

ILLU 312 : Visual Development II

Fundamentals of environment concept design for the entertainment industry. Introduces students to designing natural and constructed spaces for purposes such as game design, animation, film and television production design, and graphic novel narrative. Students will practice an iterative design process that involves research, design, planning and construction, while considering narrative, interaction, and functionality.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisite Courses

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