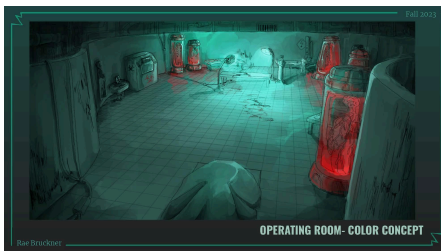
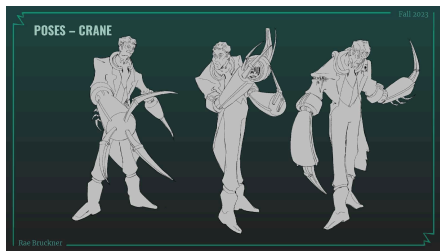


Concept Art Minor



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.

Eligibility

The Concept Art minor is open to all BFA majors, except Illustration and Game and Entertainment Design students, who can pursue the Concept Art Area of Emphasis instead. Students must be on track in their major and in good academic standing, with fewer than 6 credits behind and a cumulative GPA of 2.0.

Requirements

15 Credits of Concept Art courses

(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.

See Animation, Game and Entertainment Design, Graphic Design, Illustration, and Liberal Arts and Sciences for course descriptions.

Each student will receive an individual academic plan that outlines how this minor fits into their major.

For more information about the Concept Art minor contact:

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Interdisciplinary Studies
Ahmanson, room 606
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mjaquis@otis.edu

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www.otis.edu/minors

<https://www.otis.edu/programs/undergraduate/minors/concept-art.html>

Concept Art Minor

Program Learning Outcomes

Concept Art Minor student work will demonstrate:

Grow

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

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

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

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:

Successfully integrate skills, information and concepts between their majors and Concept Art minor, while understanding and articulating their positionality in their chosen fields.

Shine

Concept Art 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.