Course guide
804224 - ACVJ - Concept Art

Last modified: 14/09/2026

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: 2026 **ECTS Credits:** 6.0 **Languages:** Catalan, English

LECTURER

Coordinating lecturer: Elisabet Fonts

Others: Elisabet Fonts
Marian Company

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

- Identify the graphic representation techniques applied to the design and development of video games.
- Recognize the graphic and illustration style of each video game.
- Use computer-aided design and illustration applications for the implementation of graphic representation techniques.
- Draw sketches and sketches with skill, using traditional and digital representation techniques, for the communication of visual ideas.

STUDY LOAD

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

Total learning time: 150 h

CONTENTS

1- Pencilling module - Basic principies 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 forceshortening.

Related activities:
P5: Life Drawing.

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 knowdlegements of face, hands, arms, body, shoulders, legs and feet.

Related activities:
P6: Anatomy.

Full-or-part-time: 17h
Practical classes: 1h 30m
Guided activities: 5h 30m
Self study : 10h

3- Storytelling module.

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

Related activities:
P3: Storytelling.
P4: Storyboarding.

Full-or-part-time: 16h 30m
Practical classes: 1h
Guided activities: 5h 30m
Self study : 10h

4- Draing module - Full body compositions

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.

Related activities:
P6: Anatomy.

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.

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.
- Rseolution.
- Contrast.
- Tone.
- Lightness.
- Posproduction strategies.

Related activities:
P2: Matte Painting

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 dosier.

Full-or-part-time: 41h
Practical classes: 12h
Guided activities: 9h
Self study : 20h

ACTIVITIES

P1: Anatomy dosier

Description:
Anatomy dosier 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: Artbook

Description:
Creating an art book for a video game

Full-or-part-time: 5h
Guided activities: 2h
Self study: 3h

GRADING SYSTEM

Any academic fraud, plagiarism or use or possession of unauthorised means in an assessment activity leads to a mark of zero (0) for the affected test or assignment. Furthermore, in accordance with the University's regulations, if disciplinary proceedings are initiated the subject is recorded as "Pending Assessment" until a decision is reached. These incidents are managed in accordance with the **Action Framework for Academic Integrity in Assessment at the UPC**.

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 fail will have the chance to take the reevaluation exam. The mark of this exam will replace the mark of the partial exam and, in case of passing the course, the maximum final mark will be 5.

Irregular actions that may lead to a significant variation of the grade of one or more students constitute a fraudulent performance of an evaluation act. This action entails the descriptive grade of failure and a numerical grade of 0 for the ordinary global evaluation of the course, without the right to re-evaluation.

If the lecturers have indications of the use of AI tools not allowed in the evaluation tests, they may summon the students concerned to an oral test or a meeting to verify the authorship.

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]. New York: Focal Press, 2013 [Consultation: 06/05/2022]. Available on: https://www-sciencedirect-com.recursos.biblioteca.upc.edu/book/9780240521749/digital-painting-techniques. ISBN 9786612381089.

RESOURCES

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
- 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

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