

NABA

NUOVA ACCADEMIA
DI BELLE ARTI

SUMMMER COURSES

A.Y. 2024-25
SYLLABUS

Concept art

2nd session: July 15th – July 25th 2025

www.naba.it



Concept art

School: Nuova Accademia di Belle Arti Milano (NABA)

Address: Via Darwin 20, 20143 Milan, Italy

Phone: + 39.02.973.192 *E-mail:* summer@naba.it

Course Structure: 45 hours – 9 lesson days

ECTS: 3 ECTS credits*

Introductory level

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

COURSE DESCRIPTION

This course focuses on the world of Concept Art, 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.

Towards a practical approach, students will explore ideas and learn techniques used by digital artists in the entertainment industry.

COURSE OBJECTIVES

The course has been designed to provide international students the necessary tools to develop their own designs starting from an initial briefing, as it works in the production pipeline of a real studio.

Students will be introduced to digital drawing and concept art, starting from core fundamentals to advanced design applications.

ADMISSION REQUIREMENTS

A good knowledge of drawing is recommended.

OUTPUT

At the end of the course students will be designing a project for entertainment, targeting either movies or videogames. They will develop props, characters, creatures, environments or all of them together.

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LIST OF MATERIALS AND TOOLS

- Drawing tools.
- Paper.
- Sketchbook.
- Digital drawing tools (laptop + drawing tablet or iPad/tablet for drawing).

ATTENDANCE POLICY

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

Mainly practical, through live demonstrations.

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Grading

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

GRADING SYSTEM

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			
TOTAL	100%	Below Average = 60-69			
		Poor = 59 or below			
	EXCELLENT 90 -100%	GOOD 80 – 89%	AVERAGE 70 – 79%	BELOW AVERAGE 60 – 69%	POOR BELOW 60%
Attendance (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
Participation and Creative Process (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
Original Project (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

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Concept art

1st week

COURSE SCHEDULE*

DAY		LESSON-SUBJECT
Day 1 - Tuesday	NABA Staff	Welcome and Registration <ul style="list-style-type: none">• Introduction to the course.• Freehand drawing.
Day 2 - Wednesday		<ul style="list-style-type: none">• Isometry.• Perspective.
Day 3 - Thursday		<ul style="list-style-type: none">• Digital sketching.• Perspective applications.
Day 4 - Friday		<ul style="list-style-type: none">• Drawing for entertainment.• Prop design.• Mini-project.

*The Academy 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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Concept art

2st week

COURSE SCHEDULE*

DAY	LESSON-SUBJECT
Day 5 - Monday	<ul style="list-style-type: none">• Anatomy.• Character design.• Mini-project.
Day 6 - Tuesday	<ul style="list-style-type: none">• Environment design.
Day 7 - Wednesday	<ul style="list-style-type: none">• Final project.
Day 8 - Thursday	<ul style="list-style-type: none">• Final project.
Day 9 - Friday	<ul style="list-style-type: none">• Final project finalization.• Final presentation.

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