

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!!