

ART A257: PROP AND VEHICLE DESIGN 2

Item	Value
Top Code	101300 - Commercial Art
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

This advanced course explores design of props and vehicles for entertainment media, including games, film, and animation. Students will learn how to design intricate, story-driven props and vehicles that enhance world-building and support character narratives. Emphasis is placed on understanding real-world mechanics, material rendering, and developing unique designs that align with specific genres and settings. Through hands-on projects, students will refine their technical drawing skills, explore 3D modeling techniques, and produce professional-level concept sheets and turnarounds for their portfolios. PREREQUISITE: ART A252. ADVISORY: ART A118, ART A125, ART A135. Transfer Credit: CSU.

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- Lab (04)
- DE Live Online Lab (04S)