

# WORLD BUILDING 2

BRAINSTORM SCHOOL

WB2 (B) – World Building 2

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**\*all homework will be submitted on our class blog. Presentation days will require printed material AND blog post.**

## **Week 1- Opening notes – Composition & Values**

- review of basic perspective
- environment layering
- composition rules
- basics of values
- in class demo

HW: 20 Film or photo studies. Keep in mind FG, MG, BG & simple 3 values. (BLACK AND WHITE)

## **Week 2- Lighting & Mood**

- Critique review
- Lighting effects
- mood communication
- review of lighting categories
- in class demo

HW: 15 total lighting studies. Must utilize all lighting and mood that was reference in class can be from life, photo/film or imagination (BLACK AND WHITE)

## **Week 3- Mapping & Orientation**

- Critique review
- planning out a map
- why is it important?
- camera: W, M, C
- composition review
- in class demo

HW: Create 2 maps of your own theme. Create 3 visually stunning environments per map. total: 2 maps and 6 fully realized environments (BLACK AND WHITE)

## **Week 4-Photo Texture & Reference**

- Critique review
- reference finding
- texture understanding: form, lighting, surface
- in class demo

HW: Create 1 maps of your own theme. Create 3 visually stunning environments per map fully realized lighting and textures (BLACK AND WHITE)

### **Week 5- Review Session**

- Critique review
- one on one paint over session
- work in class
- Mid Term Presentation Guidelines

HW: Final touch ups per in class feedback. Print presentation.

### **Week 6- Presentation / color sample demo**

- Students will present their work from the term
- group critique
- color sample demo for master copy
- pizza! pizza! pizza!

HW: 1 fully rendered master copy from traditional painter artists . Also post original artwork

### **Week 7- Magic card brief**

- Loose color study breakdown
- capture mood and lighting
- color script review
- in class demo – loose color speed painting
- picking our magic cards for re-illustration project (final)

HW: Magic card thumbnails – 20 ideas based on selected card(s)

### **Week 8- Mapping for Magic Card**

- Critique review with paint overs
- Choose 2 comps to take to further – also create a map view per comp (2)
- in class demo: realizing your comps to push more ideas

HW: choose 2 comps to take further in render level. Also create maps view per comp (2)

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### **Week 9- MAGIC CARD PAINTOVER**

- quick group critique
- individual paint over session
- work in class
- final presentation guidelines

HW: finish your Magic Card final illustration. Prepare final presentation from all 10 weeks.

### **Week 10- Final Presentation**

- Print out work with all updated and revised homework
- formatted for presentation
- work must also be on the class blog
- industry guest speaker