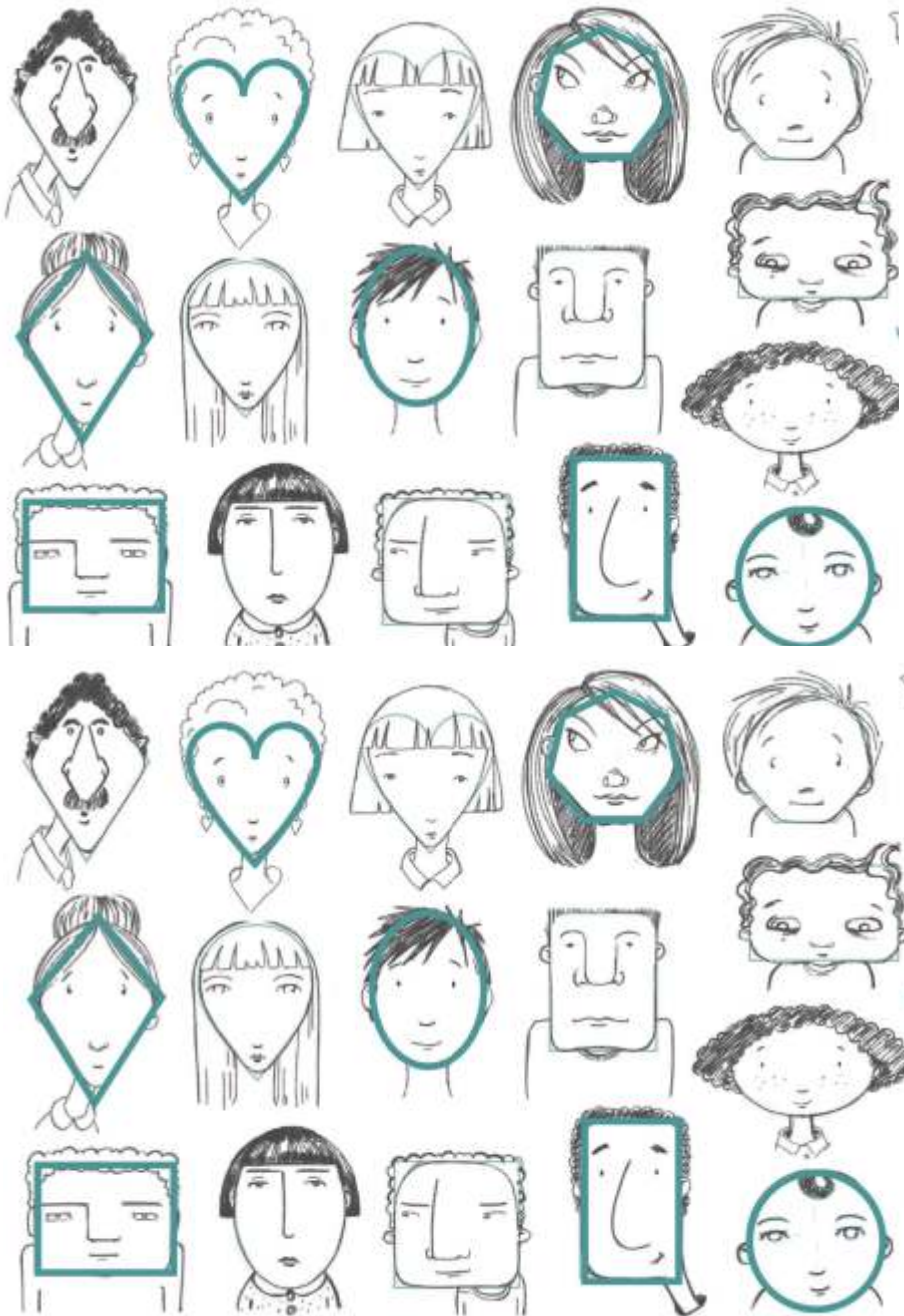




CREATIVE COURSE FOR
CREATOR COMMUNITY

Join  Arts Program
The powerful digital arts program





Pre Foundation
Basic Fundamentals of Drawing

Duration: 04 Months

Understanding lines and lines of action & Form study (organic and inorganic forms)

Understanding geometrical shapes with the help of perspective

Understanding Different Perspectives. Drawing objects without vanishing points

Rotation of boxes and cylinders & Drawing multiple geometrical shapes in a scene

Creating objects with the use of geometrical shapes & Creating textures on geometrical inorganic shapes (guns , bottle etc)

Creating textures on organic shapes (trees, plants, animals).

Achievement unlocked:

Able to draw the foundational volumes, spheres, cylinders and cubes, in any orientation in space.

Breaking any form into basic volumes and in doing so, understand how to draw them 3-Dimensionally.

Draw objects properly in perspective & produce drawings that give the illusion of 3-Dimensional objects occupying deep space.

Foundation

Duration: 04 Months

Advanced Perspectives & Digital Manipulation

Understanding Advanced Perspectives and color Theory

Creating Projects with One Point and Multi point Perspectives

Sketching Advanced Objects in 3D

Learning Photoshop for Photo Manipulation & Learn to apply digital arts with Photoshop by using Graphic Tablet.

Learning Adobe Illustrator for creating Graphic and clipart by using Graphic Tablet

Workshops: Completing Projects with Pencil and Digital Sketching.

Achievement unlocked:

Understanding of typography, color theory, photos, layout, blocking and other design theory and skills

Master the pen tool, shape builder tool and other essential Bitmap & vector design tools in Adobe Photoshop & Illustrator.

Work through the entire package design process & Learn non-destructive editing techniques & Work through an event flyer design to understand strong type hierarchy, balance and overall design layout



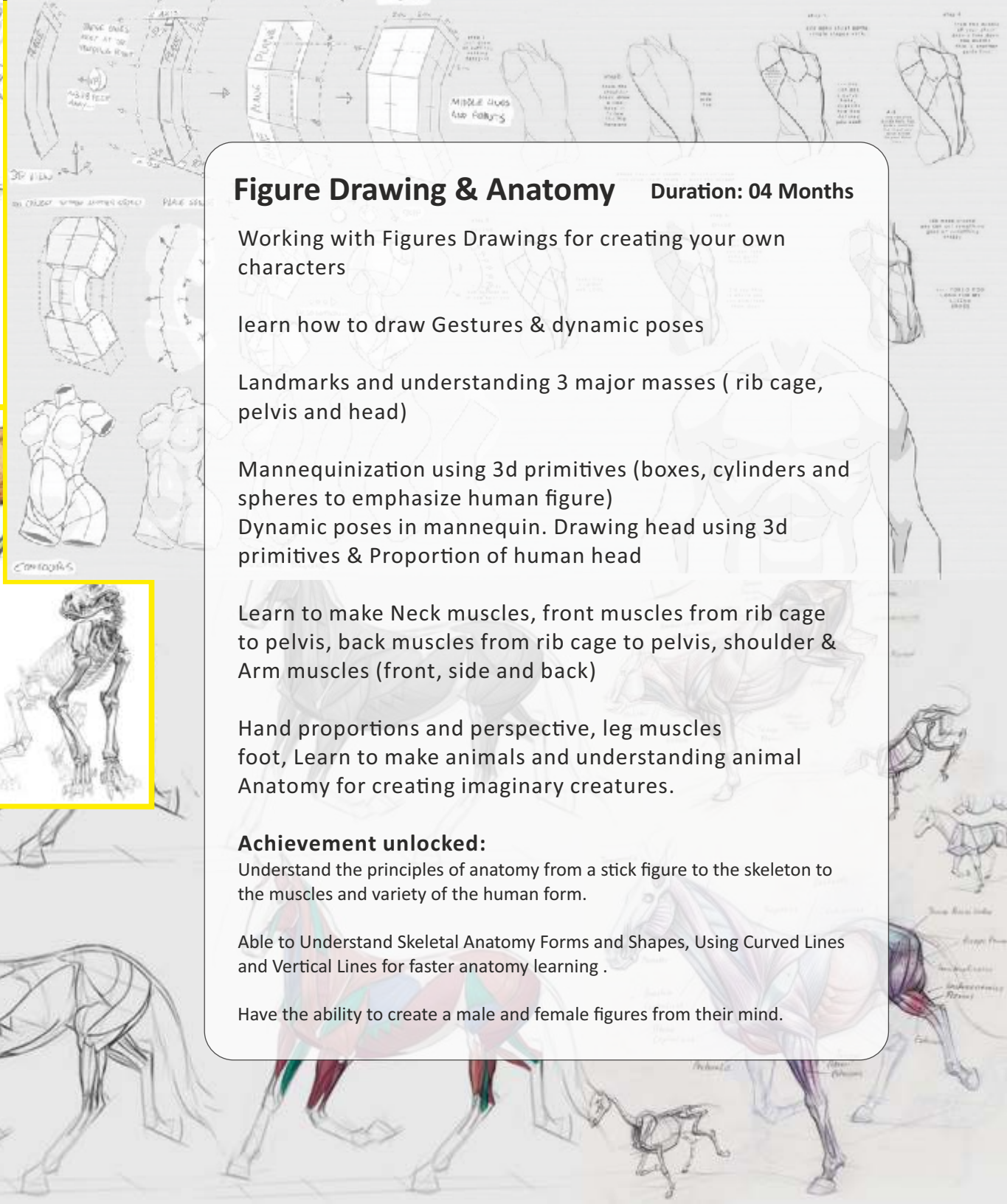
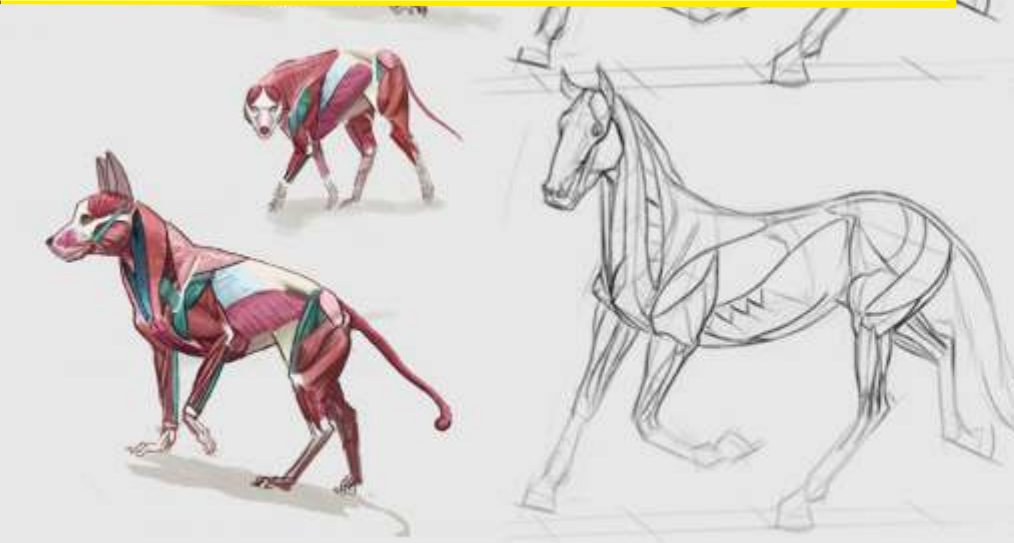
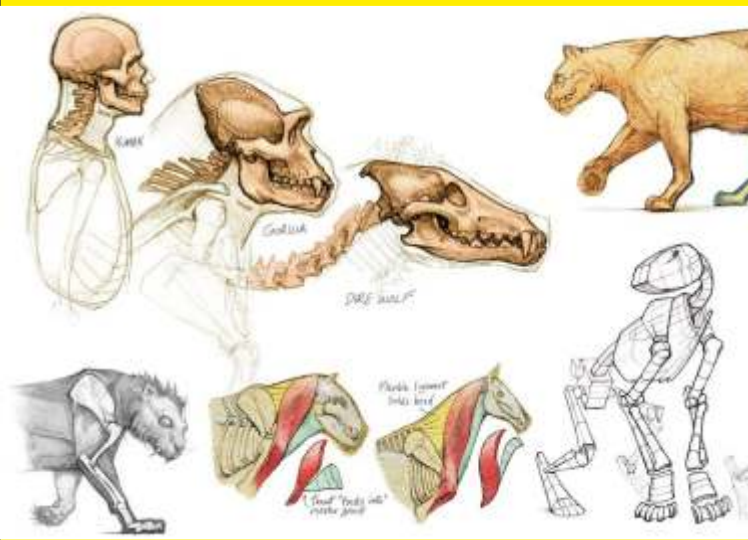
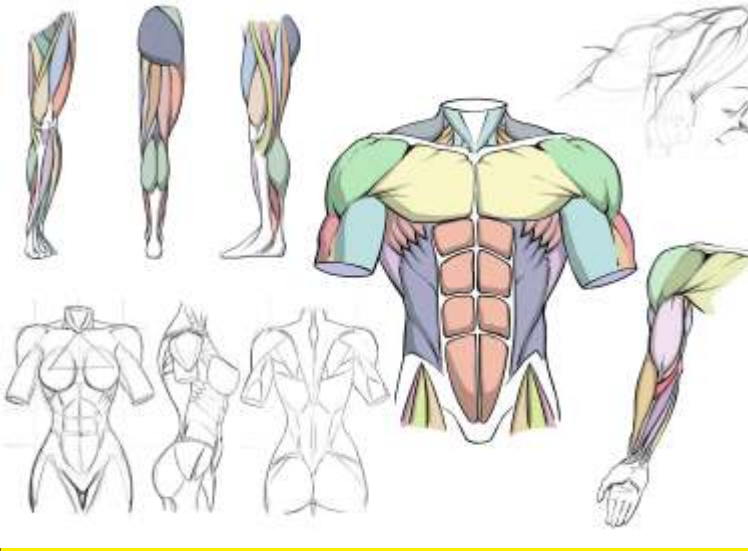


Figure Drawing & Anatomy Duration: 04 Months

Working with Figures Drawings for creating your own characters

learn how to draw Gestures & dynamic poses

Landmarks and understanding 3 major masses (rib cage, pelvis and head)

Mannequinization using 3d primitives (boxes, cylinders and spheres to emphasize human figure)

Dynamic poses in mannequin. Drawing head using 3d primitives & Proportion of human head

Learn to make Neck muscles, front muscles from rib cage to pelvis, back muscles from rib cage to pelvis, shoulder & Arm muscles (front, side and back)

Hand proportions and perspective, leg muscles foot, Learn to make animals and understanding animal Anatomy for creating imaginary creatures.

Achievement unlocked:

Understand the principles of anatomy from a stick figure to the skeleton to the muscles and variety of the human form.

Able to Understand Skeletal Anatomy Forms and Shapes, Using Curved Lines and Vertical Lines for faster anatomy learning .

Have the ability to create a male and female figures from their mind.

Concept & Character Design Duration: 04 Months

Learn to create Concept Art for Games, Animations, Films and Illustrations

Learn the Shortcuts of creating appealing concept art

Learn to draw human figure in proportion from the front, side and any other angle you want

Breaking Down the Legs, Torso, Foreshortening, Hands, The Body in Action, Refining Your Poses

Creating Studies of Specific Areas in Your Work, Twisting of the Body, Line of Action

Learn to make complete male and female characters in detail

Learn how to Draw characters in 360 Degree

Workshops: Creating Different Characters for assignments

Achievement unlocked:

You will learn how to find your own style and design your own cartoon Characters.

You will learn how to put emotions to your characters & keep the same style of cartooning if you are designing your book and characters for your animated movie.

You will learn how to make a character sheet - how to draw your character from different sides.





Comic & Composition

Duration: 04 Months

Learn how to make storyboards for Games, animations & Films

Learn to use the software and tools required to create your own comics and Composition

Anatomy Structures, Scripting & Paneling

Learn how to Draw, Inking and Coloring of comic in a Workflow

Shadows and Hatchings, Detailings & Finishing Touches

Inking & Coloring with Exercises & Workshops

Achievement unlocked:

By the end of this module, you will be armed with the skills to create your own comic book art from scratch.

You will know the step by step process of creating comic book characters.

You will understand how to turn your ideas into an actual comic book stories.

2D Animation Techniques

Duration: 04 Months

Learning the techniques of Creating Appealing 2D Animations

Mastering Adobe Animate for 2D Animation

Working with Principle of 2D animation with Projects

Learn how to make character Riggs in Animate and make them perform tasks.

Learn to Combine works in Photoshop, Illustrator and Animate.

Creating Multiple Scenes with various characters and learning finishing touches

Workshops: Working on Live 2D Animation Projects in a group.

Achievement unlocked:

By the end of this module, you will be armed with the skills to create your own comic book art from scratch.

You will know the step by step process of creating comic book characters.





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Contact your nearest Game Institute Branch for more details
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