ART A252: PROP AND VEHICLE DESIGN

Item	Value
Curriculum Committee Approval Date	09/08/2021
Top Code	101300 - Commercial Art
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

This course explores the process of designing compelling props and vehicles for entertainment projects. Students will learn how to visually develop concepts from initial sketches to final renderings of objects from the everyday mundane to the fantastic. Emphasis is placed on principles of three-dimensional drawing and the application of design research. PREREQUISITE: ART A120 or ART A120H. ADVISORY: ART A118; ART A125; ART A135. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Create a professional portfolio of work created throughout the term suitable for job or college application.
2. Design solutions from scripted assignments that clearly displays the student's problem-solving abilities relating story to prop and vehicle design.
3. Create illustrations that apply foundation skills of perspective, drawing and painting toward creating compelling prop and vehicle designs.

Course Objectives

- 1. Develop work that exhibits a strong sense of creativity and problem solving solutions from scripted assignment guidelines.
- 2. Demonstrate an understanding of the processes involved with using traditional and digital media techniques for designing and illustrating props and vehicles.
- 3. Analyze stories for creative opportunities in prop and vehicle design.
- 4. Research period props and vehicles for suitability in various stories.
- 5. Distinguish and differentiate among art direction styles as they apply to props and vehicle design.
- 6. Design props suitable for different stories taking place in different locations and eras including future/sci-fi.
- 7. Illustrate designs for props in industry standard style and media.
- 8. Design vehicles suitable for different stories taking place in different locations and eras including future/sci-fi.
- 9. Illustrate designs for vehicles in industry standard style and media.
- 10. Prepare art work for professional presentations with digital applications.

Lecture Content

I. Steps of the Production Process – Introduction to basic prop and vehicle development and procedures for designing.A. TopicB. ThemeC. Silhouette and Shape D. ThumbnailingE. RoughF. Clean-up II. Vocational fields of studyA. Product designB. Automotive designC. Toy design III. Common prop designsA. Base household props- toaster, and blender B. Coffee machineC. Knife dispenserD. Toy designE. Ruggedized ComputerF. Remote Control HelicopterG. Battle TankH. AircraftI. Action figure IV. Vehicle Categories1. Aerospace2. Creative thinking and design visualization 3. Military4. Pro Sport5. Salvage6. Science Fiction7. Design and experimentation8. Commuter/ Hybrid V. Form follows functionA. Principles associated with modern architecture and design B. Influence of product design upon the American economy1. Handheld devices a. Ipadb. Cell phonesc. Portable computers VI. Examination of masterworkA. Game industry propsB. Examination of animation propsC. Feature film conceptual artD. Sample videos of professional demonstration and lecture E. Portfolio samples and quality of work

Lab Content

I. Perspective Sketching and Rapid Visualization A. Using 1 point perspectiveB. Using 2 point perspectiveC. Establishing a baseD. Orthographic viewsE. Page layout for presentationF. Preparation for portfolio pageG. Printing- digital reproduction of artwork adhering to industry standards II. Techniques and use of MediaA. Pencil and Pen sketchingB. Using Col-Erase Color PencilsC. Using Prisma Color PencilsD. Use of pen and marker for guide sketchingE. Use of pen and marker for a finished pieceF. Preparation of 2D imaging for digital useG. Transferring 2D imagery into a digital application H. Using digital application PhotoshopIII. Painting Digital StillsA. Preparing 2d conceptual design for use in 3D digital softwareB. Constructing accurate orthographic side views for the modeling process C. Building Process of 3D model within 3D modeling softwareD. Rendering process of transforming the finished 3D model into finished 2D rendered imagery. IV. Environment PreparationA. Arrangement of single elements into groupings B. Creation of 3D environmentC. Orthographic top viewD. Reverse angleE. Composition AestheticsF. Arranging a picture according to themeG. Object placement for storytelling V. Portfolio Presentation DevelopmentA. Portfolio layoutB. Displaying your work in the proper layout C. Graphic arrangement of workD. Creating an online portfolio

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- Lab (04)
- DE Live Online Lab (04S)

Instructional Techniques

DemonstrationObservationIndividualized instructionStudent presentationsSupervise student use of equipmentShow instructional videosLectureDiscussionFeedback/evaluation of skills practice

Reading Assignments

Students will read on average 1-2 hours per week from assigned text and online resources.

Writing Assignments

Students will research assignments and provide analysis and reflection on content.

Out-of-class Assignments

Students will complete all assignments outside of class, and are expected to spend 1-2 hours per week on out-of-class assignments. Student will have access to the OCC Art/DMAD digital lab during their scheduled lab time and during open/arranged lab times.

Demonstration of Critical Thinking

Discriminate between visual treatments suited for various story driven themes. Analyze visual and verbal descriptions of assignment guidelines, developing theme and design through traditional media and digital software tools. Analyze instructor demos, and apply techniques towards completing assignment guidelines.

Required Writing, Problem Solving, Skills Demonstration

Reading and research assignments are given throughout the class that reinforce important concepts. Through the process of completing course assignments, problem solving skills and technical skills are put into practice.

Eligible Disciplines

Art: Masters degree in fine arts, art, or art history OR bachelors degree in any of the above AND masters degree in humanities OR the equivalent. Note: “masters degree in fine arts” as used here refers to any masters degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the “Master of Fine Arts” (MFA) degree when that degree is based on specialization in performing arts or dance, film, video, photography, creative writing, or other non-plastic arts. Masters degree required. Commercial art (sign making, lettering, packaging, rendering): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Other Resources

1. Instructor identified videos and instructional tutorials will be listed in syllabus. 2. Instructor created videos and instructional tutorials will be listed in syllabus.