**103國合計畫 國外專家短期授課內容概要**

**How to develop illustrations for key visual scenes/environments for film, video games and graphic novels**

**如何建構動畫、遊戲之關鍵場景/情境之畫面實務技巧**

**Lecturer授課專家:**

**JUAN PABLO ROLDÁN**

Concept art & visual development

I am a concept artist from Colombia. I have always been passionate for art and design, especially for contemporary visual development techniques for films and videogames. After finishing my studies of graphic design, I worked as graphic creative director and art director in two recognized advertising agencies in Colombia from 2004 to 2011

In 2011, I started my concept art career working as a freelancer for NDI Teravision, a Canadian videogame company. Since then, I have been working as concept artist and visual developer in outstanding projects for different companies around the world, such as, Hostage Films, Molotov Games, Jc Culture studio, etc. During the last two years, I have also complemented my job by working as an instructor for an art academy in my hometown.

**AWARDS**

* GOLDEN EYE. 3d Total – 2014. This award has been granted for twelve personal projects.
* EDITOR PICKS & GOLD AWARD. CGHUB 2013
* IMAGE OF THE DAY IMAGINEFX 2013.
* LAYERPAINT EXCELLENCE AWARD. Layer paint • 3d Total 2013 • 2014 This award has been granted for fifteen personal projects.

本課程邀請JUAN PABLO ROLDÁN擔任課程講師，ROLDÁN是一位專門為電腦遊戲、動畫影片創建場景情境之概念藝術預想創作家，在2004~2011之間曾經擔任兩家哥倫比亞著名廣告公司之美術創意總監以及藝術總監，尤其是在發展遊戲與動畫的現代視覺概念創意技巧上更為其所專長之工作項目。

由2011開始，JUAN PABLO ROLDÁN自行獨立創業為視覺藝術創作之自由工作家，並且與世界各國之遊戲、動畫等公司進行跨國合作，完成了許多傑出的合作案之外，也曾經獲得GOLDEN EYE，LAYERPAINT EXCELLENCE AWARD等個人國際大獎。

■短期授課內容

**1. The Theme:**

How to develop illustrations for key visual scenes/environments for film, video games and graphic novels(如何建構動畫、遊戲之關鍵場景/情境之畫面實務技巧)

**2. The purpose:**

My goal to be achieved by the students with this 18 hour credit course, is for them to learn step by step my usual methods of developing illustrations for key visual scenes / environments for film, video games and graphic novels. The topics that I will show the students are basically how to start a new project from fundaments like a Perspective, Value control, Comp, Scale, Mood, color, light, etc.

本18小時的短期授課課程中，將運用講師在電腦遊戲、動畫影片創建場景情境之常用技巧、方法，逐步引導同學學習這項重要的概念創意發展技巧。演習作業中將以新project為例，從基本之Perspective, Value control, Comp, Scale, Mood, color, light逐步讓同學熟悉場景之概念發展技巧。

**3. 人數限制: 30名**

**4. 上課時間: 102年5月22日(周四)~25日(周日)，總計18小時**

**5. 上課地點: T棟8F視傳系教室**

**6. The Itinerary:**

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| Date | Course Topics and Contents |
| May 22 Thursday  18:30-21:30 | Lecture theme  **The Concept:** Reference, B&W (Black and White) values and Silhouettes. |
| Practice  In this step, I am going to show to the students how to use reference from photos, and how to create thumbnails through the values and silhouettes for the definition the initial idea for the entire frame.  指導同學如何運用現有素材進行略圖之創作，以及如何經由輪廓線、明暗的定義中，呈現整體初期frame中之基本構想 |
| May 23 Friday  18:30-21:30 | Lecture theme  **Composition:** Refining silhouettes and Color. |
| Practice  In this stage, I will start to define initial volumes in a simple form, in order to understand what the purpose of the image is and also, I will start with the color explorations.  如何定義簡單型態中之量感以釐清該image的功用，同時也嘗試了解色彩之效用 |
| May 24 Saturday  9:30-16:00 | Lecture theme  **Mood:** Textures and integration it. |
| Practice  The third step is about bring some textures into the scene and starts to integrate a mood and find the initial realism.  將質感帶入情境概念中，以統整氛圍找出初期之現實感情境 |
| May 25 Sunday  9:30-16:00 | Lecture theme  **Rendering:** Detailing and Match Color. |
| Practice  In this step, it is time to finalize the piece polishing and adding cinematic touches, also, I will show how to generate different weathers to the final concept using matching color tools.  完成整體之修飾並加入影劇之感受，同時也指導同學如何運用matching color tools 將天氣情境加入作中之概念創作 |

For the workshop I prefer a PC room where the students can take notes, practice and see the process projected by video beam. On the other hand, I will bring my laptop and tablet to work on, but it will be great, if possible, to use an iMac or Pc with Photoshop Cs6 and also a widescreen of 21 or 27 inches, as it would make an excellent tool for the classes**(\*電腦教室,學生可以做筆記、練習，並可投影播放。最好還能提供老師一台有Photoshop Cs6的21或27吋螢幕MAC或PC)**

**103國合計畫 短期授課「如何建構動畫、遊戲之關鍵場景/情境之畫面實務技巧」選課名單**

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