



CONCEPT ART BOOTCAMP (2024)

CLASS INTRO

Instructor: Keshan lam

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Course Overview:

This 8-week intensive boot camp focuses on the fundamentals of concept design. Students will learn essential techniques including research, shape and form language, rhythm, and focal point. The course is divided into three main parts: designing a weapon, a character, and an environment. By the end of the course, students will have a comprehensive understanding of concept design and a portfolio of three completed projects.

Weekly Breakdown:

Week 1: Introduction and Understanding Shape and Proportions

- **Lecture:**
 - Course introduction and objectives
 - Understanding shape and proportions

- Research ideas and breakdown
- **Demo:**
 - Weapon design demo focusing on shapes
 - Creating and analyzing weapon shapes

Week 2: Draw Over, Rhythm, and Focal Point

- **Lecture:**
 - Focusing on rhythm and focal points in design
 - Drawing on top of silhouettes to create interesting ideas

Week 3: Character Design - Research and Initial Sketches

- **Lecture:**
 - Introduction to character design, costume design.
 - Research and breakdown of character elements
 - Basic silhouette creation for characters

Week 4: Applying Colors to Character Design

- **Lecture:**
 - How to research and apply colors effectively
 - Color application in character

Week 5: Environment Design - Research and Initial Sketches

- **Lecture:**
 - Introduction to Environment Props design

- Research and breakdown of environment elements
- Creating Environment Props silhouettes

Week 6: Environment Props Design - Clean Up and Color Application

- **Lecture:**
 - Techniques for refining environment designs
 - Adding color to environment props sketches

Week 7: In-Class Draw Over and Final Adjustments

- **Workshop:**
 - In-class draw over and critique session
 - Providing feedback and making final adjustments

Week 8: Final Presentation

- **Workshop:**
 - Presenting final projects
 - Peer and instructor feedback
- **Final Submission:**
 - Submit the final portfolio showcasing weapon, character, and environment designs

Assignment Submission

All assignment must submit to the homework submission channel on discord accordingly.

