

Course Name	<i>DEVELOPING IP (SC)</i>																								
Course Overview	This course covers the fundamentals of Developing and PITCHING IP's (Intellectual Properties) for grants in games and animation. Participants will learn about the process and also elements of developing ideas for industry standard level for games and animation and pitching to potential buyers. This also includes basic character designs, pre-production pipeline, character bible and digital illustration/concept art as well as how to pitch ideas.																								
Course Objective	<p>After completing this course, participants will be able to:</p> <ul style="list-style-type: none"> • Develop strong IP's with all the necessary finished product for pitching for grants and to potential buyers. • Define the process of pre-production pipeline in industry standard level • The structure in developing ideas and pitching ideas. 																								
Target Audience	<p>The course is opened for participants who are interested in developing and pitching IP's for grants in computer games and animation. It is highly recommended for anyone interested in owning their very own IP and have it going into production for games, television and films. May it be 2D or 3D anyone is welcome.</p> <p>Basic skill in drawing is preferred and taking Digital illustration and character designing for games and animation would be beneficial.</p>																								
Course Outline	<table border="1"> <thead> <tr> <th colspan="2">COURSE CONTENT/OUTLINE</th> </tr> </thead> <tbody> <tr> <td>Topic 1:</td> <td>DEVELOPING IP'S FOR 2D AND 3D (FILMS, GAMES, SERIES)</td> </tr> <tr> <td>Topic 2:</td> <td>PRE-PRODUCTION PIPELINE</td> </tr> <tr> <td>Topic 3:</td> <td>DEVELOP STORY - GROUP</td> </tr> <tr> <td>Topic 4:</td> <td>CHARACTER ARCHETYPES</td> </tr> <tr> <td>Topic 5:</td> <td>IMPORTANCE OF CHARACTER BACK STORY</td> </tr> <tr> <td>Topic 6:</td> <td>CONCEPTUAL DESIGNING</td> </tr> <tr> <td>Topic 7:</td> <td>CHARACTER DESIGNING - DIGITAL (PHOTOSHOP)</td> </tr> <tr> <td>Topic 8:</td> <td>STORY SCRIPTS AND SCREENPLAY</td> </tr> <tr> <td>Topic 9:</td> <td>STORYBOARDING</td> </tr> <tr> <td>Topic 10:</td> <td>ANIMATIC WITH SOUND</td> </tr> <tr> <td>Topic 11:</td> <td>PITCHING AND PRESENTING IDEAS</td> </tr> </tbody> </table>	COURSE CONTENT/OUTLINE		Topic 1:	DEVELOPING IP'S FOR 2D AND 3D (FILMS, GAMES, SERIES)	Topic 2:	PRE-PRODUCTION PIPELINE	Topic 3:	DEVELOP STORY - GROUP	Topic 4:	CHARACTER ARCHETYPES	Topic 5:	IMPORTANCE OF CHARACTER BACK STORY	Topic 6:	CONCEPTUAL DESIGNING	Topic 7:	CHARACTER DESIGNING - DIGITAL (PHOTOSHOP)	Topic 8:	STORY SCRIPTS AND SCREENPLAY	Topic 9:	STORYBOARDING	Topic 10:	ANIMATIC WITH SOUND	Topic 11:	PITCHING AND PRESENTING IDEAS
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	Topic 12:	CHARACTER BIBLE/MODEL PACK - PORTFOLIO COMPILING
Duration	2 Days	