



# Visual Development Concept / Art Advanced

## Course Overview

This class will teach you the fundamentals of Visual Development. Using design theory for animation, you will develop characters, props, locations and more. Students will learn to accomplish this through variation and ideation design processes. You will also learn how to story drives us as designers.

# What you can expect

Characters | Storytelling | Props | Cut Away Sheet | Vehicle Design  
Environment | Matte Painting

## Characters

Creating narrative Gathering  
References  
Narrowing Ideas  
Details Passed  
Building a Presentation

## Storytelling

The Script  
Primary Storyboarding  
Final Storyboard  
Composing a page

## Props

Gathering References  
Moodboard  
Understanding Design  
Rough Lay Outing  
Color Pass  
Final Render

## Cut Away Sheet

Perspective  
Freehand Drawing  
Moodboarding

Rought Cutaways  
Lighting pass  
Final Render

## Vehicle Design

Understanding Vehicle Design  
Creating Concepts  
Understanding basic shapes  
Final Rendering

## Environment

Composition  
Understand how to create a  
believable world  
Color Theory  
Painting & rendering Technique

## Matte Painting

Collecting References  
Blocking Shapes  
Texturing  
Asset Collecting  
Rendering pass 01  
Rendering pas 02  
Final Stages

# Eligibility

This course can be done by anyone interested in games & animation industry and want to create from his/her imagination, having 10+2 & higher qualifications, freshers can also apply for this course for better exposure in Industry.

# Career Opportunity

As we can see the demand for gaming and animation industry is on its peek and it will go high in future. So the demand for the concepts artist & designers will be high as well. There are so many opportunities in animation & gaming company.

**Duration - 6 Month (3 Hour / 5 days)**