

Course Unit	Elective 3 - Concept & Environmental art	Field of study	Arts/Game Design/Computing/Social and Business Sciences		
Master in	Digital Game Design and Development	School	School of Public Management, Communication and Tourism		
Academic Year	2023/2024	Year of study	1	Level	2-1
Type	Semestral	Semester	2	ECTS credits	6.0
Code	5074-802-1201-01-23				
Workload (hours)	162	Contact hours	T -	TP 30	PL -
			TC -	S -	E -
			OT -	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Carlos Sousa Casimiro da Costa

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Use visual, expressive and conceptual representation;
2. Emphasize creativity and critical attitude, highlighting a planned emergent research dialogue between game design narrative and the inclusion of environmental elements of staging;
3. Mastery of the interconnected matrix of depth perspective and assemblage elements, plus the 'reconnoitre' sketching technique;
4. Mastery of color, surface and ambient light, between space, place and movement;
5. Robust visual representation and the consequent integration of elements in the game design dimension

Prerequisites

Before the course unit the learner is expected to be able to:
Not applicable.

Course contents

This course focuses on the construction of conceptual art environments and scenarios, including all strategies to emphasize the insertion of structured elements of broad spectrum and detail.

Course contents (extended version)

1. Design issues (creative review process): conceptual art and environmental breadth;
2. Acquisition of research knowledge through appropriate fundamental reference (Mood Board);
3. Representatio iconic: identity, tradition and human cultures (physical and psychological dimension);
4. Review on atmospheres between reality, fantasy and utopia (Dystopia);
5. Detailed studies: space, place, movement and environmental landscape (representation);
6. Concept sketching techniques (perspective, line drawing and depth indicators, environment sheet);
7. Analog and digital sketching techniques: redesign and use of photographic patchwork (Photobashing)
8. Set assembly (human insertion): costumes, assets, vehicles and staging/architecture;
9. Storyboarding (Thumbnail);
10. Monochrome Dimension and Color, and representation of materiality on the surface;
11. Depth and background;
12. Mastery of light effects

Recommended reading

1. Carlson A. (2000). Aesthetics and the Environment. London: Routledge
2. Chandler, H. M.(2020). The Game Production Toolbox. CRC Press Taylor & Francis Group Interaction and Engagement.
3. Le, Khan; Robertson, Scott; Yamada, Mike; Yoon, Felix.(2005). The skillful huntsman visual development of a grimm tale at art center college of design. Design studio press.
4. Salmond, M. (2021). Video Game Level Design: How to Create Video Games with Emotion, Bloomsbury Academic, New York.

Teaching and learning methods

Diagnosis of student training in the areas of Concept Art intervention; Lectures, creativity, visual representation and representative art styles; Tutorial guidance on sketching; Concept sketches of environments (figures, clothing and goods; mastery of depth perspective; Analogue and digital painting techniques; Representation methods; Individual and team graphic language;

Assessment methods

1. Practical Work - 10% (Minimum grade 7) - (Regular, Student Worker) (Final, Supplementary, Special)
2. Practical Work - 25% (Minimum grade 7) - (Regular, Student Worker) (Final, Supplementary, Special)
3. Intermediate Presentations 1-10%(Minimum grade 7) - (Regular, Student Worker) (Final, Supplementary, Special)
4. Intermediate Presentations 2-10%(Minimum grade 7) - (Regular, Student Worker) (Final, Supplementary, Special)
5. Project Final Presentation - 35% (Minimum grade 7) - (Regular, Student Worker) (Final, Supplementary, Special)
6. Participation - 10% - (Regular, Student Worker) (Final, Supplementary, Special)

Language of instruction

1. Portuguese
2. English

Electronic validation

Carlos Sousa Casimiro da Costa	João Paulo Pereira de Sousa	Barbara Costa Vilas Boas Barroso	Luisa Margarida Barata Lopes
17-05-2024	17-05-2024	20-05-2024	27-05-2024