



BS - World Building 2

▼ Status	Completed
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WK1 - Values: Grouping and Graphic Read

- **Lecture** - Values
 - Graphic Read - Silhouettes and light over dark and dark over light
 - Value Groupings: lighting values VS local values
- **Demo** - Environment design focusing on value grouping and graphic read
- **HW** - film studies + graphic compositions of your own (**50 Film Studies + 20 Compositions**) (**Greyscale**)

WK2 - Composition - Cinematography and Layout

- **Lecture** - Composition
 - Fundamentals of composition
 - Symbolism
 - Shapes and Graphic Design
 - Cinematography
 - Camera Lenses
 - Level Design and Character Blocking
- **Demo** - Environment design focusing on camera and story

- **HW** - Different camera angles focusing on story (**5 Wide, 5 Medium, 5 Close Up**) (**Greyscale**)
- **Topic** - “A Strange Encounter”

WK3 - Lighting - Shape Design and Mood

- **Lecture** - Lighting
 - Exposure
 - Value Matrix
 - Lighting for mood and story
- **Demo** - Environment design focusing on lighting and mood
- **HW** - Graphic environment compositions (**3 Shots Minimum**), **3 Lighting variations per environment (9 Shots Minimum)(Greyscale)**
- **Topic** - “A Dangerous Situation”

WK4 - Color

- **Lecture** - Basic color theory
 - Color transitions
 - Story through color
 - Reference for color inspiration
- **Demo** - Environment design focusing on color
- **HW** - Environment designs using color reference. (**5 Shots Minimum)(Color)**
- **Topic** - “City of Dreams”

WK5 - Rendering

- **Lecture** - Rendering
 - Where to focus rendering (exposure)
 - Photobashing
 - Material Indication
 - Using asset sheets
- **Demo** - Environment design focusing on rendering, texture and asset sheets
- **HW** - Pick favorite assignment from previous weeks, Create visually stunning environment focusing on all topics from previous weeks. (**1 Shot Minimum**)(**Color**)

WK6 - World Building Project

- **Lecture** - Creating believable worlds
 - Picking IP to redesign
 - Gathering reference
 - Big, medium, small
 - Finding inspiration from random references
- **Demo** - Environment design focusing on ideation & Design
- **HW** - Ideation sketches (**5 Wide Shots, 5 Medium Shots, 5 Close Ups. 15 Total**) (**Color**)

Theme - Story Provided

WK7 - Blender Basics

- **Lecture** - Basic Tools in Blender
 - Basic Navigation

- Creating Shapes
- Object Mode VS Edit Mode
- Transformations and Applying
- Lights
- Material Basics
- Camera
- Rendering: Cycles and Eevee
- **Demo** - Environment design using blender
- **HW** - Take sketches from previous week and create BASIC model + Paint overs (**3 Shots Minimum**)

WK8 - World Building and Set Dressing

- **Lecture** - Set Dressing and Design
 - Understanding the location and props
 - designing the “character” of the space
- **Demo** - Environment design focusing on set dressing
- **HW** - Pick sketches from previous week and refine / set dress (**1 Wide, 1 Medium, 1 Close Up**)(**3 Shots Minimum**)

WK9 - Review

- **Lecture** - Full class review and paint overs
- **Demo** - Full class review and paint overs
- **HW** - Apply notes and feedback, push ideas and rendering, prepare presentation

Asset List

- 3 Final paintings
- Ideation sketches + Models
- Reference boards
- Short description of story and design direction

WK10 - Finals

Project presentation