

MINORS

CONCEPT ART MINOR

Our Mission:

In the Concept Art minor students explore the intersections of Illustration, Animation, Game Design and Entertainment Design while developing technical skills in hand drawing and painting from observation, digital drawing and painting, and a range of AI techniques to design characters, props and environments.

Participating Departments:

Program Learning Outcomes

Otis College Interdisciplinary Studies: Concept Art Minor Program Learning Outcomes are action words describing our approach to learning, and what we commit to our students.

Concept Art Minor Student Will:

Grow

Concept Art Minor student work will demonstrate: Disciplinary knowledge and skills Proficient skills in perspective drawing, composition, color theory and visual storytelling, using wet, dry and digital media to design characters, props and environments. Proficiency in industry-standard skills, technologies, and processes Ability to create production ready assets using current industry technologies and workflows. Cross-disciplinary awareness and practice Developed practice grounded in two or more disciplines, understanding of how Concept Art fits into the overall production pipelines of animation, illustration, game and entertainment design.

Dare

Concept Art Minor student work will demonstrate: Innovation • Experimentation and play • Challenge to the status quo • Bravery in their work and their interactions with others Ability to combine aspects of Concept Art with work in one's major and/or push the boundaries between each field.

Reflect

Concept Art Minor student work will demonstrate: Capacity to communicate (orally, written, and/or visually) about their practice Ability to clearly articulate the relationship between their work in Concept Art and their major and how these studies will help them achieve personal and professional goals.

Analysis of both ethical and aesthetic impacts of art and design Critical examination of the social, cultural, and environmental implications of their work, demonstrating responsibility in designing characters, props and environments that engage and resonate with diverse audiences.

Connect

Concept Art Minor student work will demonstrate: Ability to work well, collaborate, and build relationships across differences in identity, perspective, aesthetics and disciplines with directors, artists and designers all contributing to different stages of a project's pipeline. Awareness of positionality – in the world, their field, their communities. • Integration of skills and concepts: between their majors and Concept Art minor, while understanding and articulating their positionality in their chosen fields.

Shine

Creative Writing Minor student work will demonstrate: Ability to define aspirations, future goals and their role within the creative economy. Defined aspirations, future goals and one's role as an interdisciplinary creative within the creative economy. Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios. Successful completion and presentation of original Concept Art that resonates with intended audiences.

Course Requirements

15 credits of Concept Art and related courses are required to complete this minor. This can be 5 studio courses or 4 studio courses + 1 LAS course.

Students select courses based on guidance from the Director of Interdisciplinary Studies, Minor Area Heads and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard (my.otis.edu). Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

Electives

Electives

Course Title	Course Number	Credits
Making with AI Generators	GDIL 334	3.00
Drawing and Painting II	ILUS 213	3.00
ST: Design Lab	INTR 330	3.00
Creative Writing Workshop I	LIBS 212	3.00
Painting II	PNTG 214	3.00
Painting Genres: Storytelling	PNTG 306	3.00
Illustration IV	ILUS 301	3.00
Drawing and Painting II	ILUS 213	3.00

Drawing and Painting IV	ILUS 313	3.00
ST: Scientific Illustration	ILUS 358	3.00
ST: Watercolor Illustration	ILUS 358	3.00
ST: Digital Paths	ILUS 358	3.00
ST: Narrative Illustration	ILUS 358	3.00
Storyboarding and Pre-viz	ANIM 215	3.00
Character Design for Animation	ANIM 310	3.00
Digital Painting II	ANIM 490	3.00
Advanced Storyboarding	ANIM 490	3.00
Color and Lighting for Games	GAME 215	3.00
Cinematic Visualization	GAME 310	3.00
Gesture Drawing	GAME 310	3.00
Character Design for Game	GAME 490	3.00
Animal + Creature Drawing	GAME 310	3.00
Anatomy for Entertnmnt Design	GAME 310	3.00
ST: Fashioning the Fantastic	FSHD 390	3.00

Elective Descriptions

GDIL 334 - Making with AI Generators (3.00)

This class uses established methods for idea and image-generation while employing new tools. Students work with faculty to generate and test guidelines for the use of AI art generators in projects and portfolios. Constrained projects pave the way for open-ended prompts. Guests include artists/designers who use AI in their process, as well as those that have been included in AI training sets without their permission. Students will present their work thus far to establish a baseline for their output. We will hold each other accountable, seek transparency, and test the boundaries of the tools and the value of their use in our creative practices. Open to juniors and seniors students only.

ILUS 213 - Drawing and Painting II (3.00)

INTR 330 - ST: Design Lab (3.00)

Upper division studio courses that facilitate student work across media, genres and disciplines, while also developing skills in interdisciplinary thinking in a supportive community. Topics vary each semester. Examples include: Design Lab, Interdisciplinary Practices, Interdisciplinary Career Pathways Fulfills studio electives.

LIBS 212 - Creative Writing Workshop I (3.00)

How does one transform the great chaos of experiences, obsessions, dreams, ideas, and observations into compelling literature? This course will explore a variety of methods for making that transformation possible. In addition to weekly writing assignments and a final project, you will be asked to read widely, take creative risks with exercises, and create community through avid participation in class discussions. Refining the ability to discuss peer work will be as important as developing one's own writing. Our focus in this course will be on a specific genre of storytelling—what's known as Flash Fiction or Short-Shorts. These stories are shorter than traditional short stories. They're very short stories, generally anywhere from 25 words to around 1000. Sometimes this genre is called Sudden Fiction, Microfiction, Microstories, Hint Fiction, Minisagas, Postcard Fiction, occasionally even Twitterature. In this class, we'll refer to these stories as FFSS (Flash Fiction Short-shorts). Even though these stories are short, they contain the main elements of traditional stories: a beginning, middle, and end. FFSS are compressed, the text doesn't take up much space, but always hints at a story much larger than what's on the page. They provide a story framework that allows the reader to intuit the larger story and its implied meaning.

PNTG 214 - Painting II (3.00)

PNTG 306 - Painting Genres: Storytelling (3.00)

This interdisciplinary course explores storytelling through images, objects and other media. Content may be, but is certainly not limited to, identities, cultural affinities, formative experiences, personal histories, personal fictions, history, and other interests. While the emphasis of this course is studio practice and developing technique, critiques will be complemented by discussions on history painting, cultural hybridity, post colonial discourse, and storytelling. We will read and discuss short texts by various novelists, theorists, poets, as well as looking at works by artists engaged in making work about complex narratives.

ILUS 301 - Illustration IV (3.00)

Pre-requisites: ILUS 300

ILUS 213 - Drawing and Painting II (3.00)

ILUS 313 - Drawing and Painting IV (3.00)

Pre-requisites: ILUS 312

ILUS 358 - ST: Scientific Illustration (3.00)

Scientific Illustration will introduce students to scientific illustration as it could be used to educate, preserve, advertise, etc for various types of California farms. These could include food farms (vegetable, animal, orchards, vineyards, olive, date), non food farms (biofuels, building- hemp, bamboo, flax, and pharmaceuticals), using traditional farming methods or non-traditional such as hydroponics or aquaculture. Projects will be based on one chosen farm and include taxonomy of a farmed species, diagrams of the species and informational illustrations of farmed species.

ILUS 358 - ST: Watercolor Illustration (3.00)

Students are introduced to traditional and contemporary watercolor approaches and concepts, with emphasis on its formal language and the fundamentals of artistic expression using this medium. It helps prepare students for the field of illustration. Students will be using watercolors to paint from observation as well as from imagination in conjunction with reference materials and various other painting and mixed media methods.

ILUS 358 - ST: Digital Paths (3.00)

Digital paths is a basic introduction to computer graphics and video editing software, such as Adobe Photoshop/Illustrator/After Effects/Media Encoder and Procreate in iPad. Students do not need relevant experience to enroll in this course, but the final assignments are presented in digital media. Through classroom demonstration and video watching, students will be able to make one motion graphic animation, and one experimental film.

ILUS 358 - ST: Narrative Illustration (3.00)

Students will create illustrations that convey moments in a story or script. They will use existing or personal ideas to illustrate these scenes while learning from film compositions, scripts, books, and other works to help communicate the narrative. Students should have a Tablet or Drawing Tablet that can attach to a laptop or computer, styles pen to use with Photoshop.

ANIM 215 - Storyboarding and Pre-viz (3.00)

Pre-requisites: ANIM 220

ANIM 310 - Character Design for Animation (3.00)

The purpose of the class is to introduce students to methodologies and styles for designing characters with appeal that are ready to animate. Assignments and critiques develop problem-solving, collaboration, creative visual interpretations that result in portfolio ready art/ illustrations of unique character designs for the purpose of animation.

Pre-requisites: ANIM 250

ANIM 490 - Digital Painting II (3.00)

This course will train you in the fundamentals of digital painting/design. Students will learn to use the tools and techniques of digital painting to produce artwork with applications to the fields of game design and animation such as animation backgrounds, textures for 3D animation, concept art, and illustration.

ANIM 490 - Advanced Storyboarding (3.00)

This course will cover the concepts of storyboarding for 2D television animation, visual storytelling, and basic filmmaking/ cinematography. Lecture topics will begin with reverse engineering thumbnails and move through assignments that simulate a variety of visual storytelling projects which commonly are seen in the industry. Basic professional practices for today's working storyboard artists will also be included.

GAME 215 - Color and Lighting for Games (3.00)**GAME 310 - Cinematic Visualization (3.00)**

Learn the pipeline for pre-viz and post-viz work by an Otis alumni with years of visualization experience. Taking concepts, scripts, and storyboards to the next step by creating a comprehensive sequence that combines 3D animation in Maya, Visual Effects and Rendering in Unreal Engine 5, and compositional work in After Effects. You do not need to be a specialist as this course is customizable to focus on different elements of the pipeline to hone your skills and work together with the rest of your team. Eli graduated in 2021 and immediately started his career as a technical animator at Halon Entertainment, and worked his way into becoming a visualization artist for commercials, Triple AAA video games, and blockbuster movies. Credits include Fortnite, Planet of the Apes, A Minecraft Movie, Hunger Games, and more.

GAME 310 - Gesture Drawing (3.00)

Gesture Drawing emphasizes observational drawing from live models to develop strong posing skills for artists In animation, storyboard, illustration and fine arts tracks. In class lectures and demos will reinforce principles of animation. This course is designed to introduce and develop an understanding of life drawing that will serve as foundation for further studies in animation and entertainment arts. The class will focus on aspects of drawing that are used in the field of entertainment arts including but not limited to: Constructive Drawing based on gesture and form. Narrative or storytelling drawing and creating strong poses with emotion and impact. Observational drawing. Review of anatomical features. Thumbnail and quick sketch for quick concept sharing. Students will become familiar with successful artists relating to this field..

GAME 490 - Character Design for Game (3.00)

Conceptual designers for the game and animation industry must skillfully combine real world logic and design techniques to create unique and compelling environments, interiors, exteriors, props and vehicles for a variety of stories and historical eras. This requires a dynamic understanding of architecture, industrial design, structure and materials, as well as using illustration, design and modeling techniques to present cohesive architectural narratives, imaginative environments and accurate planning. DESIGN CONCEPTS FOR GAMES is an introduction to the conceptual process of Environment Design and World Building for visual development for feature animation, video games and film. Students will create original design solutions for real world situations utilizing scale, accurate layout, location, structural realities and available materials to create believable environments. Students will create plan and elevation drawings and dimensional studies in support of their original conceptual structures. Students will obtain a solid understanding of how to create original environments utilizing traditional methods, available technology and 3D visualization techniques to create layouts. Over the course of the semester students will design their own unique functioning community as an asset to an Environment Design Portfolio.

Pre-requisites: GAME 210

GAME 310 - Animal + Creature Drawing (3.00)

This course teaches fundamental skills and techniques for creating realistic and imaginative animal and creature drawings. You will learn anatomy, structure, proportions, perspective, texture, and detail, which are essential for creating convincing and dynamic drawings. You will also develop your creativity and design skills by inventing your own unique creatures. Throughout the course, you will practice through a series of exercises and projects and receive feedback to refine your skills. By the end of the course, you will have a solid foundation in animal.

GAME 310 - Anatomy for Entertainment Design (3.00)

This course is designed to guide students in mastering the art of bringing characters to life by deeply understanding the human figure from the inside out. Students will learn to visualize the structure of the body by studying gestures, skeletal frameworks, muscles, and forms, and translating them into

dynamic figures. They will work with various basic shapes—such as cylinders, cubes, and blocks—to build figures with accurate proportions and motion. As they progress, students will focus on challenging aspects such as hands, feet, and the head in perspective, and learn techniques to stylize anatomy and create exaggerated poses for more dynamic storytelling in their designs. In addition to technical skill development, this course will explore how muscle movement, body types, and aging impact character design. A diverse range of body types, genders, and ages will be examined to ensure students can create authentic, relatable characters. The course will also delve into light logic, hair studies, and value rendering to give students a holistic approach to figure drawing and visual storytelling. Ultimately, students will develop their skills to creatively connect anatomical accuracy with expressive, narrative-driven character designs in the context of entertainment.

FSDH 390 - ST: Fashioning the Fantastic (3.00)

As the intersection of technology and fashion continues to evolve, students will develop digital-only fashion runway collections inspired by a game franchise, or brand. The project will showcase digital runway show that will serve as the backdrop for fantastical collections created on avatars. Students will integrate a fashion/digital perspective to widen the demographic of the gaming community in a fashion fantasy world.