



MENTORSHIP
courses

—
BECOME A PROFESSIONAL



— MENTOR —

SYLLABUS

Anthony Jones



Character Design

MENTOR, ANTHONY JONES

1 month Mentor

WEEK ONE

-Introduction to Character design. Will do 20 (50 if you are in advanced class) thumbnail colored iterations to help you get a good head start on design.

WEEK TWO

-Taking the color thumbs to a more resolved sketch/finish and begin the iteration process towards finalizing the concepts.

WEEK THREE

-Further refinement and buckling down on the last few weeks to make the concepts not only presentable but professional.

WEEK FOUR

-Polish the 3 (10 if you are in advanced class) color character concept, and portfolio review.



Character Design

MENTOR, ANTHONY JONES

Extended Mentor (2 month program)

WEEK FIVE

-Taking the best 5 designs and doing evolution passes on their design. Establishing different Tiers for each iteration.

WEEK SIX

-Polishing the designs, and working on weapon design for each.

WEEK SEVEN

-Taking all the designs for the whole class, putting together a professional presentation to put in your portfolio.

WEEK EIGHT

-More Polish and final touches. Mandatory Portfolio Review.



Character Design

MENTOR, ANTHONY JONES

Available Time Slots

Morning Tuesday and Thursday

8am-11am Pacific Standard Time (Los Angeles California USA)

Evening Tuesday and Thursday

3pm-6pm Pacific Standard Time (Los Angeles California USA)

Email- John.robotpencil@gmail.com for specific Months that are open for enrollment.



— MENTOR —

SYLLABUS

Kalen Chock



Environment Design

MENTOR, KALEN CHOCK

Month 1 Mentor

WEEK ONE

-Students will assume the role as a concept artist in a production setting. Students will be given random written scenarios in which they will have to concept out on top of a 3d block outs given by the instructor. Students will then begin thumbnail sketches

WEEK TWO

-Students will begin to gather reference and use it to further develop their ideas further. Students will take notes and miniature call outs to express their ideas.

WEEK THREE

-We will work within the 3d scenes (If student has the 3d packages available , if not a render will be provided for them) In which we will discuss ways to set up your render for final production. Then begin Final render.

WEEK FOUR

-Final touches and renders to the environment should be finished or close to being finished by this point. Any critiques or written fixes , must be finished by that week. We will discuss tips and tricks getting environment ready for show.



Environment Design

MENTOR, KALEN CHOCK

Month 2 Mentor

WEEK FIVE

-Instructor will then evaluate your environment and give you a list of areas where the student will need to explain the idea further. This where we will discuss call outs and how to present them.

WEEK SIX

-Students will do a variety of call outs for the instructor. Here will take one of those to final render.

WEEK SEVEN

-FREE WORK WEEK . students will use this time to work on any of their elements of their environment that need refinement

WEEK EIGHT

-Final Polish and Portfolio Review



Environment Design

MENTOR, KALEN CHOCK

Available Time Slot

Morning Monday and Thursday

9am-12am Pacific Standard Time (Los Angeles California USA)

Evening Monday and Thursday

2pm-5pm Pacific Standard Time (Los Angeles California USA)

Email- John.robotpencil@gmail.com for specific Months that are open for enrollment.

— MENTOR —

SYLLABUS

Dan McGowan



3D Environment Design

MENTOR, DANIEL MCGOWAN

2 month curriculum

WEEK ONE

-Intro to 3D, Choosing or Creating concept art with a strong focal point and is achievable in allotted time. Break concept into module pieces, and hero pieces.

WEEK TWO

-Begin basic modeling and block in based on concept. Understanding more fundamental modeling tips for environments.

WEEK THREE

-Cover the ideals of proxy geometry, and efficient reusable assets. Getting into the secondary aspects of the models/concepts and refine them.

WEEK FOUR

-Basics UV mapping and material creation in MAYA. Discuss atlas and tiling textures. Topics include - Xnormal, NDO/DDO, Photosource, Hand Painted.



3D Environment Design

MENTOR, DANIEL MCGOWAN

2 month curriculum

WEEK FIVE

-Intro to Unreal interface and level creation tools. Cover basic pipelines in-terms of exporting geometry from maya to Unreal. Begin building proxy level in Unreal.

WEEK SIX

-Set up lighting in Unreal Engine. Topics include - Fill/Ambient, Direct/Main, Bounce, Secondary.

WEEK SEVEN

-Creating and building the final assets and going into more detail on how to develop the hero asset. Using Zbrush to add dimension and unique features to the hero asset.

WEEK EIGHT

-Finishing the scene and how to take shots of your 3d environment for presentation.



3D Environment Design

MENTOR, DANIEL MCGOWAN

Available Time Slot

Evening Tuesday and Thursday

7pm-10pm Pacific Standard Time (Los Angeles California USA)

Email- John.robotpencil@gmail.com for specific Months that are open for enrollment.

— MENTOR'S —
SYLLABUS

Dan Luwisi, Anthony Jones



Intellectual Property Development

MENTORS, DAN LUVISI AND ANTHONY JONES

2 month curriculum

WEEK ONE

-Intro to the class, and begin discussing story/game design structure, and overview. Pitch your idea for the first time. Student's will complete an overview and key moments of their story.

WEEK TWO

-Discover the characters, and develop their personalities and their roles in the story/game. Begin to outline what they may look/act/sound like for your IP. Students will provide character sketches + stories.

WEEK THREE

-Begin outlining the Treatment, and break apart all the major illustrations that may need to be done to portray key moments of the story/gameplay.

WEEK FOUR

-Write complete story/game treatment out and prep for illustrations/concept art. Pitch the latest version of your story/game.



Intellectual Property Development

MENTORS, DAN LUVISI AND ANTHONY JONES

2 month curriculum

WEEK FIVE

-Do all conceptual sketches for key art and character designs. Provide design iterations and ideas visually. All art must match scenarios depicted in the treatment.

WEEK SIX

-Refine all concepts and begin sorting out the treatment in-terms of read through. Making sure it is clear, and impressive.

WEEK SEVEN

-Final touches. The treatment should be pretty much refined and finished by now, and just needs one more read through and feedback

WEEK EIGHT

-The Final Pitch.



Intellectual Property Development

MENTORS, DAN LUVISI AND ANTHONY JONES

Available Time Slots

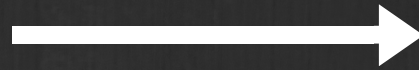
Evening Wednesday and Morning Saturday

Wed - 7pm-10pm Pacific Standard Time (Los Angeles California USA)

Saturday - 7:30am-10:30am Pacific Standard Time (Los Angeles California USA)

Email- John.robotpencil@gmail.com for specific Months that are open for enrollment.

special cost of \$2000.00



FOR MORE

INFO

EMAIL ROBOTPENCIL.INFO@GMAIL.COM