UDIT

UNIVERSIDAD DE DISEÑO Y TECNOLOGÍA

II International seminar

Digital Arts and Game Design:

From Concept to Creation

The program will introduce participants to new trends in digital art, exploring how technology has affected the creative process. The goal is to give participants a comprehensive understanding of the methods and tools of contemporary digital art. You will learn about the advantages and disadvantages of new techniques and how they are revolutionizing the art industry. We'll take a look at the tools and techniques you'll learn and the unique approach this workshop program takes to introduce you to examples from the world of digital art.

THE ARTISTS AND EVENTS (2023)

Digital Arts Workshop Schedule: Monday to Friday

Monday: 19 JUNE

9:00 am - 9:30 am: Welcome & Introduction to the Workshop

9:30 am - 10:15 am: Digital Photography: **Daniel Sannet (FR)**

10:15 am - 10:30 am: Break

10:30 am - 12:00 pm: Drawing and Sketching Techniques: **Andres German Fernandes (ARG)**

12:00 pm - 1:00 pm: Lunch Break

1:00 pm - 2:30 pm: Game Design: Tips & Tricks: **Gema Parreño (USA)**

2:30 pm - 3:00 pm: Break

3:00 pm - 4:30 pm: Color Theory and Digital Coloring Techniques: **Ricardo Diosa (ESP)**

Tuesday: 20 JUNE

9:00 am - 10:30 am: Introduction to Digital Painting: **Daniel Sannet (FR)**

10:30 am - 10:45 am: Break

10:45 am - 12:15 pm: Character Design and Concept Art: **Dr. Andrii Petrushevskyi (UKR)**

12:15 pm - 1:15 pm: Lunch Break

1:15 pm - 2:45 pm: 3D Design: **Matias Diurno (ARG)**

2:45 pm - 3:15 pm: Break

3:15 pm - 4:45 pm: Blender 3D Software: **Dr. Andrii Petrushevskyi (UKR)**

Wednesday: 21 JUNE

9:00 am - 10:30 am: 2D Animation Techniques: **Manuel Sirgo (ESP)**

10:30 am - 10:45 am: Break

10:45 am - 12:15 pm: Environment Design and Landscape Art: **Matias Marcos (ESP)**

12:15 pm - 1:15 pm: Lunch Break

1:15 pm - 2:45 pm: Concept 3D Modeling and Sculpting in Zbrush: **Dr. Andrii Petrushevskyi (UKR)**

2:45 pm - 3:15 pm: Break

3:15 pm - 4:45 pm: 3D Animation Techniques: **Gema Parreño (USA)**

Thursday: 22 JUNE

9:00 am - 10:30 am: Web Design in Figma: **Pablo Fernandes (ESP)**

10:30 am - 10:45 am: Break

10:45 am - 12:15 pm: 2D Animation Techniques in Blender: **Juan Buiten (USA)**

12:15 pm - 1:15 pm: Lunch Break

1:15 pm - 2:45 pm: Web & App Design: **Paco Udina (ESP)**

2:45 pm - 3:15 pm: Break

3:15 pm - 4:45 pm: User Experience (UX) Design Principles: **Carlos Hernandes Martin (ESP)**

Friday: 23 JUNE

9:00 am - 10:30 am: Digital Marketing & Social Media for Artists

10:30 am - 10:45 am: Break

10:45 am - 12:15 pm: Portfolio Building & Presentation

12:15 pm - 1:15 pm: Lunch Break

1:15 pm - 2:45 pm: Copyright & Licensing for Digital Art

2:45 pm - 3:15 pm: Break

3:15 pm - 4:00 pm: Workshop Review & Feedback

4:00 pm - 4:30 pm: Closing Ceremony & Certificate Distribution