

## Environment Concept Art

### Course Description

Environment concept art course is for designing and illustrating environments for film industries and games. The course covers concepts of light, composition, color, concept design in addition to advanced techniques of digital painting and photo bashing for environment and props design

Students will be able to design and create full environments rendered including props with the right mood and concept to Games or Animation.

### Things to know before entering this course

Advanced Drawing and Digital painting basic courses are required to take before the environment concept art course or knowledge of equivalent skills

**Course Duration:** 18 classes, 3 hours per class

### Course contents

#### **(Class 1) Visual communication principles**

- Principles of Design
- composition

#### **(Class 2) Storytelling**

- *Visual development*
- *Creative process pipeline*

#### **(Class 3) Storytelling continues**

- Story
- Color
- Film case study

#### **(Class 4-5) Advanced Perspective**

- *Cylinder and ellipses*
- *Mirroring*
- *Stack perspective*
- *Camera lenses*

#### **(Class 6) Digital painting**

- *Values*

**(Class 7) Digital painting**

- *Light*

**(Class 8) Digital painting**

- *Colors*

**(Class 9) Digital painting**

- *Atmospheric perspective*

**(Class 10) Digital painting**

- *Reference and texture*

**(Class 11) Intro to 3D modeling in Blender**

**(Class 12) Creating layout in 3D Blender**

**(Class 13) Prop Design**

**(Class 14) Photo-bashing and texture applying**

**(Class 15) Photo-bashing and texture applying 2**

**(Class 16) Tips and tricks**

**(Class 17) Final Project**

**(Class 18) Final Project feedback**

**Attendance policy**

Being absent more than 15% percent of the course classes is an automatic fail.