

# ENTERTAINMENT DESIGN 1 2024

## Instructor info

**Instructor:** Keshan lam

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## Class Goals

- Create a strong Cohesive Portfolio
- 10+ Page Portfolio
- 2-3 Keyframes
- 3 - 6 Support pages per keyframe (8 - 12 Total)
- Understanding of real production experience
- Leveling up - Design, Quality, Story, Production Understanding

## Syllabus

### Week 1: Introduction and Research

- In-class: Discuss the importance of research in entertainment design and project planning. Include case studies of successful projects.

### Week 2: Architecture Breakdown

- In-class: Explore architectural designs and environment props ideas. Discuss cultural influences and form language.

## **Week 3: Character Breakdown and Sketches**

- In-class: Dive into character design, costume design, and character prop designs ideas

## **Week 4: Keyframe Research and Sketching**

- In-class: Explore keyframe composition and storytelling, analyzing famous examples from movies and games.

## **Week 5: Big Review and Draw Over**

- In-class: Review progress on projects through a group critique session, offering feedback and draw-overs.

## **Week 6: Keyframe Render**

- In-class: Introduce rendering techniques for keyframes, both digital and traditional. Demonstrate lighting, texture, and detail rendering.

## **Week 7: Review and Draw Over**

- In-class: Present rendered keyframes for review. In class draw-overs.

## **Week 8: Final Touch-Up**

- In-class: Discuss final adjustments and the importance of presentation. Provide tips for polishing keyframes and portfolio layout.

## **Week 9: Final Help and Presentation Ideas**

- In-class: Offer assistance with final preparations for presentations. Discuss strategies for effective presentations.

# Week 10: Final Presentation

- In-class: Students present their final portfolios to the class. Conduct a feedback and critique session.