

IL4600 People, Places + Things, Elements of Concept Art I

People, Places and Things is part of a Concept Art specialization within the illustration department. This studio course offers a general view of the essentials involved in creating preproduction art for animation, game art and the movies. Illustration students will investigate character, prop and environmental design, creating a series of projects that demonstrate their understanding of these areas. Artwork will emphasize professional deadlines and students will use both traditional and digital methods in refining their procedures.

Prerequisites: IL 2575 Illustration I

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not Meeting	Corresponding Program Learning Outcomes	Institutional Outcomes
Develop skills in both traditional and digital concept art	Demonstrates 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 skills in both traditional and digital concept art.	Demonstrates inconsistent skill in both traditional and digital concept art, drawing and painting skills in both areas need improvement.	Demonstrates poor skills in both traditional and digital concept art.	All program outcomes	Cultural Competence, Design Competence, Critical Thinking
Investigate character, prop and environmental design	Demonstrates superior research into and drawing/design of character, prop and environmental design related to text/story. Designs are appropriate, appealing/interesting, and advance text/story idea.	Demonstrates character, prop and environmental design related to text/story.	Demonstrates beginning character, prop and environmental design related to text/story. Elements of drawing, i.e., anatomy, proportion, or perspective, or elements of design, e.g. appropriateness of costume or props in relation to text/story are weakly related, and/or poorly executed/designed.	Poor demonstration of character, prop and environmental design related to text/story. Designs/drawings may be crude, inconsistent, incomplete, and unrelated of confusing in relation to text/story.	Critical thinking, Drawing Skills, Compositional Theory	Cultural Competence, Design Competence, Critical Thinking
Demonstrate skills in preproduction art for animation, game art and film.	Demonstrates excellent skills in preproduction art, with compelling and appealing command of drawing and design in the use of tools and techniques for animation, game art, and film.	Demonstrate skills in preproduction art for animation, game art and film.	Demonstrates beginning skills in preproduction art for animation, game art, and film - improvement is required.	Demonstrates poor skills in preproduction art for animation, game art, and film.	All program outcomes	Design Competence