PART-TIME

Duration
4 Weeks

CONCEPT ART

OVERVIEW

How to conceptualise visual graphics for various mediums, including animation, books, film and digital media. This includes character design and environment design. Students will develop an understanding of design principles and integration of conceptual art to final visual products.

PROGRAMME CONTENT INCLUDES

- Week 1: Compositional Design
- Week 2: Shape Language and Thumbnailing
- Week 3: Colour Language
- Week 4: Design Elements and Conclusions

CAREERS

- Theatre Backdrops
- Game Design Backgrounds
- Conceptual Developer for Film

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