

EDES 301 : Entertainment Design III

Builds on concepts and skills of Entertainment Design II. Advanced application of theory and practice of Entertainment Design with a focus on the time-based and spatial aspects of entertainment, alongside the technical requirements developed through the specific areas of emphasis. Continued practice in incorporating theme, concept, and story into design elements. Continued skill-building in drawing, CAD drawing, problem-solving and ideation sketching, concept communication, digital drawing, and modelmaking.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisite Courses

EDES 202