

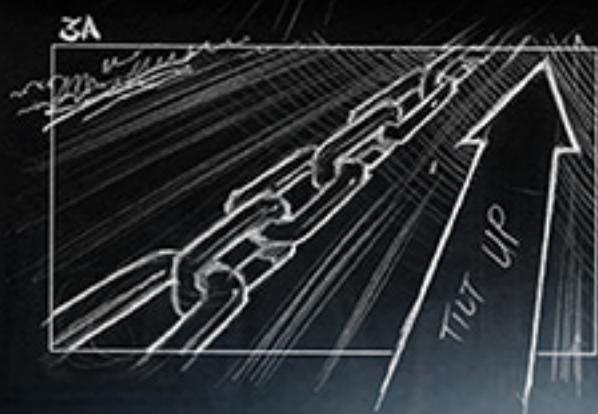
NMED 3850

Concept Art and Storyboarding

Spring 2017

Instructor: C. Blake Evernden

Prerequisites: ART 2031 - Foundation Studio
Tues and Thurs - 4:05 - 5:55pm



This course will examine the evolution of concept & storyboarding as narrative communication tools, and how the concept artist has evolved into the primary visualizing force behind today's gaming and cinema industries.

Building from a traditional base, this will allow New Media majors to develop practical visual arts skills that can translate into the digital world of cinematic storytelling and pre-visualizing models through 3D Animation and Animatics.

- Evolution of Concept Art & Storyboarding
- Cinematic Storyboarding & Visual Language
- Creature, Fantasy & Conceptual Story Analysis
- Environmental Design & World Building

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