

# CONCEPT ART

## LANDSCAPE

**Concept art** is a form of [illustration](#) where the main goal is to convey a **visual representation of a design, idea, and/or mood for use in [films](#), [video games](#), [animation](#), or [comic books](#) before it is put into the final product.** Concept art is also referred to as visual development and/or concept design.

The term Concept Art may have come about as part of automotive design for concept cars or as part of the animation industry.

A concept artist is an individual who **generates a visual design for an item, character, or area** that does not yet exist. This includes, but is not limited to, film production, animation production and more recently video game production.

A concept artist may be required for nothing more than preliminary artwork, or may be required to be part of a creative team until a project reaches fruition. While it is necessary to have the skills of a fine artist, a concept artist must also be able to work to strict deadlines like [graphic designers](#).

## Assignment

Your job is to create a Concept Art piece. Your Concept Art must be fictional. You (must have) at least **1 structure**, at least **1 tree**, and a **ground** and a **sky(w/ clouds)**. **The perspective of your Concept Art must be accurate and consistent throughout your image.** You will have to use all of your drawing skills to recreate the texture, mood, lighting, and perspective of a city. “Do not forget to use you drawing skills. Remember, just because you have a ruler does not mean you cannot still make your own lines, shapes, and forms”. **Be creative and accurate equally.**

## Technical Stuff

-Tools used: Various Pencils (*4H, HB, B, etc...*), **a ruler** & an **erasers**.

### PICTURE REQUIREMENTS:

- Your piece must have at least **1 Structure** (building, cave, tree house i.e. something you can go into.)
- You must include at least **1 trees or bush** (any size, but appropriate for your piece.)
- Your piece must have **a ground**. (this could be roads, dirt, mountains, alleyways, or sidewalks, etc...)
- Your piece must have **a sky** (w/ clouds)
- You will need to shade all the different textures appropriately.**

-You will need to use **a ruler for all objects that require strait lines.** (Remember you will also need to create your own lines i.e. “Draw”)

-**You cannot** use any smudging tools, (this includes your finger) show control of your tools.

-You must use your Canvas/ paper to the fullest. (i.e. **No large blank areas of unused space**)

-Your piece needs to have a **full range of values**. (from white to black with all the grays)

-Your piece must be clean, free of stray marks.

-You must show (me) your planning & inspiration for your ideas. (For this assignment you will have multiple pictures that you will use for your inspiration.)

**Due Date:**