

# NABA

NUOVA ACCADEMIA  
DI BELLE ARTI

**SUMMER  
COURSES**

**Concept art  
(Rome)**

2<sup>ND</sup> SESSION:  
July 12th – July 22nd 2022

# CONCEPT ART (Rome)

**School:** Nuova Accademia di Belle Arti

**Address:** Via Ostiense 92, 00152 Roma, Italy

**Phone:** +39.06.90251.309

**E-mail:** summer@naba.it

**Course Structure:** 45 hours – 9 lesson days

**ECTS:** 3 ECTS credits\*

\*ECTS credits only awarded to university students or participants who are completing or have completed a university or academic study path

## TITLE – AREA

Concept art (introduction level)

## COURSE TEACHER

Vincenzo Lamolinara

## COURSE DESCRIPTION

From videogame to Movies, Concept Artists are often the one responsible to define and develop eye-catching artworks that help to bring ideas to life. Scope of the course it'll be to introduce students to the world of Concept Art, towards a practical approach the students will explore ideas and learn techniques used by many digital artists that work in the entertainment industry. The students will need to develop their own ideas starting from an initial briefing, as it can be during a normal production pipeline in a Studio or for a Production.

## COURSE OBJECTIVES

The main scope of the course will be to give students, through a practical approach, an introduction to the techniques and the world of concept art.

## ADMISSION REQUIREMENTS

The course is open to anyone, but it's recommended to have a minimum level of traditional drawing and a good level of digital drawing in Photoshop

## OUTPUT

A concept art piece starting from an initial brief

## LIST OF MATERIALS AND TOOLS

Traditional tools : Drawing material such sketchbook, pencils, white paint marker, Promarker of a various shade, pens, ecc...

Digital tools : A digital tablet

## ATTENDANCE POLICY

Class attendance is required for successful completion of the course. Attendance will be taken every class period.

Students should attend every lesson, and try to be in class at least 10 minutes before the beginning of class. On the last day of classes, instructors will issue a **Certificate of successful attendance only to all students who completed at least 80% of the course.**

#### **COURSE POLICY**

The Faculty of NABA takes Academic integrity seriously. Instances of academic dishonesty such as plagiarism won't be tolerated.

Mobile phones will be kept switched off all the time during class. Use of laptop during classes for personal purposes is forbidden.

#### **TEACHING METHODS**

The course will be mainly practical with demonstrative demos and feedback relating to the theoretical parts

#### **TEACHER'S SHORT BIO**

Born in 1987, immediately developed a great passion for drawing and for the whole world of visual arts. He decides to study in Milan at NABA where he specializes in Media Design and multimedia arts. Meanwhile he discovers the world of concept art and digital art and decides to specialize in this new creative field.

## Grading

Total number of ECTS assigned for the successful completion of the course: **3 ECTS**

Grading Weights		Grading Scale
1. Attendance	30 %	Excellent = 90-100
2. Participation and Creative Process	40 %	Good = 80-89
3. Final work / Final presentation	30 %	Average = 70-79
		Below Average = 60-69
<b>TOTAL</b>	<b>100 %</b>	Poor = 59 or below

	<b>Excellent</b> 90 -100%	<b>Good</b> 80 – 89%	<b>Average</b> 70 – 79%	<b>Below Average</b> 60 – 69%	<b>Poor Below</b> 60%
<b>Attendance</b> (30%)	On time, perfect attendance	Seldom late: attended between 95% and 90 % of the course	Occasionally late: attended between 90 % and 85 % of the course	Occasionally late: attended between 85% and 80% of the course	Frequently late, attended less than 80% of the course: FAILED
<b>Participation and Creative Process</b> (40 %)	Demonstrates strong understanding of the topic & thorough, creative research	Shows good grasp of the topic & good research	Exhibits average comprehension of the topic & average research	Shows some awareness of the topic & below average awareness of research	Has shallow insight into the topic & poor grasp of research
<b>Original Project</b> (Final work/ Final presentation) (30%)	Exhibits exceptional analysis of concepts & production of original proposal	Exhibits exceptional analysis of concepts & production of original proposal	Exhibits average analysis of concepts & production of original proposal	Exhibits below average analysis of concepts & production of original proposal	Exhibits poor analysis of concepts & production of original proposal

## Course Schedule\*

### 1ST WEEK

Day	Time	Professor	h	Lesson-subject
Day 1 Tuesday	9.00 – 14.00			<b>Welcome and Registration</b> Introduction to concept art
Day 2 Wednesday	9.00 – 14.00			Basic drawing techniques, draw basic forms, moving object into the space, shapes and volumes
Day 3 Thursday	9.00 – 14.00			Dynamic sketching, intuitive perspective, texture and crosshatching
Day 4 Friday	9.00 – 14.00			Life drawing section. (possible museum visit) Museo civico di zoologia

**2ND WEEK**

Day	Time	Professor	h	Lesson-subject
Day 5 Monday	9.00 – 14.00			Life drawing section. (possible museum visit) Museo Storico della Motorizzazione Militare
Day 6 Tuesday	9.00 – 14.00			Dynamic sketching, mesh up exercise
Day 7 Wednesday	9.00 – 14.00			Develop of a concept starting from an initial brief
Day 8 Thursday	9.00 – 14.00			Develop of a concept starting from an initial brief
Day 9 Friday	9.00 – 14.00			Final proposal and Presentation

\*The school reserves the right to:

- amend or cancel courses, change course location or substitute course leaders, professors, guests, visits location.
- make any changes that in our absolute discretion we consider necessary or appropriate for reasons of operational efficiency or due to any other circumstances that are beyond our control.

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DI BELLE ARTI

**SUMMER  
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**Concept art  
(Milan)**

2nd SESSION:  
July 12th – July 22nd 2022

# CONCEPT ART (Milan)

**School:** NABA, Nuova Accademia di Belle Arti

**Address:** Via Darwin 20, 20143 Milan, Italy

**Phone:** + 39.02.973.192 E-mail: [summer@naba.it](mailto:summer@naba.it)

**Course Structure:** 45 hours – 9 lesson days ECTS: 3 ECTS credits\*

\*ECTS credits only awarded to university students or participants who are completing or have completed a university or academic study path

## TITLE – AREA

Concept art

## COURSE TEACHERS

Andrea Susini

## COURSE DESCRIPTION

From videogames to movies, Concept Artists are often the ones responsible for defining and developing eye-catching visuals that help to bring ideas to life.

Scope of the course will be to introduce students to the world of Concept Art; towards a practical approach, they will explore ideas and learn techniques used by digital artists in the entertainment industry.

The students will need to develop their own designs starting from an initial briefing, as it works in the production pipeline of a real Studio.

## COURSE OBJECTIVES

Introducing the participants to digital drawing and concept art, starting from core fundamentals to advanced design applications.

## ADMISSION REQUIREMENTS

A good knowledge of drawing is recommended.

## OUTPUT

The expected output will be a design project for entertainment, targeting either movies or videogames, in which the students can develop props, characters, creatures, environments, or all of them together!

## LIST OF MATERIALS AND TOOLS

- Drawing tools and paper / sketchbook
- Digital drawing tools (laptop + drawing tablet or ipad/intuos pro/tablet for drawing) **only if students have them**  
(Naba will provide drawing tablet)



**ATTENDANCE POLICY**

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**TEACHING METHODS**

Mainly practical, through live demonstrations.

**TEACHER'S SHORT BIO**

Born in 1987, Andrea developed a passion for drawing since young age. After graduating in industrial design and specializing in concept design for entertainment, he turned his hobby into a career path. For the last 10 years, he's been working as a concept designer for videogames and visualizer for advertisement and events. In the last few years has also been embracing the opportunity to share his knowledge through specialized schools.

[www.andreasusini.com](http://www.andreasusini.com)

## Grading

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## Course Schedule\*

### 1ST WEEK

Day	Time	Professor	h	Lesson-subject
Day 1 Tuesday		Naba Staff	1	Welcome, course and activity descriptions
		Andrea Susini	4	Freehand drawing
Day 2 Wednesday		Andrea Susini	5	isometry
		Andrea Susini		perspective
Day 3 Thursday		Andrea Susini	5	digital sketching perspective applications
Day 4 Friday		Andrea Susini	5	drawing for entertainment prop design mini-project

**2<sup>ND</sup> WEEK**

Day	Time	Professor	h	Lesson-subject
Day 5 Monday		Andrea Susini	5	anatomy character design mini-project
Day 6 Tuesday		Andrea Susini	5	environment design
Day 7 Wednesday		Andrea Susini	5	Final Project
Day 8 Thursday		Andrea Susini	5	Final Project
Day 9 Friday		Andrea Susini	5	Final Project finalization Presentation

\* Schedules may be subjected to changes.

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- make any changes that in our absolute discretion we consider necessary or appropriate for reasons of operational efficiency or due to any other circumstances that are beyond our control