

Stylized Concept Art in 2D / 3D

Course Description

This course delves into the process of creating architectural concepts for video games through hands-on mini projects, covering both 2D and 3D techniques. Participants will explore diverse architectural styles, deepen their understanding of fundamental design principles, and develop skills in production sketching, environmental storytelling, and layout structuring.

Focus: Learning the secret tricks and concept art related process with Photoshop and Blender. Enhance individual fundamental knowledge of proportion, form, shape design, and scale, all elements critical to Stylized Concept Art.

Recommended education experience: PBC, FND, WB1, AD1 and DC1

Required Materials: A computer or tablet with comparable drawing software such as photoshop, Blender 4.0 or higher

Location: All SUMMER 2024 Term courses will be held online. All material, course structure and syllabus will remain the same. Class will meet in an online meeting room hosted by Brainstorm School.

SUMMER TERM: Friday 6:30pm-9:30pm PST

First Class: May 24, 2024

10 weeks

Fernanders Sam, Concept Artist & Instructor

Fernanders is a freelance concept artist and illustrator working in the Entertainment industry, which includes game development production, blue sky development, TV series for Animation, Theme Park and Advertising. He specialised in World Building for Environment Design. Some of his former clients include Ubisoft, DreamWorks Animation, Universal Studios, LightSpeed Studios, BBC and Crypto.com.

What you can expect to learn:

Thumbnail Ideation in 2D / 3D

Design Process for Stylized Art

Blender 3D Modelling / Texturing / Lighting for Stylized Art

Painting techniques in Photoshop

Render Pass Preparation for Concept Art Paint-over

Course Summary

Week 01 - Realistic to Stylization Study

- PureRef
- Organising References
- Shape Language

Week 02 - Shape Language in 2D / 3D

- Importance of Mindmapping
- Big / Medium / Small

Week 03 - Stylized Props

- Functionality / Silhouette Readability
- 3D Blockout

Week 04 - Stylized Weapons Design

- Functionality / Silhouette Readability
- 3D Blockout

Week 05 - Mid Term Review

Week 06 - Stylized Architecture (Ancient / Classical Architecture)

- 2D / 3D Workflow
- Elevation Presentation

Week 07 - Stylized Architecture (Brutalism / Art Deco / Contemporary Architecture)

- 2D / 3D Workflow
- Elevation Presentation

Week 08 - Stylized Environment Scene Setup (Industrial / Sci Fi / Futuristic Architecture)

- 2D / 3D Workflow

Week 09 - Stylized Environment Scene Setup (Industrial / Sci Fi / Futuristic Architecture)

- 2D / 3D Workflow

Week 10 - Final Term Review