

Piedmont Community College
Digital Effects and Animation Program
Art 171 Computer Art I

Concept Art Project

Instructions:

Sketch some ideas for an original character in a game or animation that is not the run of the mill subject. Using any appropriate computer art applications to complete a finished rendering of the character. Use scenery, props, action poses, etc. to develop the character.

Skills:

- Selection of tools to meet the goals & chosen style
- Efficient use of software applications to meet a goal
- Mixing media to contribute to the success of the final piece.
- Planning a reasonable goal and managing time to complete the project

Goal:

Create an interesting character posed and placed in context of place, time, and situation to suggest a history or back story.

Success:

A successful image should give the viewer some visual cues for the personality of this character.

Grade Criteria:

Original and creative	_____	/20
Effective use of software to achieve the goal	_____	/20
Shows planning & care in the execution	_____	/20
Meets requirements	_____	/20
Design Principles/Elements	_____	/20

Requirements

- rendered .tif image, 11X17 inches at 300 dpi
- .psd file with named layers
- initial sketches