

<b>Module Title:</b>	Concept Art for Games
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">3 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Lectures / Tutorials / Practical's. The strategy will primarily be based on learning by doing strategy, focusing on detailed instruction and tutorials and engaging practical projects. Students will be led through each stage of the design cycle, from concept to completion, enhancing their skills base. Students will engage in creative project that will allow them to enhance their skills as a concept artist
<b>Module Aim:</b>	Provide student with a well-rounded knowledge of the design process, concept art and digital illustration. Gain a knowledge of development tools and software needed to create digital content and assets for games. Using creative projects the students will create engaging and creative answers to industry relevant projects. Understand the process and skills involved that are needed to become a concept artist. Develop a skill set that allows the student to be a creative concept artist.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Understand the basic principles of Design, the design process & concept creation. Understand how to develop a concept from initial idea through the design cycle into a well rounded and effective concept. Understand and develop the core skills need to operate in the area of concept art creation. Understand and develop creative and engaging concept art elements and assets.
LO2	Create all digital assets needed for content development. Gain the necessary skills to create all digital assets needed to create Game art. Understand the process and gain expertise in the creation of assets using relevant production methods and software. Gain the necessary skills needed to operate as a concept artist, through drawing and sketching, life drawing, object drawing and concept art creation.
LO3	Develop a portfolio of concept art elements to demonstrate skills and creativity used in the art of concept art.
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b>	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b>	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

## Module Content & Assessment

Indicative Content
<b>Digital Drawing</b> Using digital drawing tools and industry standard software to illustrate and create 2d drawing sketching.
<b>Game Art</b> Creation of sprites, and sequences. Creation of pixel characters for animation or game design
<b>Concept art</b> Understand the principles of drawing and gain skills in the area of sketching and drawing and concept art.
<b>Anatomy</b> Studies of human anatomy through reference drawing.
<b>Character Design</b> Creation of appealing characters for Game.
<b>Character Study</b> Research and writing character backgrounds to create more dynamic characters.

Assessment Breakdown	%
Project	40.00%
Practical	60.00%

No Continuous Assessment

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 6
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 12

<b>Practical</b>				
<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 1
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 2
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 4
Practical/Skills Evaluation	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 5
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 7
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 8
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 9
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 10
Practical/Skills Evaluation	The subject will be assessed through the completion of in class tutorials. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 11
No End of Module Formal Examination				

**SETU Carlow Campus reserves the right to alter the nature and timings of assessment**

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	12 Weeks per Stage	3.00
Lecture	12 Weeks per Stage	1.00
Independent Learning Time	15 Weeks per Stage	5.13
Total Hours		125.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	<a href="#">Bachelor of Science (Honours) in Computer Games Development</a>	2	Mandatory
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	2	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	2	Mandatory

**Discussion Note:**

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