

## KS3 Cycle Sheet—Video Game Concept Art Character—Cycle 1

<b>Name</b>	<b>date</b>	<b>Target</b>	<b>SBE / BE / E / AE / SAE</b>
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**Video Game Concept Art—Characters**

Aim: The aim of this cycle is to understand what a Video Game Concept artist is, how they work and what skills they need. How to research a game world. The anatomy of characters and how to design a character in your chosen world.

Keywords: Design, Concept art, World, Story, Create

Success Criteria	Working towards	Secure	Exceeding
Know and use the term concept art			
Understand the design process			
Be able to write about 1 artist			
Anatomy of character models			
How to research game worlds			
Know how to identify key styles			
Thumbnail sketching of models in poses			
Edit and review thumbnail sketches			
Developed design skills			

Assessment Objectives	Meaning	Marks
<b>M</b> Make	- Experiment with appropriate materials - Develop your own ideas using different media such as paint, chalk, pastel, printing, textiles, computer aided design, photography, collage, 3D.	/9
<b>I</b> Ideas	-Develop personal ideas that connect with artists researched - Write about your ideas using art language	/9
<b>K</b> knowledge	- Investigate appropriate art, craft or design work - Research the relevant artists, analyse and write your opinion about their artwork and techniques	/9
<b>E</b> Evaluation	-Create a final piece that connects with the rest of your project - Complete an in depth evaluation about your project explaining what you have done and why you did it.	/9
Total		

WWW:	9	36
	8	32
	7	28
	6	24
	5	20
EBI	4	16
	3	12
	2	8
	1	4
	U	0