



DIGITAL ART COURSE

6 Months Diploma



DIGITAL ART & VISUAL STORYTELLING PROGRAM

TERM 1

Introduction of Photoshop

- Usage of tools to create an illustration
- Digital Painting using photoshop

Shape Language

- Still life study

Color Theory

- Color Fundamentals
- Application of Colors
- Lights & Shadows

Material Study

- Construction of different materials
- Clothes study
(Types of folds, types of clothes & application)

Prop Designing

- Construction of assets with theme

Understanding Gestures

- Types of gestures
- Application of gestures using
bean bag method
- Creating cartoons

TERM 2

Anatomy Study

- Stick Drawing
- Blocking
- Muscle Study
- Face Anatomy
- Caricature Study
- Expression Study
- Character designing with theme
- Character designing monsters
- Character sheet

Understanding Perspective

- Types of perspective (1,2,3 point)
- Isometric perspective
- Application of perspectives
- Environment construction (Isometric view)

Understanding Compositions

- Rules of composition
- Storyboard building

Portfolio Evaluation

- Grading Portfolio