ILLU 311 : Visual Development I

Learn and practice basic concept design techniques such as: brainstorming; sensitivity to sequence; movement; compositional design; development of character backstory; environment. Acquire familiarity with overall production sequence in creation of films, graphic novels, and games. Gain understanding of the role of illustrator in the pre-production and production sequence.

Credits 3
Studio Hours 6

Lecture Hours 0
Prerequisites
Two semesters of figure drawing and one semester of perspective drawing, or with instructor approval.