

**Caveman Concept
AM203 CG Modeling I**

Prop Concept

Due:

There will be a critique on the due date.

For this project you will create the concept artwork for a Caveman. The concept artwork for your Caveman will be a turnaround and will fulfill the following criteria:

Should be drawn on an 8.5" x 11" (multiple pieces) sheet of paper and then scanned into Photoshop or drawn directly into Photoshop using a pen tablet.

You must have a Front, Side, 3/4th and Back of your Caveman.
Must have an action shot of your caveman.

IMPORTANT: Make sure to use proportion lines to maintain continuity in each view, so scale and volume are correct.

These drawings must be clean well-drawn lines not sketchy. Inking these lines would be very helpful if done on paper before scanning, but is not required. The caveman should be interesting looking, human, a desert dweller and symmetrical.

This concept must be fully colored and have your name and the caveman's name, these should be placed into the layout professionally. Since these could be printed later on in the quarter you should work at 300DPI and make sure to have a backup of the file in storage.

IMPORTANT: Anything that looks to simple or plain will be an automatic ZERO.

What to turn in for the Caveman Concept.

1. One 11" x 17" 300 DPI Photoshop file with the Front, Side and Back view colored of your Caveman.
2. One 11" x 17" 300 DPI action view.
3. Your name and caveman's name should be included within the layout, placed professionally.
4. Photoshop file, that should be titled in this manner:
yourname_caveman_turnaround.psd

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STUDENT NAME:

Grading Criteria:

Grading is based on the below criteria for the Caveman Concept.

1. 3/4th, Front, Side and Back view and action view are drawn and colored. _____[20 points]
2. Interesting and Unique design for the caveman. _____[20 points]
3. Does the final product look professional _____[10 points]
4. Consistence of character in each view within the drawing. _____[20 points]
5. Two Photoshop docs are 11" x17" 300DPI and named correctly. _____[25 points]
6. Name and Caveman's name within the layout, placed professionally. _____[05 points]
7. Critique asked and answered questions about the Caveman Concept project. _____[05 points]

Letter Grade_____

Total Points_____

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.

This grade is also 0.5% of the Cumulative Homework grade for this course.

- **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.**
- **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- **Late work must be submitted during the next day following the due date even if no class is held that day.**
- **Assignment submitted beyond three days late will receive and 0 grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

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.

It is expected that the average student will spend **at least 4 hours** on the one week period of this assignment to the 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.