

Concept Art & World Building Workshop

3-DAY BEGINNER PROGRAM · PHOTOSHOP

Day 1 — Finding Good References

- Introduction, my art journey & portfolio
- Introduction to world building and concept art
- How to search effectively: keywords, reliable sources, avoiding generic results

? Questions

Break

- Building a coherent moodboard for your worldbuilding (architecture, nature, atmosphere)
- Live demo: searching and curating references for a fantasy world
- Practical exercise: each participant builds their own worldbuilding moodboard
- Start sketching: props or character, participant's choice
- Group feedback

? Questions

Day 2 — Character & Props: Demo, Paintover, Process

- Character sketching basics: silhouette, proportions, readability
- Demo: character design using Day 1 references
- Practical exercise: character sketch or continue from Day 1

? Questions

Break

- Props: how to design objects that tell a story (materials, wear, function)
- Demo: prop design from concept to finished sketch
- Practical exercise: props

? Questions

- Paintover session: pushing each participant's character/prop further
- Process tips: how to take a sketch further — values, refinement, iteration
- Group review

? Questions

Day 3 — Environment, Polishing & Portfolio

- Polishing and paintover of Day 1-2 work (moodboard-driven pieces)
- From sketch to constructed base: structuring volumes and perspective

? Questions

Break

- Demo: building a worldbuilding environment from references to base
- Values, lighting, and atmosphere on the environment base
- Practical exercise: each participant finishes their characters or props

? Questions

- Portfolio review
- Tips for continuing: building a personal worldbuilding practice

? Questions