CONCEPT ART
FOR GAMES & ANIMATION
LYNX CAMP 2 WEEKS

● Week 1
  ○ Day 1 - Environment Design
    ■ Ice Breakers & Introductions - What's your most played game or watched animation from this year?
    ■ Warm Up Exercise: Draw a gesture of each person as they introduce themselves.
    ■ Project 01: Environment Design
    ■ Demo: Environment Ideation
    ■ Project: Work In Class

  ○ Day 2 - Blender
    ■ Warm Up Exercise: Draw the room
    ■ Discussion: How is 3D used in Concept Art?
    ■ Demo: Blender Demo
    ■ Exercise: Blender
      ● The Room
      ● Skeleton Key
    ■ Project: 3D Work In Class

  ○ Day 3 - Final Environment Design
    ■ Warm Up Exercise: Redesign an object in class to be a magical artifact
    ■ Project: Clean Final Line Drawing

  ○ Day 4 - Character Design
    ■ Warm Up Exercise: Gesture drawing of each other
    ■ Project 02: Character Design
    ■ Lecture: Shape Design
    ■ Project: Character Ideation & Development

  ○ Day 5 - Character Final
    ■ Warm Up Exercise: Self portrait from imagination
    ■ Lecture: Character Stylization
    ■ Project: Finalize & Color Character

● Week 2
  ○ Day 1 - Key Frame
    ■ Warm Up Exercise: Redesign the entrance to the class as a high fantasy or sci fi entrance
    ■ Project 03: Key Frame
    ■ Lecture: Shot Types
- Project: Work in Class
  - 4 different options

- Day 2 - Composition
  - Warm Up Exercise: Draw a 4 panel story of getting to class
    - Can include fantasy elements & exaggeration
  - Lecture: Composition Level 1 & 2
  - Project: Work in Class

- Day 3 - Final Line Drawing
  - Warm Up Exercise: Draw 4 panels of your character escaping a villain
  - Project: Clean Final Line Drawing

- Day 4 - Final Paint
  - Warm Up Exercise: Do a color painting of an object in the room
  - Lecture: Painting Work Flow
    - Get fast good looking results
  - Project: Finalize
    - Submit showcase work before end of class

- Day 5 - Showcase!
  - Celebrate your hard work and see each other projects!!