

# Computing, Games and IT

## Concept Art for Games Part-time

### In Brief

#### Start Date / Duration

The course starts on Monday 27 March 2023. The course lasts 10 weeks and you will study on Mondays from 6.00pm to 8.00pm.

#### Entry Requirements

There is no requirement for you to have achieved any qualifications or units prior to undertaking this qualification, however a reasonable standard of computing skills will be required.

#### You will achieve

A Barnsley College certificate of completion.

### Course Overview

Consider your favourite fanciful film or video game, one with extraordinary real foreign worlds, futuristic vehicles, or unique creatures and personalities. Have you ever wondered who comes up with the ideas and designs for such elements? The overall artistic vision for a project is known as concept art.

Fancy turning your ideas into something more? And turning them into something tangible? This could be the course for you.

### Course Content

Concept art is a type of visual art used to communicate a concept in films, video games, animation, comic books, and other forms of media. It is a process done before the implementation of the final result.

The course will cover:

- Drawing for different purposes.
- Basics of art fundamentals, to grasp the key basic skills needed for drawing autonomy, composition, objects, perspective and environments.
- Colour theory – Understanding the colour wheels and the basics of Primary, Secondary and Tertiary colours. Colour psychology and understanding emotive language in colours.
- Drawing in perspective – Understanding 1, 2 and 3 point perspective and how to apply this to own studies.

- Light and form – Understanding how light direction and casting works. Teaching methods of luminism techniques to be able to use light as a form of expression for shapes.
- How to construct and layout concept design work, how to exhibit progress works and the importance of annotations along with detailed sketches/illustrations.
- Introduction to digital painting/illustration, coming away from traditional drawing methods. Emphasis on industry standards and competition.
- Drawing from imagination – once the basics of drawing have been mastered, you can construct your own creative project by drawing from imagination, such as fantasy and cartoon etc.

You will work individually and in a team to develop your skills.

## How will I be assessed?

You will be assessed using a range of methods and present your work in an online portfolio. This portfolio will be used to assess your progress on the course.

## What Equipment Will I Need?

All equipment will be provided.

## Where will I study?

SciTech Centre  
Falcon Street  
Barnsley  
S70 2EY

## What can I do next?

You can use the skills gained to create games and could explore further study in Games Design.

## How much does the course cost?

£180, full fee payable.

## Extra information

### Full Fee Payable

If the course is listed as full fee payable, you will have to pay for the course.

## Contact the Information Unit

For further information please contact our friendly Information Team on +44 (0)1226 216 123 or email [info@barnsley.ac.uk](mailto:info@barnsley.ac.uk) [mailto:info@barnsley.ac.uk]

## Disclaimer

Please note we reserve the right to change details without notice. We apologise for any inconvenience this may cause.

**Last updated:** 21st March 2023

## **Want to apply?**

Visit <https://www.barnsley.ac.uk/apply> to get started

Call us on **01226 216 123**