

Academic Year: 2025/26

201977 - Environment Drawing and Concept Art

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Teaching Guide Information

Subject code: 201977

Degree program: 10014 - Degree in Digital Creation, Animation and Video Games

Type: Basic Training

Year: 1

Number of ECTS: 6.0

Period: Second term

Languages:

Degree coordination: Patricia Comesaña Comesaña

Subject coordination: Vicente Adrián López Chao

Faculty: Vicente Adrián López Chao

1. Overview

In environment design and concept art, the visual development of an idea is explored, planned and communicated. The elaboration process begins with sketches or thumbnails, is tested through iterations and is defined through artistic and technical resolutions, depending on its purpose.

2. Educational and learning outcomes (RD 822/2021 degree programs) or competences (RD 1393/2007 degree programs)

Competences (RD 1393/2007 degree programs)

- **[A06]** CE6 - Conocer los fundamentos artísticos y técnicos que permitan conceptualizar gráficamente los elementos de una animación o videojuego, de cara a la creación de la documentación de arte de concepto.
- **[A07]** CE7 - Capacidad para analizar e interpretar las formas, aspectos y movimientos a partir del mundo real o del arte conceptual para recrear digitalmente los elementos visuales de una animación o videojuego.
- **[A08]** CE8 - Diseñar personajes animados con la personalidad y comportamiento definidos a partir de una historia.
- **[B01]** CB1 - Que os estudantes demostrasen posuir e comprender coñecementos nunha área de estudo que parte da base da educación secundaria xeral, e se atope a un nivel que, se ben se apoia en libros de texto avanzados, inclúe tamén algúns aspectos que implican coñecementos procedentes da vanguardia do seu campo de estudo
- **[B02]** CB2 - Que los estudiantes sepan aplicar sus conocimientos a su trabajo o vocación de una forma profesional y posean las competencias que suelen demostrarse por medio de la elaboración y defensa de argumentos y la resolución de problemas dentro de su área de estudio
- **[B03]** CB3 - Que los estudiantes tengan la capacidad de reunir e interpretar datos relevantes (normalmente dentro de

su área de estudio) para emitir juicios que incluyan una reflexión sobre temas relevantes de índole social, científica o ética

- **[B04]** CB4 - Que los estudiantes puedan transmitir información, ideas, problemas y soluciones a un público tanto especializado como no especializado
- **[B05]** CB5 - Que los estudiantes hayan desarrollado aquellas habilidades de aprendizaje necesarias para emprender estudios posteriores con un alto grado de autonomía
- **[B06]** CG1 - Capacidad de organización y planificación. Especialmente en el planteamiento de trabajos conducentes a la creación de los contenidos audiovisuales digitales que componen una producción de animación o un videojuego.
- **[B07]** CG2 - Capacidad de resolver problemas de forma efectiva, principalmente de carácter tecnológico y en el campo de la creación de contenidos digitales interactivos y de animación.
- **[B08]** CG3 - Conocimientos informáticos, en especial los relativos al uso de tecnologías y programas de última generación en el campo de estudio.
- **[B09]** CG4 - Conocer los procedimientos, destrezas y metodologías necesarios para la adaptación del proceso creativo al medio digital y la producción de obras artísticas a través de tecnologías específicas.
- **[B10]** CG5 - Valorar críticamente el conocimiento, la tecnología y la información disponible para su aplicación en la resolución de problemas.
- **[B11]** CG6 - Capacidad crítica y autocrítica. Necesaria en todo proceso creativo en el que se busca un compromiso con la calidad del trabajo, los resultados y las soluciones propuestas.
- **[B12]** CG7 - Trabajo en equipo. Capacidad de abordar proyectos en colaboración con otros estudiantes, asumiendo roles y cumpliendo compromisos de cara al grupo.
- **[B13]** CG8 - Capacidad de aplicar los conocimientos en la práctica, integrando las diferentes partes del programa, relacionándolas y agrupándolas en el desarrollo de productos complejos.
- **[C01]** CT1 - Adequate oral and written expression in the official languages.
- **[C03]** CT3 - Using ICT in working contexts and lifelong learning.
- **[C04]** CT4 - Acting as a respectful citizen according to democratic cultures and human rights and with a gender perspective.
- **[C06]** CT6 - Acquiring skills for healthy lifestyles, and healthy habits and routines.
- **[C07]** CT7 - Developing the ability to work in interdisciplinary or transdisciplinary teams in order to offer proposals that can contribute to a sustainable environmental, economic, political and social development.
- **[C08]** CT8 - Valuing the importance of research, innovation and technological development for the socioeconomic and cultural progress of society.
- **[C09]** CT9 - Ter a capacidade de xestionar tempos e recursos: desenvolver plans, priorizar actividades, identificar as críticas, establecer prazos e cumprilos.

2.1. Learning outcomes (RD 1393/2007 degree programs)

Learning outcomes	Study programme competences / results		
The learner will be able to analyze and interpret forms, aspects and movements from the real world or conceptual art to digitally recreate the visual elements of an animation or video game.	A7	B1 B3 B8 B9 B10	C1 C8
The learner will design an environment with all its elements, both in sketch, color, texture and shading so that it is feasible for its adaptation to 3D.	A6	B2 B4 B5 B6 B7 B11 B12 B13	C3 C4 C6 C7 C9
The learner will design animated characters with defined personality and behavior based on a story.	A8	B2 B4 B5 B6 B7 B11 B12 B13	C3 C4 C6 C7 C9

3. Contents

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
Topic	INTRODUCTION: Concept art: environments, characters and props. Concept art references. Thumbnailing. Art fundamentals: Perspective, composition, lighting, color and texture			
Topic	CONCEPT ART DEVELOPMENT TECHNIQUES: Thumbnailing. Depth planes. Focal points. Digital tools.			
Topic	ART FUNDAMENTALS I: PERSPECTIVE AND LANDSCAPE: Basic principles of perspective. The point of view. Linear perspective. Axonometric perspective.			
Topic	ART FUNDAMENTALS II: COLOR: Color theory: color meanings and color combinations Color properties: luminosity, saturation and hue. Color analysis. Colorkey. Color scripts.			
Topic	ART FUNDAMENTALS III: LIGHTING: Color brightness and volume in two-dimensional drawing. Light and shadow projection. Digital lighting treatment. Atmospheric perspective.			
Topic	ART FUNDAMENTALS IV: TEXTURE: Organic drawing fundamentals. Digital editing techniques: phototexturing, photobashing, digital matte painting.			
Topic	CHARACTER DESIGN: Ideation. Character, attitude and personality. Technical definition.			
Topic	IMAGE COMPOSITION AND LAYOUT: Image Composition Areas of interest (Focal points). Layout (Model sheets). Storyline. Typography.			
Topic	PARTICULARITIES IN ENVIRONMENT DESIGN: Texture and color: atmosphere sensations. Urban fantasies and reinvented cities. Architecture. Landscape. The life of the concept from the detail, the trace of time.			

4. Teaching methodologies and training activities

Modality In-person					
Methodology	Description	In-person teaching hours	Virtual teaching hours	Independent study hours	Education and learning outcomes / competences
Personalized attention [MAG00]	Both the content of the lectures, as well as the doubts related to the practices proposed in the workshop, as well as the case studies, can be the object of individual consultations.	2,00	0,00	0,00	
Workshop [MAG16]	The student actively participates in the learning process, applying all the knowledge in the elaboration of concept art.	25,00	0,00	59,00	A08, B02, B05, B06, B07, B09, B10, B11, B12, B13, C03, C04, C06, C07, C09.
Student portfolio [MAG17]	On the exam date, a portfolio of the subject work will be delivered following the indications indicated.	0,00	0,00	12,00	A06, A08, B01, B02, B03, B04, B05, B06, B07, B08, B09, B10, B11, B12, B13.
Guest lecture / keynote speech [MAG39]	Lecture consists of oral presentation with audiovisual media and the introduction of student doubts in order to solve knowledge problems and facilitate learning. Likewise, collective feedback sessions will be held with the intervention of students.	26,00	0,00	26,00	A06, A07, B01, B03, B04, B08, C01, C08.
Sum of hours by type		53,00	0,00	97,00	
Total hours				150,00	

5. Assessment

Modality In-person			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Workshop [SEG16]	The professor will propose theoretical exercises (case studies) and practical exercises (individual or collective), which the student will have to solve in the classroom and finish at home. The pursuit of the cognitive progression of the student is pursued over all the development of the vision space, with incidence in the scenographic atmosphere. The presented work is evaluated as well as the progression, evolution and the interaction with the group.	80,00	A08, B02, B05, B06, B07, B09, B10, B11, B12, B13, C03, C04, C06, C07, C09.
Student portfolio [SEG17]	The evolution of the student, the level of the results, the composition of sheets and the adjustment to the delivery standards required in the call will be assessed.	20,00	A06, A08, B01, B02, B03, B04, B05, B06, B07, B08, B09, B10, B11, B12, B13.
Total (%)		100,00	

All aspects related to academic exemption, study dedication, retention, and academic fraud will be governed in accordance with the current [academic regulations](#) of the UDC.

5.1. First opportunity

The student who does not actively follow the course without justified reason will receive the grade of **Not Presented** as an evaluation in both opportunities of the call. The quality of monitoring and active participation consists of an attendance of more

than 80% of the sessions and the delivery of 100% of the practices. The student will have at least two opportunities to deliver practices during the course, except for the final delivery.

First assessment opportunity

Each student must actively attend 80% of the theoretical and practical sessions. All practices must be delivered in a timely manner to be eligible for evaluation at the first opportunity. The objective is to encourage continuous monitoring of the subject through weekly collective or individual feedback.

5.2. Second opportunity

Students who do not have passed the subject in 1st chance assessment must attend the second chance call. In any case, the student will deliver the practices of the course (80%) and will be evaluated through a face-to-face graphic-theoretical test (20%) in which they must obtain a grade of 5 out of 10 or higher.

5.3. Early opportunity

In any case, the student will deliver the practices of the course (80%) and will be evaluated through a face-to-face graphic-theoretical test (20%) in which they must obtain a grade of 5 out of 10 or higher.

5.4. Academic exemption

Those students who have an academic exemption must contact the professor to establish the method of monitoring the subject and the preparation of works to pass the subject in the first call.

6. Recommended bibliography

Basic bibliography

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- Ghertner, Ed. (2015). Layout and composition for animation. Focal Press/Elsevier. Book. [\[URL\]](#)
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- - (2017). The Art of Mass Effect : Andromeda. Dark Horse Books. Book. [\[URL\]](#)
- - (2017). The last Guardian : an Extraordinary Story. FuturePress. Book. [\[URL\]](#)
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- - (2021). The Art of the Mass Effect: Trilogy. Dark Horse Books, Expanded edition. Book. [\[URL\]](#)
- - (2022). The Art of Turning Red. Chronicle Books. Book. [\[URL\]](#)
- - (2023). The art of Horizon Forbidden west. Dark Horse. Book. [\[URL\]](#)
- - (2024). The Art of Star Wars Jedi Survivor. Dark Horse. Book. [\[URL\]](#)

- Allcock, Chris, Kester, Scott, prol. (2019). The art of Borderlands 3. Insight Editions. Book. [\[URL\]](#)
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