Subject:	DART
Course Number:	211
Descriptive Title:	Visual Development & Environments
Division:	Fine Arts
Department:	Digital Art and Design Technology
Course Disciplines:	Digital Art and Design Technology
Catalog Description:	In this course, students will continue to hone their design, hand sketching, and rendering and manipulation of color, texture, light and shadow, to develop detailed and compelling scenery, and build worlds that pull audiences into a story. Visual communication of visual development concepts will help create a well-rounded portfolio. Students will explore how to sketch and render compelling scenes using perspective and point of view to convey cohesive moods and atmosphere to add drama and excitement for concept in film, animation, and games.
Prerequisite:	DART 101 or ART 110 & ART 141
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	3
Outside Study Hours:	4
Total Course Hours:	90
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	
Transfer UC:	Yes
Effective Date:	propose
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	

IGETC:	
Term:	
Other:	
Student Learning Outcomes:	Upon completion of this course students will be able to: 1. use digital drawing and painting techniques, including linear and atmospheric perspective, to communicate visual development ideas through design interior and exterior environments as concepts for film, tv, and games. 2. develop color palettes for visual development ideas for environment designs that reinforce emotion, narrative content, and location. 3. create background matte paintings that establish locations in tv, film, and game media and to be used as backgrounds for 2D and 3D animation.
Course Objectives:	1. Develop visual research for visual development projects through focused, inspiration/mood boards to generate form texture and color ideas for environment concept designs that reinforce storytelling 2. Develop color palettes that reenforce visual development and design intention to apply and further refine environmental concept designs 3. Use iterative design process to apply 2d design principles and create visual development concepts for interior and exterior environment concept designs for entertainment media 4. Apply perspective terminology and point of view as it applies to environment concept design to bring depth to interior and exterior environment concepts. 5. Use digital techniques to compose, draw, photo-bash and point-over, and detail a variety of interior and exterior environment concept designs 6. Control line weight, value, gradient, and color in final design sheets 7. Use consistent and prescribed sheet and digital file formats for final design deliverables 8. Organize course work into a professional quality portfolio to present concept design work for future opportunities

Major Topics:	**Lecture Topics:**
	I. **Reference and Storytelling**
	    A. Visual research and reference
	    B. Storytelling through environment design
	    C. Styles and materials
	    D. Background objects and compression
	    E. Color for storytelling
	    F. Storytelling and world building
	    G. Influence of historical artists and styles
	II. **Visual composition for environment concept design**
	    A. Point of view and perspective choices
	    B. Blocking - volumes in perspective
	    C. Shading and light – drawing focus in a design
	    D. Color, tone, and texture in environment for concept design
	    E. Hierarchy and the 1, 2, 3 read
	III. **Design process and pipeline**
	    A. Composition and blocking with thumbnails
	    B. Rough sketches
	    C. Cleanup and line work
	    D. Lighting pass
	    E. Color pass
	    F. Sheet formats and detail views
	    G. Plan layouts

IV. **Perspective terms and techniques**
     A. Point of view for visual storytelling in concept design
     B. 1, 2, 3, and 5 point perspectives
     C. Perspective grids
     D. Perspective construction with primitive volumes

V. **Digital drawing techniques for environment concepts**
     A. Digital lines, brushes, ink, and paint
     B. Solid drawing and construction techniques
     C. Layers, layer effects, masks, and more layers
     D. Digital perspective grids for spatial representations
     E. Characters, props and vehicles in scenes (matching perspective)
     F. Landscape and interior photo-bashing and paint-over techniques
     G. Digital matte painting

VI. **Analysis and Critique**
     A. Foundation for critique of design work
     B. Visual communication of character designs

VII. **Project Planning and Execution**

Lab Topics:

I. **Digital drawing, composition, and skill exercises**
     A. Perspective exercises for interiors and exteriors
     B. Composition exercises and thumbnails
     C. Pipeline and workflow exercises
     D. Drawing technique exercises
          1. Photo-bashing and paint-over
          2. Use of layer effects
          3. Grids and space
          4. Iteration and passes – using layers for efficient workflow
          5. Matte painting

II. **Project Planning and Execution**
     A. Final project planning – digital concept environment designs, interior and exterior
     B. Storytelling for world building – presentation of design concepts
     C. Final project execution

III. **Presentation, Analysis, and Critique**
     A. Presentation of design work

Total Lecture Hours:	36
Total Laboratory Hours:	54
Total Hours:	90
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Develop an exterior environment of a fantasy landscape based on the prompt provided. Document your development process to be shown with your final project.
Critical Thinking Assignment 1:	Select an environment and compare at least two versions of fantasy, science fiction, and realistic animation to determine how elements of lighting and color choice change the mood of the scene.
Critical Thinking Assignment 2:	Develop digital concept drawings for a science fiction environment based on research into existing animation.
Other Evaluation Methods:	Completion, Presentation

If Other:	
Instructional Methods:	Demonstration, Discussion, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice
If Other:	
Up-To-Date Representative Texts:	Agerer, Markus Sebastian. Drawing Perspective & Space, 1st ed. Scotts Valley: CreateSpace Independent Publishing Platform, 2017 (Discipline Standard)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite	Prerequisite
Category	sequential
Requisite course:	DART 101 OR ART 110 & ART 141
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	**Digital Drawing Tools** DART 101 - Digitally draw hard surface environments, props, vehicles, characters, in perspective and orthographically. ART 141 - Produce and present digital creative projects using raster and vector methods that demonstrate traditional visual principles of art and design. ART 141 - Exhibit fluency in a variety of apposite [sic] digital design tools: Adobe Illustrator, Photoshop, drawing tablet, image capture, scanning, and presentation hardware/software. **Basic Concept Development** DART 101 - Use research, imagery, and creative inspiration to generate a mood board or concept document to develop ideas ART 141 - Assess the purpose, scope, and specifications of art projects and formulate solutions by applying the appropriate creative and technical strategies. **Perspective Drawing** DART 101 - Use perspective, line, and greyscale shading techniques to create structured compositions of imagined concepts. ART 110 - Identify, define, and apply the principles of linear perspective with regard to one-point and two-point perspective.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	

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Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	09/02/2024
Original Board Approval Date:	01/13/2025
Effective Term:	FA 2025