EDES 302 : Entertainment Design IV

Builds on concepts of Entertainment Design III. Advanced application of theory and practice of Entertainment Design through highly-themed projects of increased scale and complexity, and the incorporation of diverse media components that support theme and narrative. Continued skill-building in incorporating theme, concept, and story into design elements. Advanced 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 301