Course and Section Number:
GAME-2370-83501: Concept Art II
(cross-listed with GAME-1370-83501)

Semester:
Spring 2018 Classes: January 16, 2018 – May 10, 2018

Credit Hours:
3 credit hours

Class Meeting Days and Times:
Tuesdays
5:40PM - 9:30PM

Room(s):
LEC: T250
LAB: T242

Instructor Information:
Instructor’s name: Phil Wohr
District E-mail address: pwohr@dcccd.edu
Richland phone: 972-238-6140 (ACCESS Office) - leave message
Office and Mail Box Location: A110 - ACCESS Office

Prerequisite:
Concept Art I

Course Description:
A continuation of Concept Art I for video games with an overview of previous knowledge, and an emphasis on intermediate techniques in Photoshop and working towards completion of an art piece for the student’s portfolio.

End-of-Course Outcomes:
1. Learn to apply intermediate techniques in Photoshop for games
2. Create a concept art piece for the student’s portfolio.
3. Understand the skills and attributes necessary to compete for Concept Artist jobs in the Games Industry.

SCANS Skills:
The Secretary’s Commission on Achieving Necessary Skills (SCANS) was appointed by the Secretary of Labor to determine the skills people need to succeed in the world of work. Richland College is determined to prepare you with the knowledge and skills you need to succeed in today’s dynamic work environment. Towards this goal, these workplace competencies and foundation skills have been designed into the curriculum for this course:

• Listening: receive, attend to, interpret, and respond to verbal messages and other cues.
• Speaking: organize ideas and communicate orally.
• Creative Thinking: generate new ideas.
• Decision Making: specify goals and constraints and generate alternatives, consider risks, and evaluate and choose the best alternative.
• Problem Solving: recognize problems and devise and implement plan of action.
• Knowing How to Learn: use efficient learning techniques to acquire and apply new knowledge and skills.
• Reasoning: discover a rule or principle underlying the relationship between two or more objects and apply it when solving a problem.
• Responsibility: exert a high level of effort and persevere toward goal attainment.
• Self-Esteem: believe in one’s own self-worth and maintain a positive view of oneself.
• Sociability: demonstrate understanding, friendliness, adaptability, empathy, and politeness in group settings.
• Self-Management: assess oneself accurately, set personal goals, monitor progress, and exhibit self-control.
• Integrity and Honesty: choose ethical courses of action.
• Time: select goal-relevant activities, rank them, allocate time, and prepare and follow schedules.
• Acquire and Evaluate Information.
• Use Computers to Process Information.
• Select Technology: choose procedures, tools or equipment including computers and related technologies.
• Apply Technologies to Task: understand overall intent and proper procedures for setup and operation of equipment.
• Maintain and Troubleshoot Equipment: Prevent, identify, or solve problems with equipment, including computers and other technologies.

**Required Lab Hours:**
Students are required to spend at least 2 extra hour(s) per week outside of class working on student projects.

This course contains lecture and lab components, both held during the posted class times. Students may need to put in additional time in the Multimedia Learning Center to complete assignments.

**Multimedia Learning Center Information and Hours of Operation:**
The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246 and is for all currently enrolled Multimedia and Game students to use for Multimedia and Game class work and projects.

Lab assistants and faculty are usually in the lab to answer questions, however multimedia tutoring is not available in the lab.

For the current lab hours, go to https://richlandcollege.edu/ebt/multimedia/lab-info/ and go to the bottom of the page.

The other campus computer lab for credit student use is Del Rio, D229.

*All Multimedia (credit and continuing education) students must show a Student ID Card to use the lab and check out any equipment. IDs are available at the Office of Student Life in El Paso Hall, E040.*

**Textbooks:**
Recommended Textbook: Big Bad World of Concept Art for Video Games: An Insider’s Guide for Students by Elliot Lilly

**Supplies:**
**Required Supplies for all Courses:** Headphones, and some kind of external storage: jump drives, external hard drives, blank CD-Rs/DVDs or cloud storage like Dropbox.
Course Outline:

<table>
<thead>
<tr>
<th>Lecture/Unit</th>
<th>Assignment</th>
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<tbody>
<tr>
<td><strong>Week 1:</strong></td>
<td>Announced in class</td>
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<tr>
<td>- Introductions</td>
<td></td>
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<tr>
<td>- Concept Art overview</td>
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<td><strong>Week 2-5:</strong></td>
<td>Announced in class</td>
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<tr>
<td>- Perspective Review</td>
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<td>- Prop Creation</td>
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<tr>
<td><strong>Week 6-9:</strong></td>
<td>Announced in class</td>
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<tr>
<td>- Intro to Character Design</td>
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<tr>
<td><strong>Week 9-11:</strong></td>
<td>Announced in class</td>
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<tr>
<td>- Composition</td>
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<tr>
<td>- Grayscale, and polish.</td>
<td></td>
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</tbody>
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Grading Procedure:

**Grading Legend**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Points</th>
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<tbody>
<tr>
<td>A</td>
<td>90-100</td>
</tr>
<tr>
<td>B</td>
<td>80-89</td>
</tr>
<tr>
<td>C</td>
<td>70-79</td>
</tr>
<tr>
<td>D</td>
<td>60-69</td>
</tr>
<tr>
<td>F</td>
<td>0-59</td>
</tr>
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</table>

**Points Breakdown**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Points Breakdown</th>
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</thead>
<tbody>
<tr>
<td>A</td>
<td>Homework Assignments - 35 points</td>
</tr>
<tr>
<td>B</td>
<td>Attendance - 35 points</td>
</tr>
<tr>
<td>C</td>
<td>Class participation - 20 points</td>
</tr>
<tr>
<td>D</td>
<td>Final Project - 10 points</td>
</tr>
<tr>
<td>F</td>
<td>TOTAL - 100 points</td>
</tr>
</tbody>
</table>

PLEASE NOTE! Grade reports are no longer mailed. Convenient access is available online or by telephone. Use your student identification number when you log in to eConnect or call Touch Tone Services. Web Site address: http://econnect.dcccd.edu Telephone number: 972-613-1818.

**Academic Calendar:**

**2018 Spring Multimedia/Photography/Game Courses Calendar**

**January 16, 2018 – May 10, 2018**

MW, TR, MWF, Spring RCHS classes and regular online classes.
Saturday only courses, Evening Flex Term courses and Online Flex Term courses have different calendars.

January 15 (M) MLK Holiday - campus closed, including lab.
January 16 (T) Monday – Friday Day Classes Begin
January 20 (Sa) First Saturday the Multimedia Lab will be open.
January 29 (M) **12th Class Day / Census Day for Monday - Friday day classes and regular online classes.**
Last day to drop a course without receiving a "W" grade on transcript.
March 1 (R) **TCCTA Faculty Meetings** – Day and evening classes will not meet; lab open
March 2 (F) **TCCTA Professional Development Day:** Friday day classes will not meet. Friday evening, Saturday and Sunday classes will meet; lab open.
March 13 - 18 (M-Su) **Spring Break:** College buildings & offices (including the lab) will be closed for the week.
March 30 (F-Su) **Spring Holiday:** College buildings & offices (including the lab) will be closed for the holiday.
April 12 (R)  **Final Withdraw Date:** Last Day for Monday - Friday day classes and regular online classes to withdraw with a grade of "W".

May 7-10 (M-R)  **Final Exams:** See the online Final Exam Schedule for your exam times.

May 10 (R)  **Semester Ends.**
Last day lab is open for the semester.

**Drop Date:**
January 29 (M) is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript.

**Withdrawal Date:**
April 12 (R) is the last day to withdraw from this course with an automatic "W".

**Institutional Policies:**
Institutional Policies are available at: https://www.richlandcollege.edu/syllabusinfo

**Classroom Policies:**
Please read the following classroom policies listed below.

**Attendance Policy:**
In order to be successful, students must attend and participate in enrolled courses.

While Richland College does not have a formal attendance policy, students are expected to attend class regularly. If you know you will be missing classes this semester, please speak to your instructor about days you will be missing so you can receive information on the missed lessons and assignments.

If you are unable to attend class, please email the instructor or leave a message for the instructor at the ACCESS Office at (972) 238-6140 BEFORE THE CLASS BEGINS.

It is imperative students arrive to class on time and remain in class the entire session each week.

**Food and Drink Policy:**
Except where otherwise determined by a faculty member, no eating or drinking is allowed in the classroom.

**Web Server Posting Policy:**
The Richland Student Web Server is open to all users of the World Wide Web. Any information students or instructors place in their files is readable by any user of the World Wide Web.

**Computer/Internet Use Policy:**
Currently enrolled Richland College Multimedia, Game, and Photography students have access to the Multimedia Lab and classroom computers for Multimedia/Game/Photography educational and instructional purposes only.

Please use the Del Rio Computer Lab (D229) for other school-related assignments and non-Multimedia/Game/Photography activities.

Students using their own laptops must use the wireless connection in the Thunderduck Hall building and cannot use the Multimedia lab and classroom computer data lines to access the Internet.

You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the Student Code of Conduct specified in the catalog. If the link does not work for you (ie: you have a hard copy of the syllabus), copy/type this url into your browser window:
http://www.richlandcollege.edu/conduct/
Safety Policy:
Students should participate in this class in a safe, appropriate manner. We occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students’ backpacks, etc. Students should begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

Handheld Devices Policy:
Please turn OFF all electronic devices during class.

Participation Policy:
Course participation is required. Ask questions and be involved with the lesson.

Students should not surf the Net, play games, send emails or work on unrelated homework/projects during class. Students should not disturb your neighbors during lectures and demos.

End of Each Class Policy (for face-to-face classes):
When you leave class for the day, please...

1. Delete all your files from your workstation and empty the trash.
2. Shut down your computer using Windows Shut Down.
3. Turn off your monitor after computer has COMPLETELY shut down.
4. Pick up and throw away any trash around your seat.

Attention Continuing Education Students:
To receive a certificate for this course, you must make a grade of "C" or higher as a final grade. A grade average of 69% or lower is failing.

Continuing Education will not mail your certificate to you. If you do not receive your certificate the last day of class you will have to pick up your certificate at the Continuing Education Front Desk, T160.

Department Web Sites:
http://www.richlandcollege.edu/multimedia
https://richlandcollege.edu/ebt/photography/
http://www.rlc8.dcccd.edu/game/

The Multimedia Learning Center is part of the Richland College School of Engineering, Business and Technology. Office: Bonham 101 • Phone: 972.238.6210.

Disclaimer reserving right to change syllabus:
The instructor reserves the right to amend this syllabus as necessary.

Student Acknowledgement:
Please download, read and sign this Student Acknowledgement and turn it in to your instructor. Or you can paste this URL into your browser window:
http://www.mmlab2.rlc.dcccd.edu/calendar/StudentAcknowledgement.pdf