

**2.5D Shooter Ship and Enemy Concept Art
GM402 Game Engines & Production**

Due Date: _____

Goal: Create concept art for our next project.

Directions

1. Concept your player, enemies and boss space ships. Make sure your ship designs makes sense. Make sure that the design of the ship uses the form follows function paradigm. You ship will need weapons as well. There will be three enemy ships as well for the student to concept. These will need front side and three quarter views as well. All of the concepts must be fully colored.
2. Make your ships look like ships.
3. Create front, side, back, bottom, top and three quarter views for the player ship, the enemy and boss space ships. Your ships need to look like a ship. It needs to follow the nomenclature of an aircraft. This game will take place in space.
4. Create the concept art in Photoshop. Make sure the concept art is clean and professional. Use good and interesting design choices for your player ship. Make sure the concept art is 300 dpi. Make sure that it colored completely. Your concept art should have solid line art and look professional. The ship's volume, form and proportions should be the same for each view.
5. A well designed object looks good period. Cool is not a design aesthetic or methodology. Cool is word used by people who cannot explain why they made certain design choices or do not understand design at all. Everything you do should have some level of critical reasoning behind it.
6. Print out your concept art and hand it in. Turn in the electronic files.
7. The ship will be full 3D models on the whole. **DESIGN FOR THAT.** The ship will be 2000 polygons. **THE SHIP WILL BE ONE MODEL** (not individual pieces to make up that model) without any moving parts. The enemies will be 1000 polygons.
8. If the concept art is incomplete, looks rushed, has poor line quality, or poor design and aesthetic qualities. You will not receive a good grade for this project.
9. DESIGN YOUR SHIPS WITH EXCELLENT SHILOUETE VALUE.

Deliverables:

1. One 11 x 17 by 300 dpi document for each design colored in Photoshop.
 - a. Turnaround of the player space ship
 - b. Turnaround of the boss space ship
 - c. Turnaround of the three enemy ships
 - i. Each ship must look like a different classes of enemy
 - d. All of the ships turnarounds go one document each
 - e. All of the enemy turnarounds go on another document
 - f. Each enemy has its own document
2. Five Photoshop files at 11 x 17 at 300 dpi
3. PSD
4. PDF

Naming conventions:

2013_03qtr_cmitchell_2.5DShooterConceptArt.psd
2013_03qtr_cmitchell_2.5DShooterConceptArt.pdf

Name: _____

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Grading rubric

If the student did draw out the concept by hand either digital or analog the student will receive an automatic zero for this project

1. **Player Ship concept was designed well and is believable** 20 points_____
 - a. Form follows functions
 - b. Student had an intelligent and educated rationale for their design choices
 - c. Will work for the game that we are creating
 - d. Has an excellent silhouette value

2. **Player Ship concept art completed and looking good** 20 points_____
 - a. Colored Completely
 - b. Looks professional
 - c. Turnarounds completed
 - d. Forms of the ship do not change in the different views
 - e. The ship looks like a ship

3. **Enemy concepts was designed well and is believable** 20 points_____
 - a. Three completely different enemy ships
 - b. Form follows functions
 - c. Student had an intelligent and educated rationale for their design choices
 - d. Will work for the game that we are creating
 - e. Has an excellent silhouette value

4. **Enemy concept art completed and looking good** 20 points_____
 - a. Three completely different enemy ships
 - b. Colored Completely
 - c. Looks professional
 - d. Turnarounds completed
 - e. Forms of the ship do not change in the different views

5. **Student followed directions** 10 points_____
 - a. If the student did not follow directions written and verbal automatic zero will included naming conventions and any other instructions given.
 - b. Student turned in ALL electronic files
 - c. Student printed out the concept art
 - d. Concepts are at 300 DPI

6. **Participated in Critique/Professionalism** 10 points_____
 - a. If not automatic zero

Points: _____ **Letter Grade:** _____
Grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)
Grades also reflect upon the time the project is submitted.

Homework Expectation

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

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It is expected that the average student will spend **at least 4 hours** on the 1 week period of this assignment to complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.

LATE WORK

1. **All work must be handed in at the beginning of class. (15 minute grace period) Work submitted after the first 15 minutes of class, is Late.**
2. **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
3. **Late work must be submitted during the next day following the due date even if no class is held that day.**
4. **Assignment submitted beyond three days late will receive an F grade.**
5. **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
6. **Deadlines are important.**

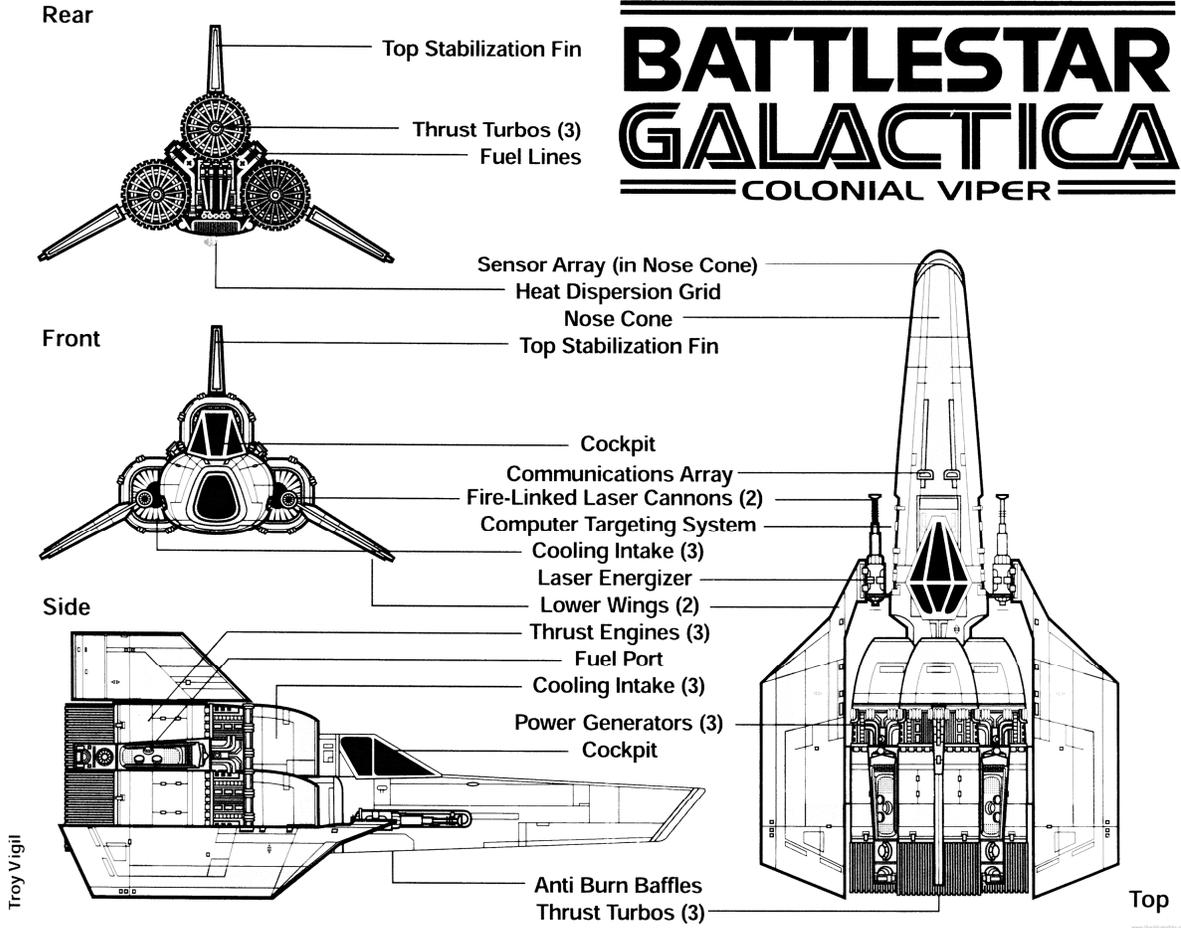
Examples:



2.5D Shooter Ship and Enemy Concept Art
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BATTLESTAR GALACTICA

COLONIAL VIPER



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