EDES 201 : Entertainment Design I

Introduction to the concepts of Entertainment Design. Techniques of ideation, concept development, and the user experience are explored. Materiality, model-making, and cross-media experimentation are introduced. Developing skills in basic theming through an awareness of story and narrative relevant to the design. Basic drawing, drafting, ideation sketching, concept communication, 3D modeling, digital drawing, and problem solving.

Credits 3
Studio Hours 6

Lecture Hours 0
Prerequisites
None.