ul style="list-style-type: none"> <li>- Diffuse color.</li> <li>- Highlight area.</li> <li>- Shadow area.</li> <li>- Shadow types.</li> <li>- Light types.</li> </ul> </li> <li>- Ambient Occlusion.</li> <li>- Radiosity.</li> <li>- Reflection and refraction.</li> <li>- Color theory applied to painting.</li> </ul> <p>Related activities: P1: Matte Painting.</p>	
<p>2- Matte Painting Module - Matte Painting</p>	<p>Learning time: 20h Practical classes: 2h Guided activities: 6h Self study : 12h</p>
<p>Description:</p> <ul style="list-style-type: none"> <li>- Matte Painting Technique.</li> <li>- Equalizing sources for Matte Painting.             <ul style="list-style-type: none"> <li>- Resolution.</li> <li>- Contrast.</li> <li>- Tone.</li> <li>- Lightness.</li> </ul> </li> <li>- Postproduction strategies.</li> </ul> <p>Related activities: P2: Matte Painting</p>	

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<p>3- Storytelling module.</p>	<p>Learning time: 10h Practical classes: 2h Guided activities: 2h Self study : 6h</p>
<p>Description:</p> <ul style="list-style-type: none"> <li>- Introduction.</li> <li>- Narrative compositions. Ilustartion, comic, storyboard?</li> <li>- Shot types.</li> <li>- Elypsis and closure.</li> <li>- Elypsis types.</li> <li>- Elypsis timeline.</li> <li>- Texted compositions.</li> </ul> <p>Related activities:</p> <p>P3: Storytelling. P4: Storyboarding.</p>	
<p>4- Pencilling module - Basic principles of drawing.</p>	<p>Learning time: 10h Practical classes: 2h Guided activities: 2h Self study : 6h</p>
<p>Description:</p> <p>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 forceshortening.</p> <p>Related activities:</p> <p>P5: Life Drawing.</p>	

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<p>5- Drawing module - Anatomy</p>	<p>Learning time: 40h Practical classes: 8h Guided activities: 8h Self study : 24h</p>
<p>Description: - Looking for right references. - Doing the character casting. - Basic knowdlegements of face, hands, arms, body, shoulders, legs and feet.</p> <p>Related activities: P6: Anatomy.</p>	
<p>6- Draing module - Full body compositions</p>	<p>Learning time: 10h Practical classes: 2h Guided activities: 2h Self study : 6h</p>
<p>Description: - Basic knowdlegements. - Pose sketching through hands and feet. - Action lines. - Pose sketching through character attitude. - Full body volume sketching. - Forceshortening and body balance sketching.</p> <p>Related activities: P6: Anatomy.</p>	
<p>7- Concept creation module - Scripting through the characters</p>	<p>Learning time: 10h Practical classes: 2h Guided activities: 2h Self study : 6h</p>
<p>Description: - Concept creation through characters scripting. - Characters speed painting techniques in photoshop.</p> <p>Related activities: P7: Humanoid Creation.</p>	

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<p>8- Concept creation module - Creatures anatomy and environments</p>	<p>Learning time: 10h Practical classes: 2h Guided activities: 2h Self study : 6h</p>
<p>Description:</p> <ul style="list-style-type: none"> <li>- Using human anatomy for creatures creation.</li> <li>- How to create a good creature.</li> <li>- Building environments through references.</li> <li>- Stones, trees and architectural structures.</li> </ul> <p>Related activities:</p> <p>P8: Fantastic creature and environment creation.</p>	
<p>9- Concept art module - Concept art</p>	<p>Learning time: 20h Practical classes: 4h Guided activities: 4h Self study : 12h</p>
<p>Description:</p> <ul style="list-style-type: none"> <li>- Concept art script creation.</li> <li>- Characters and environments sheets creation.</li> </ul> <p>Related activities:</p> <p>P9: Concept art dossier.</p>	

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### Planning of activities

P1: Underpainting	Hours: 8h Guided activities: 2h Self study: 6h
Description: Underpainting technique illustration practice.	
P2: Matte Painting	Hours: 16h Guided activities: 4h Self study: 12h
Description: Concept creation following Matte Painting techniques.	
P3: Storytelling	Hours: 4h Guided activities: 1h Self study: 3h
Description: Search for shot types and elypsis types.	
P4: Storyboard	Hours: 5h Guided activities: 2h Self study: 3h
Description: Storytelling from a given script.	
P5: Anatomy dossier	Hours: 40h Guided activities: 10h Self study: 30h
Description: Anatomy dossier creation.	
P6: Movie Analyse	Hours: 8h Guided activities: 2h Self study: 6h
Description: Movie characters analyse.	

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P7: Concept art dossier	Hours: 20h Guided activities: 8h Theory classes: 12h
Description: Videogame concept art scripting and creation.	

### 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.

### 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.



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### Bibliography

#### Complementary:

Digital painting techniques [on line]. Amsterdam ; Boston : Oxford: Elsevier ; Focal Press, 2009 Available on: <<https://www.sciencedirect.com/science/book/9780240521749>>. ISBN 9780080961866.

#### 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)  
<https://shop.3dtotal.com/books/digital-painting-techniques/digital-painting-techniques-volume-2>

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)  
<https://shop.3dtotal.com/books/digital-painting-techniques/digital-painting-techniques-volume-5>

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>



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### 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>