



## Course guides

### 804224 - ACVJ - Concept Art

**Last modified:** 01/09/2021

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.

**Degree:** BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Compulsory subject).

**Academic year:** 2021    **ECTS Credits:** 6.0    **Languages:** Catalan, Spanish, English

#### LECTURER

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**Coordinating lecturer:** Fonts González, Elisabet

**Others:** Fonts González, Elisabet

#### DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

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**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.
- CT3. TEAMWORK: Being able to work in an interdisciplinary team, whether as a member or as a leader, with the aim of contributing to projects pragmatically and responsibly and making commitments in view of the resources that are available.

#### TEACHING METHODOLOGY

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Personalized project monitoring. Master demo classes. Gráfico 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

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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 de developing videogame.

- Show creativity in defining, creating or adapting the style of illustration and the most appropriate graphic style for the video game being developed.
- Show the ability to identify, differentiate and name the style of illustration and the corresponding graphic style of each video game and the ability to correctly apply the concepts, procedures, techniques and technologies and computer programs to illustrate video games.
- Show understanding of the language of representation systems in engineering and know how to put them into practice.
- Show skill in creating sketches and sketches.
- Show ability to analyze and correctly interpret plans of spaces, facilities and objects.
- Be able to use technologies and apply techniques using graphic representation computer programs.
- Show knowledge and know how to apply concepts related to flat and three-dimensional representation and to control the visualization of objects and scenes.
- Participate in teamwork and collaborate, once the collective and individual objectives and responsibilities have been identified, and jointly decide on the strategy to be followed.
- Identify information needs and use the collections, spaces and services available to design and carry out simple searches appropriate to the thematic field.
- Carry out assigned tasks in the scheduled time, working with the indicated information sources, in accordance with the guidelines set by the teaching staff.

## STUDY LOAD

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Type	Hours	Percentage
Guided activities	20,0	13.33
Self study	90,0	60.00
Hours large group	24,0	16.00
Hours medium group	16,0	10.67

**Total learning time:** 150 h

## CONTENTS

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

**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.

**Related competencies :**

CEVJ 2. 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.  
CEVJ 8. Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.  
07 AAT. 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.

**Full-or-part-time:** 15h 30m

Practical classes: 1h

Guided activities: 4h 30m

Self study : 10h

### 2- Drawing module - Anatomy

**Description:**

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

**Related activities:**

P6: Anatomy.

**Related competencies :**

CEVJ 2. 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.  
CEVJ 8. Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.  
07 AAT. 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.

**Full-or-part-time:** 17h

Practical classes: 1h 30m

Guided activities: 5h 30m

Self study : 10h



### 3- Storytelling module.

**Description:**

- Introduction.
- Narrative compositions. Ilustration, comic, storyboard?
- Shot types.
- Elypsis and closure.
- Elypsis types.
- Elypsis timeline.
- Texted compositions.

**Related activities:**

- P3: Storytelling.  
P4: Storyboarding.

**Related competencies :**

CEVJ 2. 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.

07 AAT. 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.

**Full-or-part-time:** 16h 30m

Practical classes: 1h

Guided activities: 5h 30m

Self study : 10h

### 4- Draing module - Full body compositions

**Description:**

- Basic knowlegements.
- Pose sketching through hands and feet.
- Action lines.
- Pose sketching through character attitude.
- Full body volume sketching.
- Forceshortening and body balance sketching.

**Related activities:**

- P6: Anatomy.

**Related competencies :**

CEVJ 2. 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.

CEVJ 8. Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.

07 AAT. 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.

**Full-or-part-time:** 16h 30m

Practical classes: 1h

Guided activities: 5h 30m

Self study : 10h



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

### Description:

- Concept creation through characters scripting.
- Characters speed painting techniques in photoshop.

### Related activities:

P7: Humanoid Creation.

### Related competencies :

CEVJ 2. 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.

07 AAT. 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.

04 COE. 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.

**Full-or-part-time:** 16h 30m

Practical classes: 1h

Guided activities: 5h 30m

Self study : 10h

## 6- Matte Painting Module - Matte Painting

### Description:

- Matte Painting Technique.
- Equalizing sources for Matte Painting.
- Resolution.
- Contrast.
- Tone.
- Lightness.
- Postproduction strategies.

### Related activities:

P2: Matte Painting

### Related competencies :

CEVJ 2. 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.

CEVJ 7. Master the wide range of professional tools in the sector for developing all kinds of digital content.

CEVJ 8. Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.

07 AAT. 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.

**Full-or-part-time:** 27h

Practical classes: 1h 30m

Guided activities: 5h 30m

Self study : 20h

## 9- Concept art module - Concept art

### Description:

- Concept art script creation.
- Characters and environments sheets creation.

### Related activities:

P9: Concept art dossier.

### Related competencies :

CEVJ 2. 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.

07 AAT. 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.

04 COE. 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.

### Full-or-part-time: 41h

Practical classes: 12h

Guided activities: 9h

Self study : 20h

## ACTIVITIES

### P1: Anatomy dossier

#### Description:

Anatomy dossier creation.

#### Full-or-part-time: 40h

Guided activities: 10h

Self study: 30h

### P2: Lights and characters

#### Description:

Creation of a conceptual illustration according to the techniques explained in class

#### Full-or-part-time: 16h

Guided activities: 4h

Self study: 12h

### P3: Matte Painting

#### Description:

Creation of a conceptual illustration according to the techniques of matte painting

#### Full-or-part-time: 4h

Guided activities: 1h

Self study: 3h



#### P4: Arbook

**Description:**

Creating an art book for a video game

**Full-or-part-time:** 5h

Guided activities: 2h

Self study: 3h

## GRADING SYSTEM

The grades will be given by the assessment of the practices of each module and a final exam, with a weighting of:

P1 - Anatomy 20%

P2 - Lights and color: 15%

P3 - Environments with characters: 10%

P4 - Final delivery artbook 30%

Partial exam: 15%

Attitude and participated in class 10%

Students who do not pass this subject during the Continuous Assessment will have the option of taking the Re-assessment. The re-assessment exam will replace the final partial exam and recalculate the value of the final mark.

## EXAMINATION RULES.

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:**

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

## RESOURCES

**Audiovisual material:**

- 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>
- 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>
- 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>
- Environment Design. <https://shop.3dtotal.com/video-training/photoshop-videotraining/zillionarts-environment-design>
- Beginner's guide to create Manga Art. <https://shop.3dtotal.com/books/3dtotalpublishing/beginners-guide-manga>
- Digital Painting Techniques (V1). <https://shop.3dtotal.com/books/digital-painting-techniques/digital-painting-techniques-volume-1>
- Beginner's guide in Photoshop Digital Painting. <https://shop.3dtotal.com/books/photoshop-books/beginners-guide-digital-painting>
- 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>

**Hyperlink:**



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