Portfolio Development Syllabus

Week 01:
Introductions/Class overview.
Intro to this term's loose brief
Intro to Miro
Demo:
- Utilizing Miro to replicate a studio environment
- How I break down a brief and look for initial master reference
- Examples of "good" portfolio projects

Homework:
- Pick a theme for your project.
- Refine brief and decide on deliverables for your project (# of keyframes, Assets, Sketches, etc.). Be realistic, one solid design is better than 10 rushed designs.
- Master reference board - the references that will drive your project
- Initial ideation sketches

Week 02:
Review week 01 homework
Demo:
-Paintovers of homework/Demos as necessary

Homework: Ideation Sketches

Week 03:
Review week 02 homework
Demo:
-Paintovers of homework/Demos as necessary

Homework: Refined Sketches

Week 04:
Review week 03 homework
Demo:
-Paintovers of homework/Demos as necessary

Homework: Final Designs

Week 05:
Review week 04 homework
Start on keyframes/illustrations
Demo:
- Quick overview of camera angles and composition
-Paintovers of homework/Demos as necessary

Homework: Composition Sketches

Week 06:
Review week 05 homework.
Demo:
-Paintovers of homework/Demos as necessary

Homework: Apply feedback from round 1 sketches. More composition sketches if necessary

Week 07:
Review week 06 homework.
Demo:
-Paintovers of homework/Demos as necessary

Homework: Select final frames from previous sketches and refine, refine, refine!

Week 08:
Review week 07 homework.
Demo:
-Paintovers of homework/Demos as necessary

Homework: More refining!

Week 09:
Review week 08 homework.
Demo:
-Paintovers of homework/Demos as necessary

Homework: Finalize all keyframes and compile final presentation

Week 10:
Final presentations. Possible guest critiques.

Demo:
Any final requests for demos/career & industry talk/questions

**3D process
* paintover 3d