

IL 4620 People, Places + Things: Elements of Concept Art II

This course continues from where Elements of Concept Art I left off. Students will get the opportunity to create characters, environments and objects for one single project or further and more deeply explore one area of concept art such as character design or environmental design. This will aid in bringing consistency and uniformity to the work. The student will also learn about business and industry standards and how to seek out and promote her/himself to a studio. At the conclusion of this course the student will have a deeper understanding of what it takes to complete a project in all areas of Concept Art and/or a deeper understanding and experience in a specific area of Concept Art. The student will also have an understanding of industry practices and expectations.

Prerequisites: IL 4600 People, Places + Things: Elements of Concept Art I

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not Meeting	Corresponding Program Learning Outcomes	Institutional Outcomes
Develop advanced storytelling skills in digital concept art	Demonstrates continuing development of superior skills in both traditional and digital concept art. Applies consistent and compelling drawing (perspective, anatomy, gesture, volume, shading), painting (color rendering of form), design (composition of shape, color, drawing, storytelling elements)	Demonstrates continuing development of moderate skills in both traditional and digital concept art. Applies consistent drawing (perspective, anatomy, gesture, volume, shading), painting (color rendering of form), design (composition of shape, color, drawing, storytelling elements)	Demonstrates inconsistent skills in both traditional and digital concept art. Applies consistent and compelling drawing (perspective, anatomy, gesture, volume, shading), painting (color rendering of form), design (composition of shape, color, drawing, storytelling elements)	Demonstrates poor skills in both traditional and digital concept art. Applies inconsistent drawing (perspective, anatomy, gesture, volume, shading), painting (color rendering of form), design (composition of shape, color, drawing, storytelling elements)	All Program Learning Outcomes Apply	Design Competence
Create innovative preproduction art for animation, game art and film.	Creates superior, attractive, and dramatic preproduction art for animation, game art and film with excellent use of composition and design, value and color.	Creates moderate preproduction art for animation, game art and film with average use of composition and design, value and color.	Creates inconsistent preproduction art for animation, game art and film. Some or all skills, digitally and traditionally, need improvement with the use of composition and design, value and color.	Demonstrates little or no facility in creating preproduction art for animation, game art and film. Composition and design, value and color are poor and underdeveloped.	Professional Practice, Digital Skills	Cultural Competence, Design Competence
Research and analyze the concept art industry to identify standards, trends, and opportunities.	Demonstrates superior ability to analyze and understand the concept art industry to identify standards, trends, and opportunities.	Demonstrates moderate ability to analyze and understand the concept art industry to identify standards, trends, and opportunities.	Demonstrates basic ability to analyze and understand the concept art industry to identify standards, trends, and opportunities.	Demonstrates little or no ability to analyze and understand the concept art industry to identify standards, trends, and opportunities.	Professional Practice, Digital Skills	Cultural Competence, Design Competence