

**LCI
Barcelona**

Specialize without putting your career on hold

Our specialization courses are designed to help you strengthen your profile or give your career a boost, while building the in-depth skills that set you apart in an increasingly competitive market.

When you complete your course, you will earn a Specialization Diploma awarded by LCI Barcelona. Backed by the prestigious LCI Education international network, this qualification certifies specialized, practical skills in the subject area of each program.

Why choose LCI Barcelona?

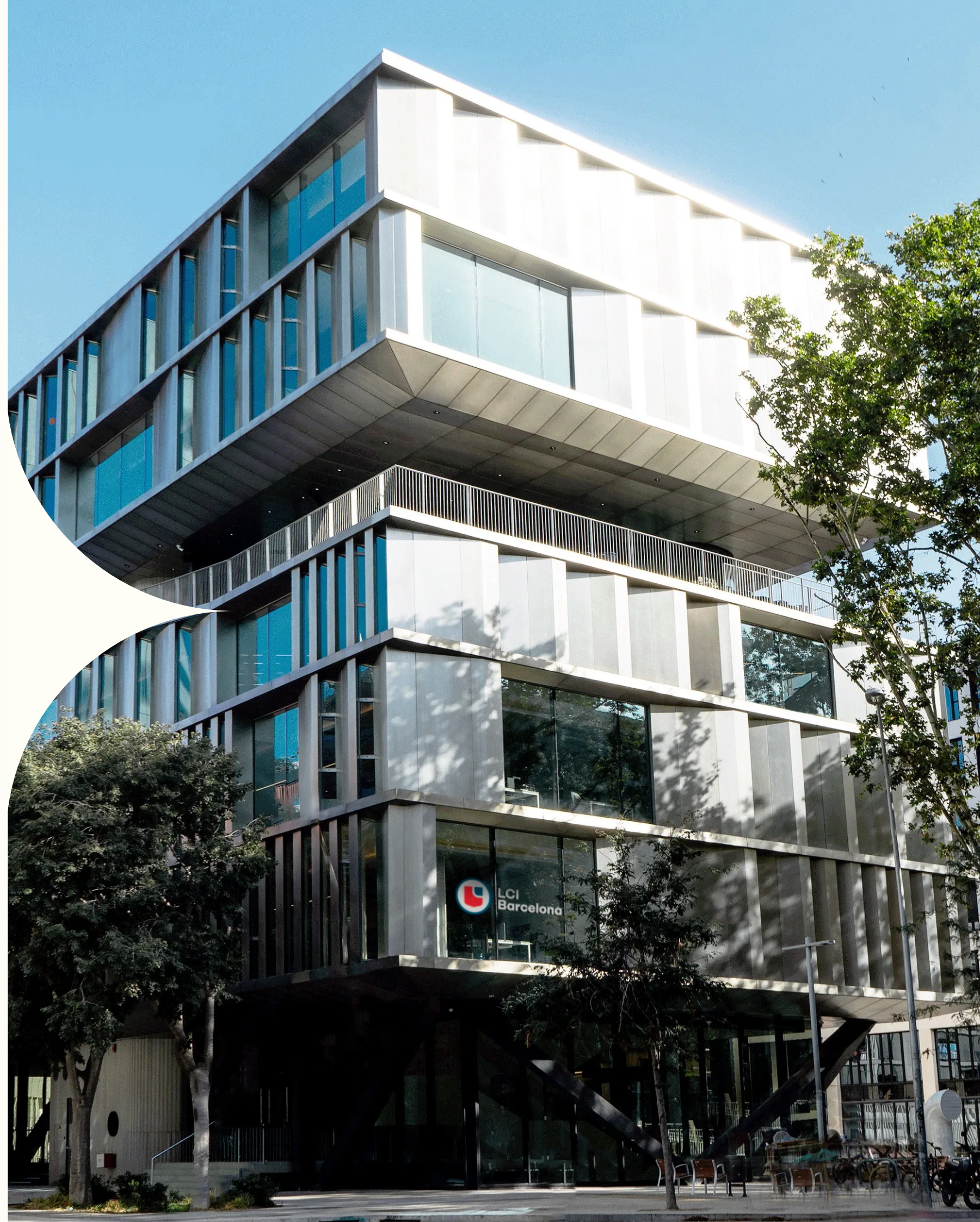
- **A specialization that opens doors**
A promotion, a career change, or a new opportunity, wherever you're starting from.
- **Balance your job and your studies**
Classes on Friday afternoons and Saturday mornings, without setting aside your work week.
- **Intensive training with real impact**
Learn from working professionals and apply what you learn to real projects.

Weekend schedule

All courses are held on Friday afternoons and Saturday mornings.

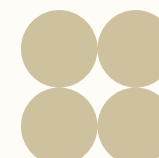
The best place to specialize

Our spectacular campus, located in the 22@ innovation district, has been recognized with the prestigious Prix Versailles for architecture as the most beautiful in the world. Covering 11,000 square meters, it offers sustainable facilities equipped with advanced technology.





Narrative Environment Design in Architecture and Interior Design for Video Games



About the course

This course is for you if you are an interior designer, architect, artist, animator, or designer and want to specialize in creating digital environments that tell stories and stay consistent with a visual narrative. You will learn to integrate techniques from urban, architectural, and interior design into building narratives for the video game industry.

You will focus on designing imaginary yet realistic environments through digital drawing, building the skills to create detailed, atmospheric spaces that strengthen a project's narrative.

The process of creating narrative environments combines art, architecture, design, and storytelling. You will start with research into the industry, urbanism, and landscapes, combined with game styles and the specific needs of the sector. Then you will move on to technique through drawing, painting, and maps, the foundation of any training process. You will go on to style and adapting to a brief, imitating the processes the industry uses, until you reach the final deliverable: a design dossier showing the work process and every element discarded along the way to the final environment.

Language

Spanish

Duration

40 hours

Format

On campus at LCI Barcelona

Schedule

Friday afternoons and Saturday mornings

Study plan

1.

GETTING TO KNOW THE INDUSTRY

You will learn the concepts of the video game industry, its needs, and its workflow. You will focus on the design side and understand the particularities of the different game styles and what each requires when designing an environment.

2.

FUNDAMENTALS OF ARCHITECTURAL DESIGN

You will learn the fundamentals of architectural design from professionals. You will analyze real cases and understand how design shapes cities (urbanism), buildings (architecture), and their interior spaces (interior design).

3.

CONCEPTUALIZATION

You will analyze different games and their graphic styles to start developing the idea for an environment design, working from an industry-style brief.

4.

TECHNIQUE

You will learn the artistic process and technical requirements for developing a suitable style, using the human figure and architectural spaces as the basis for everything. You will draw from life and paint digitally, imitating artistic processes until you develop your own style.

5.

DESIGN CONCEPTS

You will learn environment creation techniques, from the conceptual and psychological side through to the development needed to explore work processes and the final technique and style your creation requires.

6.

CREATING THE DOSSIER

You will learn how to lay out and present a professional dossier for a presentation before a panel, showing the processes you followed, the research, the painting, the style, and the preliminary sketches alongside the final environment.



The course includes

- Masterclass: a special session with a recognized professional in video game environment design, who will share their experience and advanced techniques.
- Guided practical classes: you get familiar with the work processes, technique, and research needed to design an environment.
- Visits: outings and architectural tours to understand spatial design.
- Workshop classes: you strengthen your technique through classical drawing, life drawing from a model, and classical digital painting sessions.

Who it's for

- If you are an interior designer or architect looking to specialize.
- If you are a design or animation professional who wants to go deeper into environment design for video games.
- If you are an art student who wants to focus on environment design for video games.

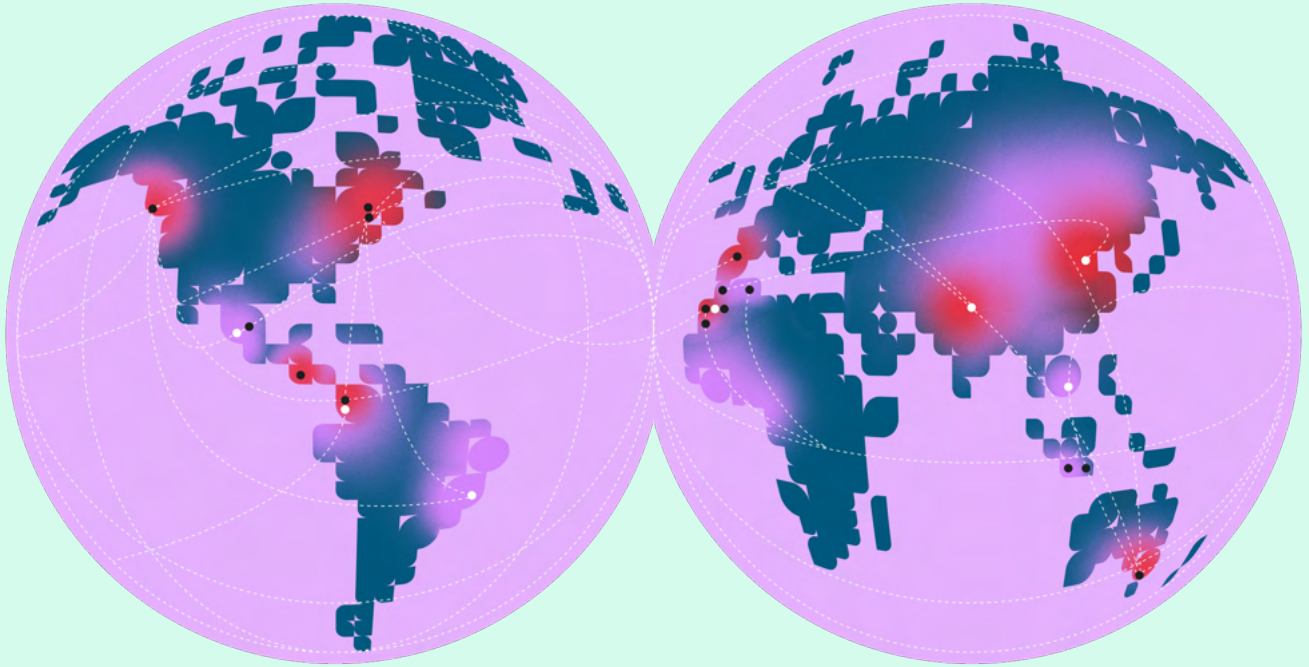
Admission requirements

You need basic knowledge of art, drawing, and painting.





**LCI
Education**



The World is Your Classroom



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admisiones@lcibarcelona.com
barcelona.lcieducation.com



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