

KS3 Cycle Sheet—Video Game Concept Art Landscapes—Cycle 2

Name	date	Target	SBE / BE / E / AE / SAE
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Concept Art Landscapes
Aim: In this cycle we will understand how video game artists plan out maps and levels. Create concept art for works they need to create. Understand skills involved in landscape drawing and painting.
Keywords: Landscape, level, Horizon, Drawing, painting, Blending

Success Criteria	Working towards	Secure	Exceeding
Know and analyse 1 concept artist			
Recall pervious 2 point perspective			
Understand how colour creates mood			
Research your own game world			
Design your own landscape			
How to paint a background			
How to paint a middle ground			
How to paint a foreground			
Write and explain about the atmosphere			

Assessment Objectives	Meaning	Marks
M 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
I Ideas	-Develop personal ideas that connect with artists researched - Write about your ideas using art language	/9
K knowledge	- Investigate appropriate art, craft or design work - Research the relevant artists, analyse and write your opinion about their artwork and techniques	/9
E 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