AFT108:CONCEPT ART

L:0 T:0 P:4 Credits:2

Course Outcomes: Through this course students should be able to

CO1 :: Visualized, develop and presents concept artwork in the form of illustration or drawings

CO2 :: Criticized and Judge different categories of Concept artworks

CO3 :: Execute different form of layouts and designs for use in animation films and other related areas

List of Practicals / Experiments:

Basics of Concept art
- Basics of concept development
- Research for the concept development and its importance
- Different categories of concept art
- Basic Concept for Designing
- Introduction to Concept art

Concept development
- Collection of data and execution
- Knowing the Keyfactors
- Exaggeration and Polishing Further
- From Scratch to Final Render
- Things to consider while developing a concept artwork

Staging a concept
- Analysis of Concept
- Different types of character
- Putting life into character
- Characterization of props
- Enhancement of concept art
- Characterization

Final Execution
- Creating a short story/scene concept
- Development of visual concept for the same
- Re-checking for loopholes, Do's and dont's
- Exploration with colors
- Final Execution

Text Books:
1. THE ART OF AVATAR by JAMES CAMERON, ABRAMS,MEDIA-TIE-IN EDITION

2. CREATING CHARACTER WITH PERSONALITY by TOM BANCROFT, W. H. FREEMAN AND COMPANY

References:
1. CHARACTER MENTOR by TOM BANCROFT, FOCAL PRESS

2. FUN WITH A PENCIL by BY ANDREW LOOMIS, TITAN BOOKS

3. CREATING CHARACTER WITH PERSONALITY by TOM BANCROFT, WATSON-GUPTILL