



Information about the subject

Degree: Degree in Design and Narration in Animation and Video games

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051211 **Name:** Concept Artist

Credits: 6,00 **ECTS Year:** 2 **Semester:** 1

Module: GRAPHIC EXPRESSION AND DRAWING

Subject Matter: ARTISTIC EXPRESSION **Type:** Basic Formation

Field of knowledge: Artes y Humanidades

Department: -

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

2052A José Ruiz De La Torre (**Profesor responsable**)

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Module organization

GRAPHIC EXPRESSION AND DRAWING

Subject Matter	ECTS	Subject	ECTS	Year/semester
ARTISTIC EXPRESSION	18,00	Anatomical Drawing	6,00	1/2
		Concept Artist	6,00	2/1
		Fundamentals of Drawing and Graphic Expression	6,00	1/1
DIGITAL IMAGE	18,00	Digital image processing	6,00	1/1
		Digital Painting. Matte Painting	6,00	2/1
		Graphic user interface design GFX	6,00	1/2

Recommended knowledge

Drawing and graphic expression fundamentals

Anatomical drawing

Digital image processing

Prerequisites

Es necesario haber superado las asignaturas de Fundamentos del dibujo y la expresión gráfica, así como Dibujo anatómico para cursar la asignatura de Concept Artist.



Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 To elaborate works in which it is shown a creative development in the scope of conceptual art.
- R2 To develop cooperatively the conceptual art of an animation project or videogames , form the aesthetic and requirements stated in the project's briefing .
- R3 To identify new trends in the field of animation and videogames and to incorporate them in their works by conceptual art.
- R4 To gather information from cultural sources that allow the student to use them as inspiration for the creation of animations and videogames.
- R5 To use conceptual art for the creation and development of imaginary or existing realities.
- R6 To illustrate graphically by means of conceptual art the human figure and its expression.
- R7 To design characters by means of anatomic drawing.
- R8 To design characters in the stories in which they are involved by means of conceptual art.
- R9 To design digital images for the creation of conceptual art.



Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

BASIC		Weighting			
		1	2	3	4
B2	Students to apply their knowledge to their job or vocation in a professional manner and to possess competences that are usually shown through the elaboration and defence of arguments and problem-solving within their area of study.				X

GENERAL		Weighting			
		1	2	3	4
G1	To develop original and innovative ideas and proposals in the area of design and narrative of animation and videogames in the required work in a project, combining conceptual and technical aspects.				X
G2	To collaborate in teams that adopt interdisciplinary roles in the elaboration of animation and videogames projects.	X			
G3	To identify new trends in the field of animation and videogames and to incorporate them in their work.				X

SPECIFIC		Weighting			
		1	2	3	4
E1	To gather information from cultural sources (art, history, cinema, literature, ...) that can be used as inspiration and contextualization in animation and videogames.				X
E5	To use specific concepts of conceptual art in the projects of animation and videogames.				X
E9	To use drawing as a basic tool for the representation of actual or imaginary realities.				X



E10 To graphically represent human figure and its expression in a way that can serve as reference material for the design of characters os animation and videogames.

x

E11 To sketch characters and the stories they are involved in.

x

E18 To create or retouch digital images.

x

Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3, R4, R5, R6, R7, R8, R9	45,00%	Practical tests
R1, R2, R4, R5, R6, R7, R8, R9	55,00%	Elaboration of projects

Observations

The percentage of practical tests (45%) includes both the practical tests (35%) and the attendance score (10%)

The percentage of project preparation (55%) includes both the final project (35%) and the final exam (20%)

MENTION OF DISTINCTION:

According to Article 22 of the Regulations governing the Evaluation and Qualification of UCV Courses, the mention of "Distinction of Honor" may be awarded by the professor responsible for the course to students who have obtained, at least, the qualification of 9 over 10 ("Sobresaliente"). The number of "Distinction of Honor" mentions that may be awarded may not exceed five percent of the number of students included in the same official record, unless this number is lower than 20, in which case only one "Distinction of Honor" may be awarded.



Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M2 Participatory master class
- M3 Cooperative learning
- M4 Problem solving activities
- M6 Project-based learning



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Active listening, summaries, concept maps and/or notes organizing the information and work in small groups (Kagan structures) to process the received information. M2	R3	30,00	1,20
Use of the learnt theory in simulated or real circumstances. M6	R1, R2, R4, R5, R6, R7, R8, R9	36,00	1,44
TOTAL		66,00	2,64

LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Autonomous work. Study, memorization, test preparation, practical abilities drilling, elaboration of works, essays, reflections, metacognitions, portfolios elaboration, ... M6	R1, R2, R5, R8, R9	84,00	3,36
TOTAL		84,00	3,36



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
MODULE 1: Concept Art Introduction	Introduction in which Concept Art is defined, the roles and responsibilities of the conceptual artist in production are explored, the importance of conceptual art in the creative process is highlighted, and practical examples are presented.
MODULE 2: Fundamentals of design and concept art	Exploration of the tools used in the development of concept art, the basic principles of design applied to conceptual art, ideation and conceptualization, etc.
MODULE 3: Character creation	Learn how to design memorable characters and you will explore their appearance, personality and details that make them unique.
MODULE 4: Environments	Learn to create visual landscapes that tell stories and set the tone of an imaginary world. Through the use of concepts and techniques, we teach how to conceptualize environments according to genres and narrative needs.
MODULE 5: Creatures	Module focused on the design of creatures for animation and video game productions, contents such as variety and originality in design, anatomy and structure, details, etc. are explored.
MODULE 6: Props and vehicles	Explore the design of weapons, armor, items and vehicles. Aesthetic and practical considerations are made in the design, highlighting the verisimilitude of the design or its integration in a specific context.



FINAL PROJECT

Final subject project in which they must apply together everything they have learned, focusing on a single project that we will develop during several sessions

Temporary organization of learning:

Block of content	Number of sessions	Hours
MODULE 1: Concept Art Introduction	4,00	8,00
MODULE 2: Fundamentals of design and concept art	4,00	8,00
MODULE 3: Character creation	4,00	8,00
MODULE 4: Environments	4,00	8,00
MODULE 5: Creatures	4,00	8,00
MODULE 6: Props and vehicles	4,00	8,00
FINAL PROJECT	9,00	18,00

References