



Certificate Courses

DYNAMIC SKETCHING
CONCEPT DRAWING
DIGITAL PAINTING



FZD School of Design Private Limited
Company Registration No. 200905323N
ERF Registration Period from 15th July 2011 to 14th July 2015

Certificate Courses

■ CERTIFICATE COURSES

Our Certificate Courses are shorter, 6 weeks session. Upon completion, students will receive a Certificate of Participation.

These courses are open to everyone and there are minimum pre-requisites required:

- At least 16 years of age and above
- Should have interest in drawing and designing

Some courses are very complex and are intended for advanced students or working professionals. Please check the course description before enrolling. We also limit each class to 10 students to ensure a good instructor-to-student ratio. Thus, register ahead of time to reserve your seat.

All our Certificate Courses are taught in fully equipped classrooms. Each student has their own workstation and all necessary hardware and software.

Detailed course information (Attendance/Assignments/Grading/Examination/Course Schedule) will be made available during the pre-course consultation with FZD Course Counselor.

Certificate Course Offered

■ DYNAMIC SKETCHING

Instructor: **Tze Wei Foo**

Duration: 6 weeks, total 18 hours

Course Fees: 2,140 SGD (Inclusive of 7% GST)

Pre-requisites: Some drawing abilities required

Course Description

Sketching is one of the primary tools designers use to communicate their ideas. Industrial design sketches feel quick, accurate and very dynamic. There's a professional touch to the way designers draw.

Because 99% of all man-made and natural objects on this earth are symmetrical, we take advantage of this and use a series of techniques and perspective rules to help us draw. We also utilize the natural pivots in your body to achieve straight lines and perfect ellipses without the use of rulers.

This course is meant for both students and professionals aiming to improve their sketching skills.

Course Highlights

- Use perspective as it pertains to Industrial Design
- Learn various sketching and quick rendering techniques
- How to draw straight lines and ellipses without using a ruler
- How to achieve dynamic lines
- How to use the Wacom tablet to work 100% digital
- Learn how to apply these skills on characters, creatures, vehicles, weapons, products and environment sketches
- Personalized learning environment caters to your abilities
- Tools used: Wacom Intuos3, Photoshop CS4, Painter

■ CONCEPT DRAWING

Instructor: **Kingston King Tai Chan**

Duration: 6 weeks, total 18 hours

Course Fees: 2,140 SGD (Inclusive of 7% GST)

Pre-requisites: Some drawing abilities required

Course Description

The entertainment industry has exploded in recent years. Titles such as World of Warcraft and Transformers dominate the global charts. Waves of new studios are constantly formed to cater to this industry, while established companies scan the horizon for fresh ideas and content.

But it all starts at the creative level. Conceptual designers bring life to these projects by turning ideas into inspiring visuals.

This course is aimed at designers and students who are interested in pursuing a career in Entertainment Design. Throughout the 6 weeks, students will learn the entire process of idea development. They'll also get a rare glimpse into the world of entertainment design and learn how to break into this industry.

If you ever dreamed of working in the video game and film industry, then this class is for you!

Course Highlights

- Learn about the entire pre-production process
- See how to spark your imagination with proper research
- Use various drawing techniques to capture your ideas on paper
- Learn how to present your designs in a professional manner
- Learn advanced rendering techniques to show off your designs
- See how entertainment portfolios are put together
- Learn how to build up your client list
- Personalized learning environment caters to your abilities
- Tools used: Wacom Intuos3, Photoshop CS4, Painter 11

■ DIGITAL PAINTING

Instructor: **Feng Zhu**

Duration: 6 weeks, total 18 hours

Course Fees: 3,210 SGD (Inclusive of 7% GST)

Pre-requisites: Understanding of perspective and drawing

Course Description

The ability to tell story through digital paintings is an essential skill for the Entertainment Designer. One must understand the importance of composition, lighting, value, perspective, focus, forms and communication. In both films and games, production paintings are used on a daily basis to help establish the over-all look & feel for the project.

This course will demonstrate all the key steps involved from initial sketch to final rendering. Real-time demos and interactive lessons will provide students with a clear understanding of this important field.

Course Highlights

- Learn how to tell story through composition and focus
- Use lighting to communicate forms and shapes
- Learn how to use photo-plates and real-world textures
- The ability to capture a scene quickly without the need for details
- Use perspective and composition to create depth
- The science behind light and color
- Understand how the human eye and camera lens work
- Personalized learning environment caters to your abilities
- Tools used: Wacom Intuos3, Photoshop CS4, Painter

SOFTWARE & HARDWARE

- Adobe Photoshop CS4 Extended
- Corel Painter 11
- Wacom Intuos3

ENQUIRIES & FEEDBACK

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Operation Hours

Monday – Friday: 9:00 A.M. – 6:00 P.M.

Saturday & Sunday: Closed

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FZD School of Design Pte Ltd reserves the right to change, modify, or discontinue course fee, the calendar, course offerings, majors, rules, policies, and procedures as it deems necessary or appropriate.