Examples of Student Work

Roya Ebtehaj

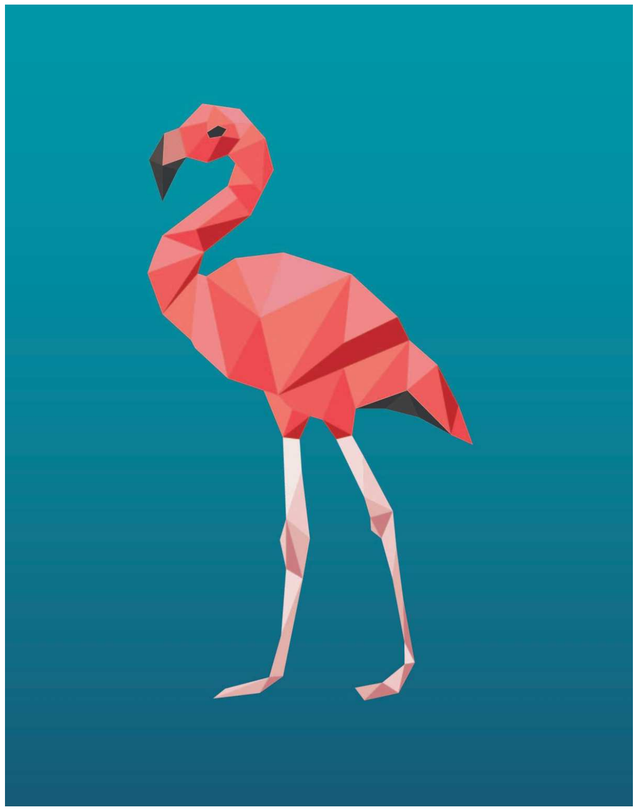
Low Poly Illustration

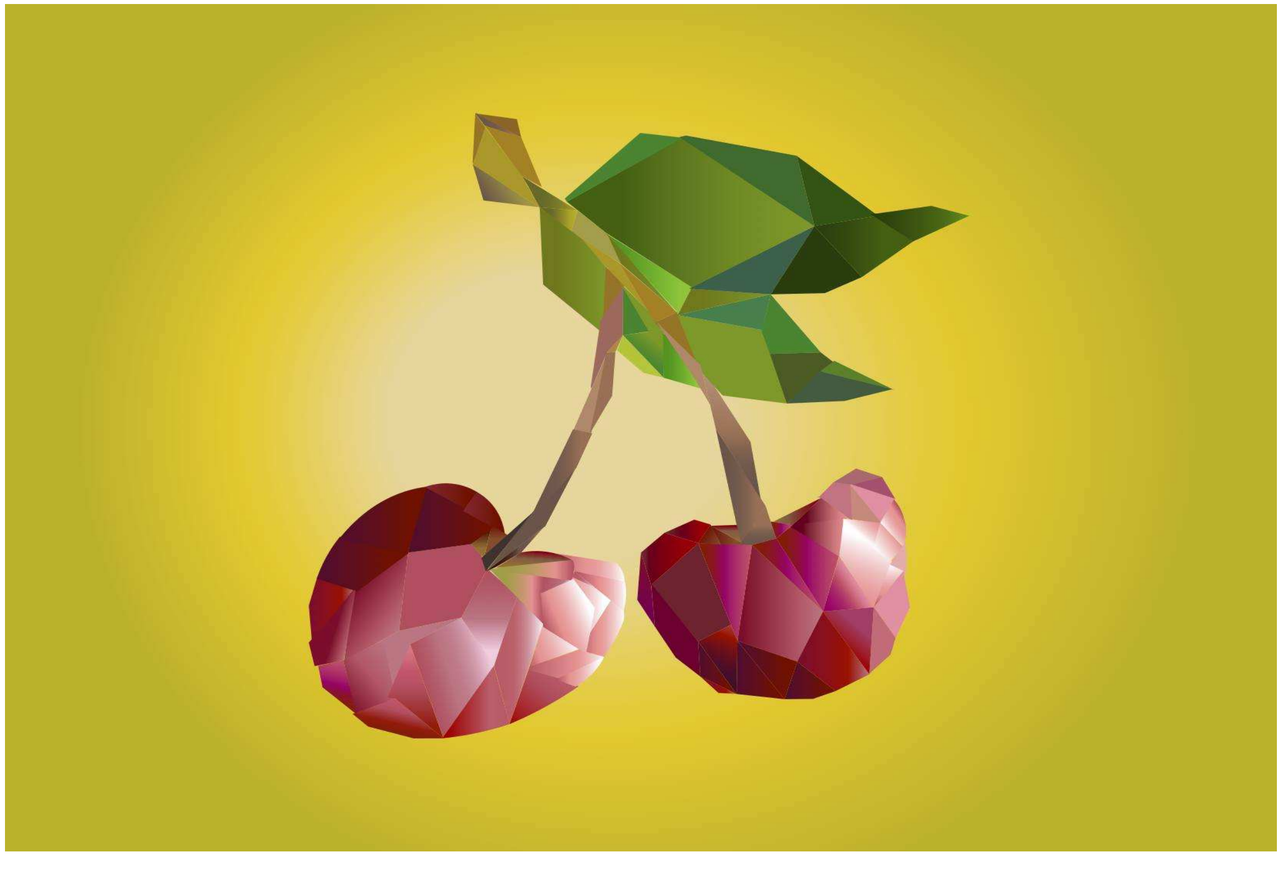
Level: Beginner

Tool: Adobe illustrator

In this skill test, students created a Low Poly illustration in 60 minutes. They used a photo reference in order to create a low poly illustration of a fruit or an animal.

Learning objectives: Pen tool, basic shapes, gradient, and color harmony





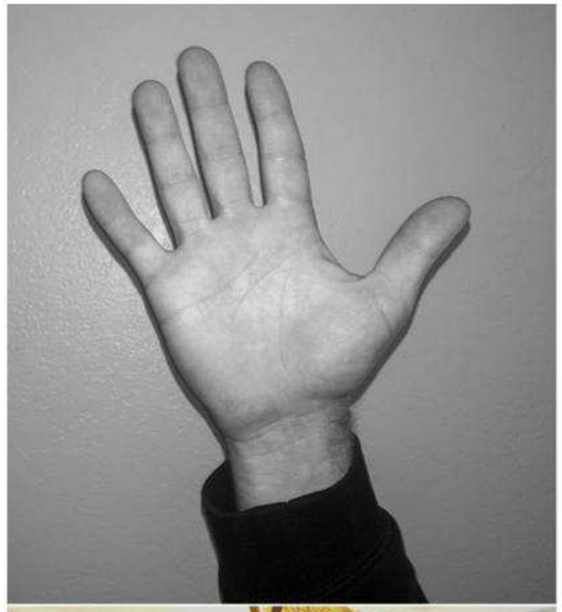
Digital Postcard

Level: Intermediate

Tool: Adobe illustrator

For this project, students created a digital Postcard based on two photos they took.

Learning objectives: Vector drawing, create custom shapes and color harmony



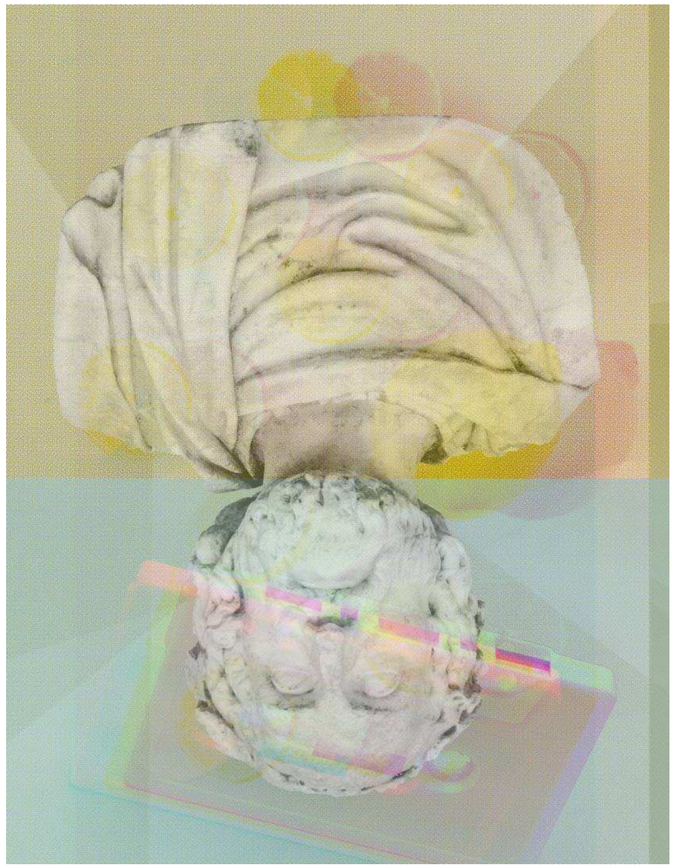
Vaporwave Art

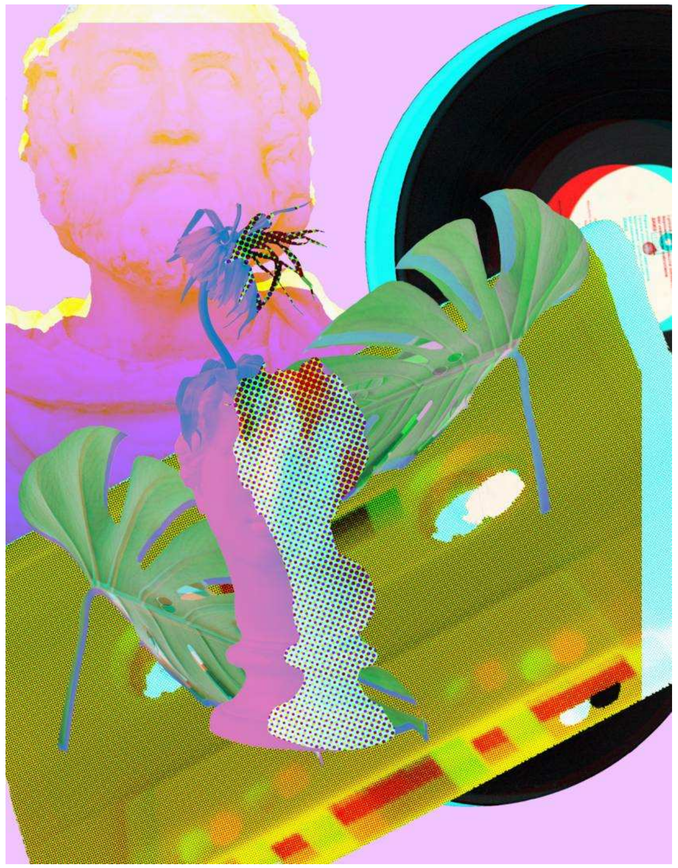
Level: Beginner

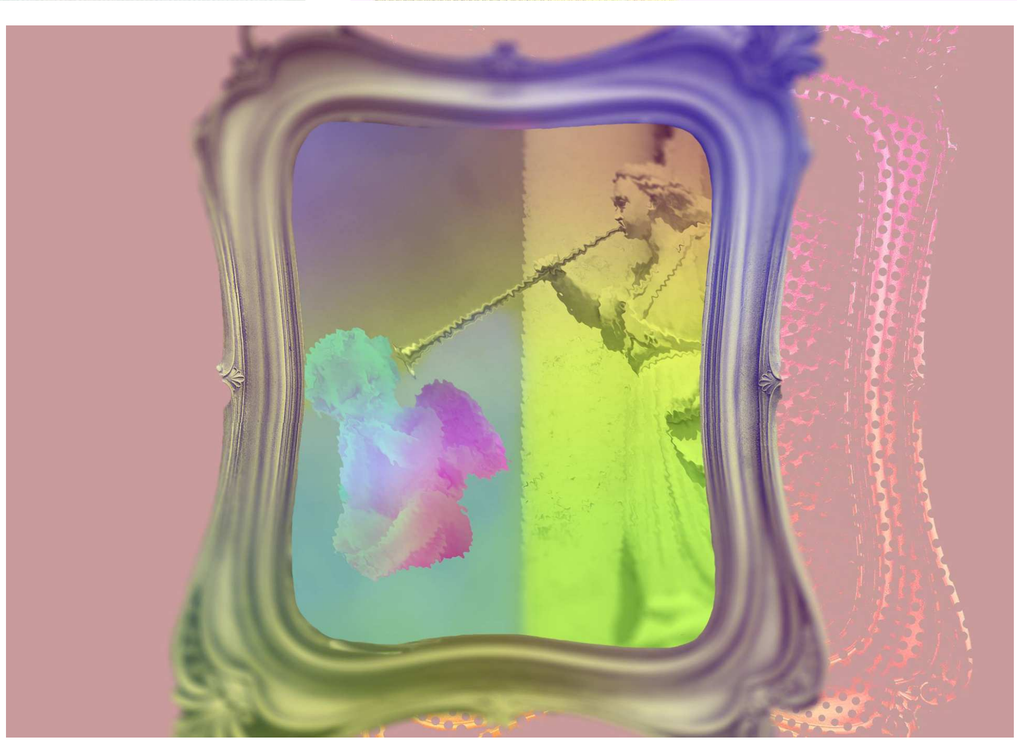
Tool: Adobe Photoshop

In this skill test, students borrowed multiple royalty-free photos to create a Vaporwave collage in 60 minutes. They were asked to work with Photoshop color channels to complete the project.

Learning objectives: Layer panel, RGB/CMYK channels, blending modes, basic selection and cut-outs, filter gallery







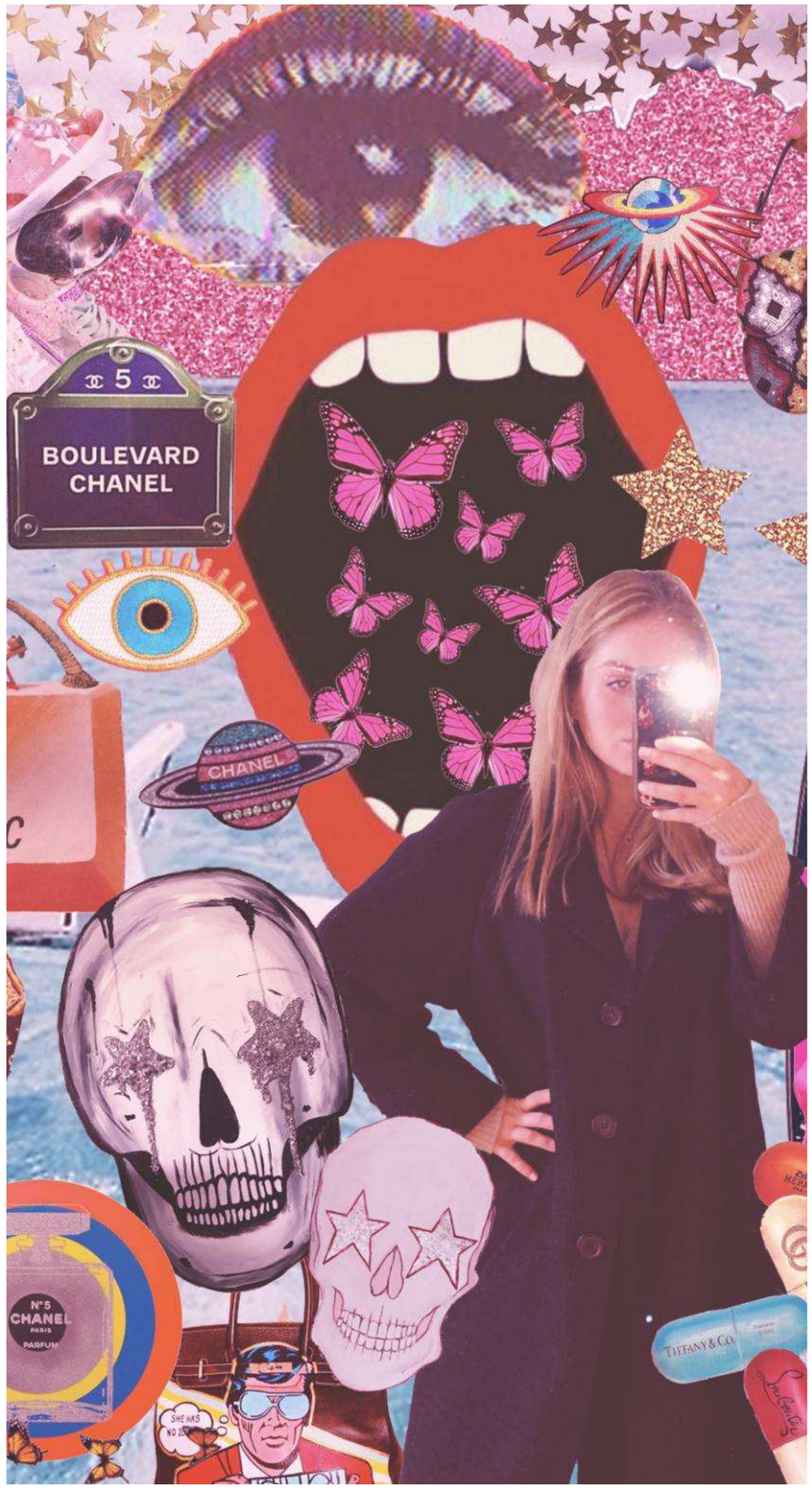
Surreal Self-portrait

Level: Intermediate

Tool: Adobe Photoshop

For this project, students created a digital collage in Photoshop. they were asked to design a self-portrait in order to define themselves and their interests. They could choose any category or subculture they see as important to their identity.

Learning objectives: Selection and cut-outs, adjustment layer, filters



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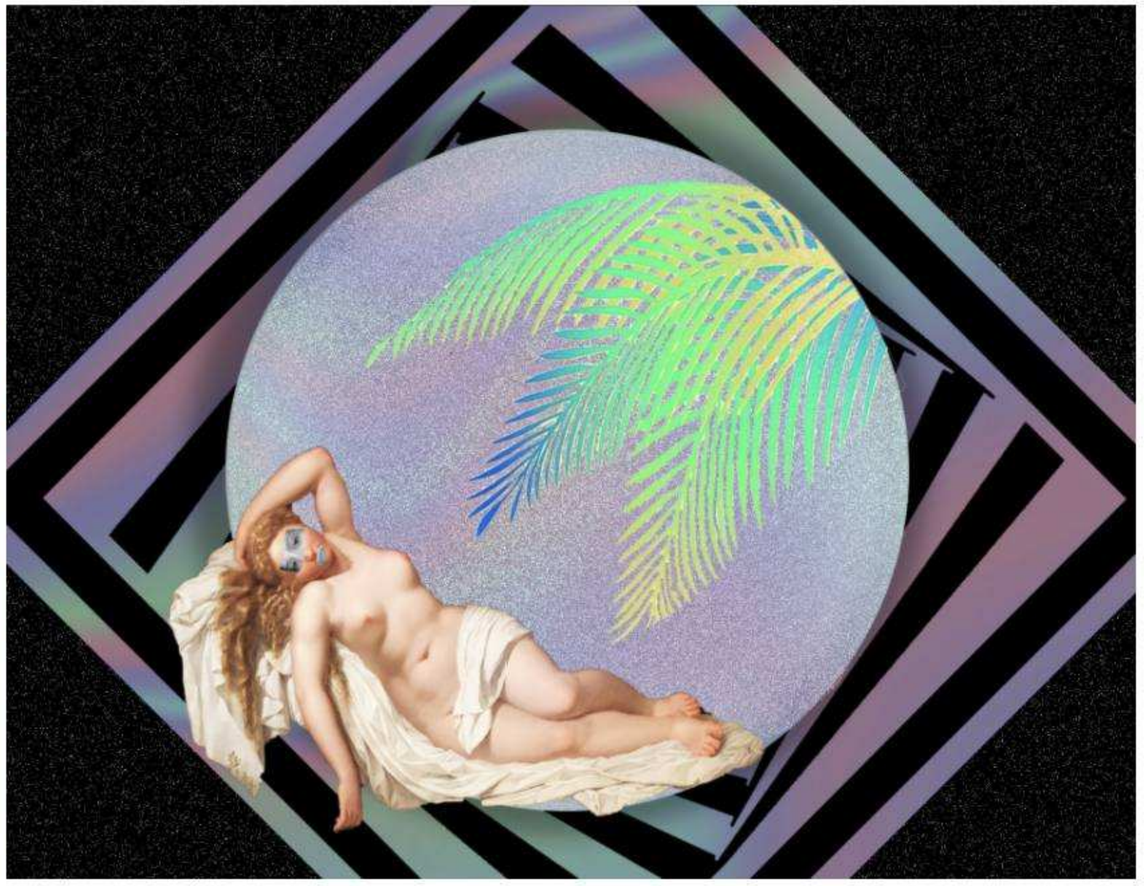
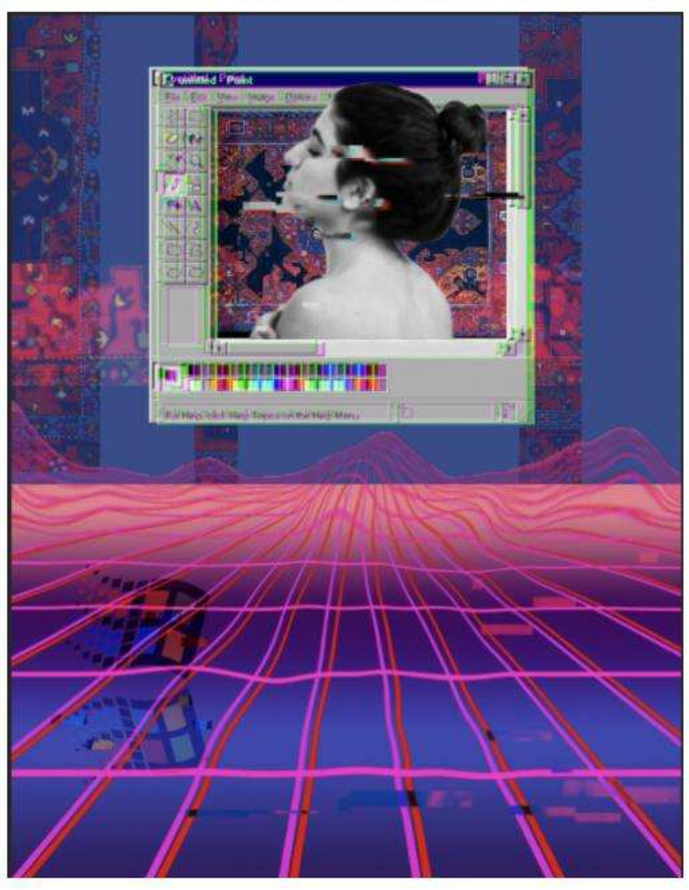




BOULEVARD
CHANEL
esc

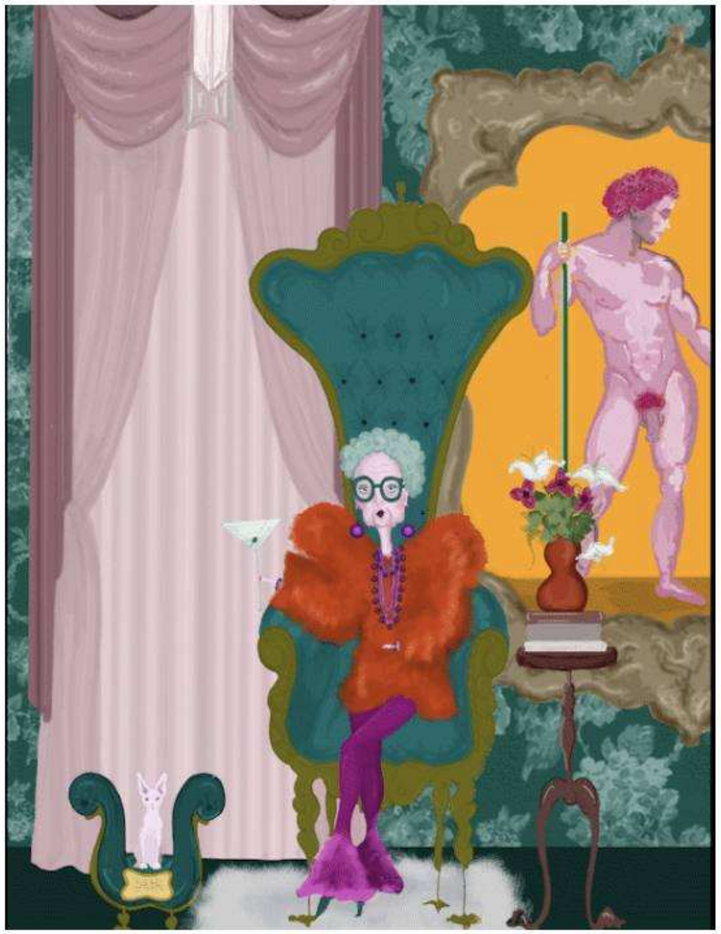
Animated Digital Painting

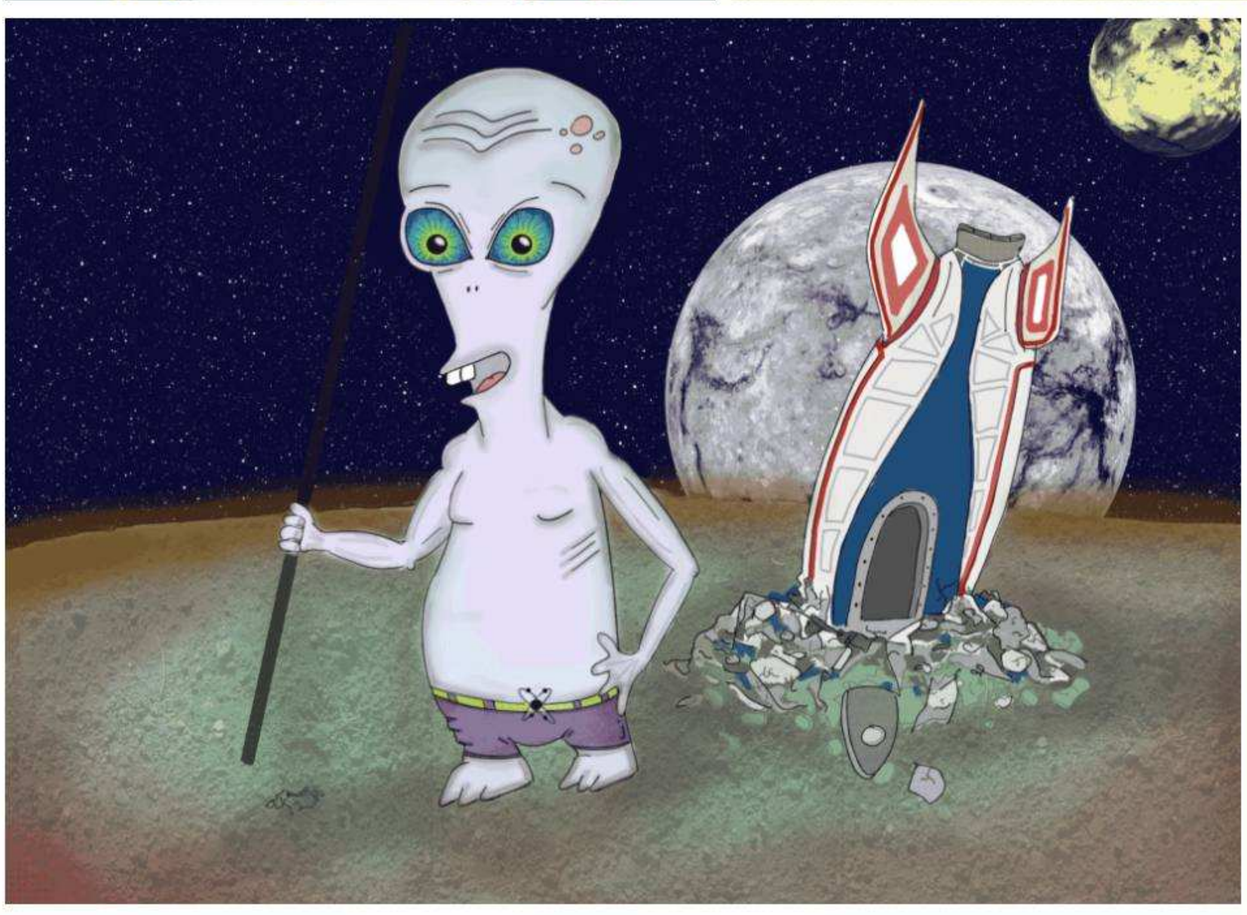
Level: Advanced

Tool: Adobe Photoshop

For this project, students design and painted a realistic or imaginary character in Adobe Ps. Later they animated the character and integrated it with an environment they digitally painted in Photoshop.

Learning objectives: Using brushes, color, and light enhancement, timeline animation





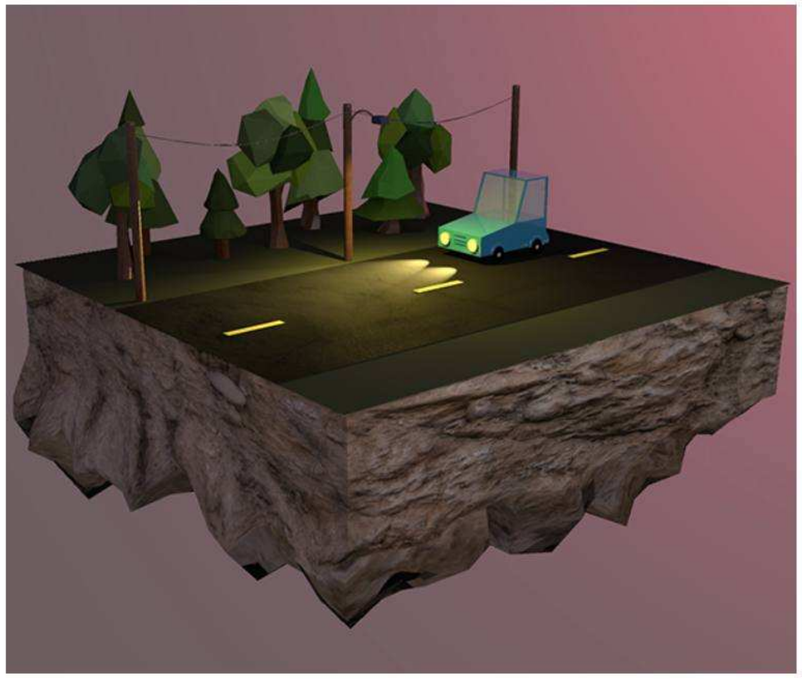
Components of A 3D World

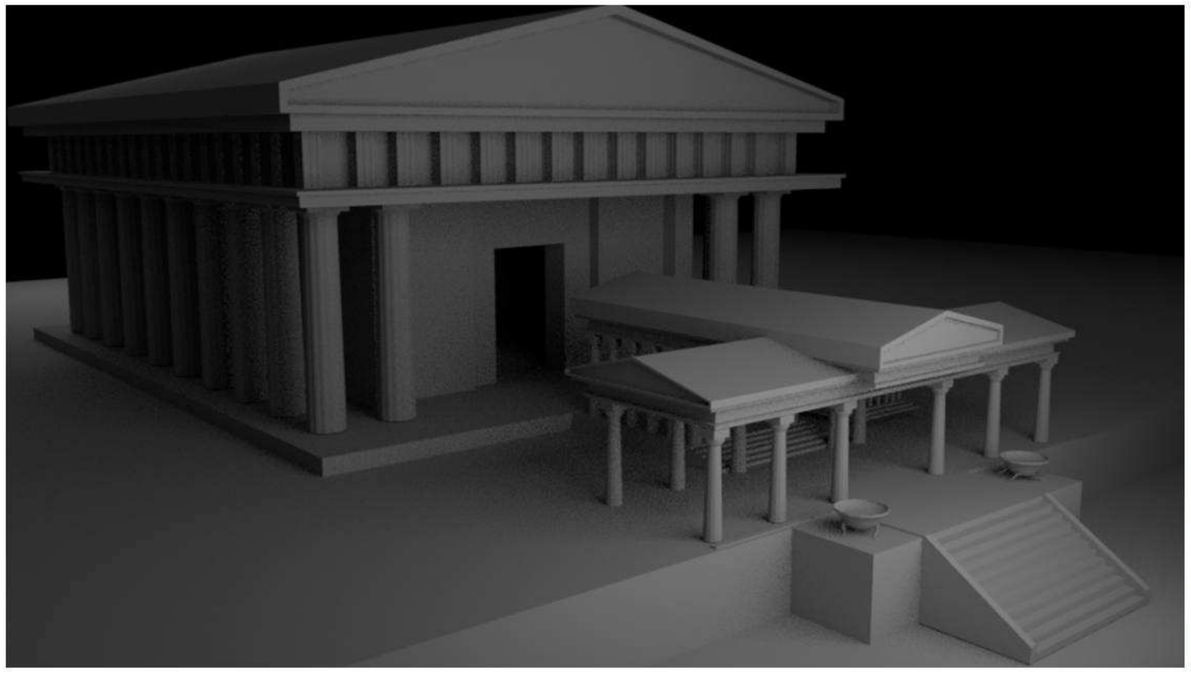
Level: Intermediate

Tool: Autodesk Maya, Renderman, Substance Painter

For this project, students created real or imaginary 3D models to use as components of a Virtual World. Then they added lights and shaders and finally rendered their work.

Learning objectives: Nurbs and Polygon Modeling, Look Development, Rendering Frames





Animated 3D World

Level: Advanced

Tool: Autodesk Maya, Renderman, Substance Painter, Adobe Mixamo

For this project, students created a 1-3 minute animation based on a story. Each animation showed multiple angles and scenes of an environment they had developed throughout the course.

Learning objectives: Keyframe Animation, Rigging, Simulation, Rendering Animations

Link to Student Reel on Youtube

THANK YOU

for more information
please visit
www.royaebtehaj.me