

DIGI 238		Concept Art and Design II		
Fall Term 2015	<b>3D ANIMATION FOR FILM AND GAMES COURSE OUTLINE</b>			
Credits 2.25	Course Format: 3 lecture hours per week for 15 weeks			
Prerequisites	DIGI 146 – Life Drawing for Animators II, DIGI 148 – Concept Art and Design I			
Instructor	TBA	TBA@capilano.ca	Office: BC2xx	Local: xxxx

### SCHOOL OF MOTION PICTURE ARTS VISION STATEMENT

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The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

### MISSION STATEMENT

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The program strives to provide a comprehensive artistic and technical education, preparing students in the art of animation and encouraging critical reflection, collaboration and professionalism. Through innovative teaching, local and international partnerships and the highest standards of artistic and academic excellence, the program seeks to ensure student success in creative careers within the animation industry.

### COURSE OBJECTIVES

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Concept artists provide engaging, inspirational and appealing designs that push the creative limits of 3D production artists. This course will continue to refine and improve the students' drawing, digital painting and design techniques established in Concept Art and Design I. Students will delve further into the art of visual communication for electronic game, television and film productions and concentrate on creating unique and appealing production ready designs.

### COURSE STUDENT LEARNING OUTCOMES

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Upon successful completion of this course, students will be able to:

- produce complete, appealing designs for 3D productions;
- develop strong, story-based concept artwork;
- utilize appropriate traditional and digital techniques for effective visual communication;
- present completed work in a professional and engaging manner;
- engage in constructive critique and evaluation of concept designs;
- produce a portfolio of original concept design work;
- create and maintain an online portfolio of related artwork.

### REQUIRED TEXTS

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Beloil, Gilles, Andrei Riabovitchev, Roberto F Castro et al. *Art Fundamentals: Color, Light, Composition, Anatomy, Perspective, and Depth*. 3D Total Publishing, 2013. Print.

Gurney, James. *Color and Light: A Guide for the Realist Painter*. Andrews McMeel Publishing, 2010. Print.

Yot, Richard. *Light for Visual Artists: Understanding & Using Light in Art & Design*. Laurence King Publishing, 2011. Print.

## COURSE CONTENT

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### Weeks 1 - 3

Digital painting techniques

- The digital canvas and brushes
- Speed painting using digital media
- Colour in the digital age
- Creating an online portfolio
- *Assignment 1 – Create a series of weekly speed paintings, 1 per week for 15 weeks.*

### Weeks 4 - 5

Design process, style and story

- Quickly communicating visual ideas
- Design exploration and story development
- Design process from thumbnails to finished designs
- Contemporary concept artists and styles
- *Assignment 2 – Research, evaluate and present a contemporary design style, due week 6.*

### Weeks 6 – 8

Mechanical and hard-surface design techniques

- Mechanical characters, props and vehicle designs
- Developing ideas and a backstory
- Perspective in concept art and design
- Research, create and present an original mechanical design
- *Assignment 3 – Mechanical design, due week 9.*

### Weeks 9 – 11

Creature design

- Developing ideas and a backstory for a creature design
- Analyzing modern creature design in games and film
- Research, create and present an original creature design
- *Assignment 4 – Creature design, due week 12.*

### Weeks 12 – 15

Concept art and design portfolio

- *Assignment 5 - Compile an online portfolio of original concept artwork based on a specialized area of interest, due week 15.*

## EVALUATION PROFILE

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Participation	15%
Assignment 1 – 15 speed paintings, one per week	15%
Assignment 2 – Design style research	10%
Assignment 3 – Mechanical design	15%
Assignment 4 – Creature design	15%
Assignment 5 – Concept design portfolio	30%
Total	100%

## GRADING PROFILE

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<b>A+</b> 90-100	<b>A</b> 85-89	<b>A-</b> 80-84
<b>B+</b> 77-79	<b>B</b> 73-76	<b>B-</b> 70-72
<b>C+</b> 67-69	<b>C</b> 63-66	<b>C-</b> 60-62
<b>D</b> 50-59		
<b>F</b> 0-49		

## OPERATIONAL DETAILS

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Capilano University has policies on Academic Appeals (including appeal of final grades), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.

### **Professional Behaviour**

Students must demonstrate a professional attitude and behaviour toward work, other students, guests and instructors. Each student should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first class work while meeting deadlines is necessary in this course. Students must have respect for equipment and systems and constructive response to criticism.

### **Attendance**

Regular attendance is essential. Students who miss more than 20% of the course will not receive credit for the course. Attendance will be taken daily and will form part of the participation grade (see Evaluation Profile). Each student is responsible for the material covered and any work assigned in class. The instructor has no obligation to repeat material for students who missed class.

### **Punctuality**

Punctuality is essential. Students more than 15 minutes late for class will be marked absent.

### **Participation**

Students will be evaluated on the following aspects:

- Attendance of classes and labs
- Active engagement in class discussions and projects
- Knowledge of reading / assignments
- Frequency and quality of comments, questions and observations

### **Late Assignments**

All assignments must be delivered at the place and time specified by the instructor. Late assignments will only be accepted if prior approval for a late submission date has been given by the instructor.

### **Submission of Late Assignments**

Although late assignments will not be graded, all assignments must be submitted in order to receive a passing grade in the course.

### **Incomplete Grades**

Grades of incomplete (I) will may be assigned in exceptional circumstances. If the date for the submission of incomplete assignments is not met, the grade will automatically revert to the grade based on the student's present achievements. In addition, the student concerned must submit a written request for approval by the instructor prior to the last regular class in the course.

### **Continuation Requirement**

Students must successfully complete all 3D Animation courses in one term before continuing to the next term.

### **Emergency Procedures**

Students should familiarize themselves with emergency procedures posted in the classroom.