

COURSE OUTLINE

**Art 209**  
**Introduction to Character Design**

**I. Catalog Statement**

Art 209 introduces students to character design for animation. Students explore and develop traits of particular characters and particular archetypes. Students draw from life as well as from the imagination. Topics to be discussed include shape, silhouette, color, caricature, underlying structure, and costume. Students will be expected to keep a sketchbook and to create model sheets for their own personal designs.

Units – 3.0

Lecture Hours – 2.0

Total Studio Hours – 2.0

(Faculty Studio Hours – 2.0 + Student Studio Hours – 0.0 = Total Studio Hours 2.0)

Prerequisite: Art 201 or equivalent.

Note: course may be taken 2 times; a maximum of 6 units may be earned.

**II. Course Entry Expectations**

Skills Level Ranges: Reading 5; Writing 5; Listening-Speaking 5; Math 3.

Prior to enrolling in the course, the student should be able to:

1. create gesture drawings which capture attitude of a pose;
2. create gesture drawings which depict accuracy in a pose;
3. apply principles of construction drawing to the human figure and animals;
4. capture human emotion and expression through drawing;
5. apply perspective;
6. use lighting to define form and also as a design element;
7. use drapery in drawing.

**III. Course Exit Standards**

Upon successful completion of the required course work, the student will be able to:

1. develop a character's physical traits using elements of design;
2. represent characteristics of specific types and archetypes visually;
3. design and construct a diverse range of appealing human and animal characters;
4. caricature humans and animals from life;

5. caricature humans and animals from photos;
6. create model sheets depicting characters personality;
7. create turnaround drawings for specific characters;
8. develop character designs from a script.

#### **IV. Course Content**

A. Shapes	10 Hours
1. Basic shapes	
2. Appeal	
3. Silhouettes	
4. Dominant mass	
5. Points of articulation/anatomy	
6. Styles	
B. Internal Character/External Character	10 Hours
1. Sketchbook drawing	
a. Caricature/exaggeration	
b. Pose/attitude	
c. Clothing/costume design	
2. Types and archetypes	
3. Photo drawing	
a. Portraits	
b. Full figure	
4. Morphing life drawing into characters	
5. Memory sketching	
6. Designing from scripts	
C. Functionality	10 Hours
1. Underlying structure for animation	
2. Points of articulation	
3. Model sheets	
a. Turnarounds	
b. "In action" model sheets	
c. Facial expressions	
d. Final line work	
D. Designing a World	10 Hours
1. Style	
2. Color	
3. Cast of characters	
4. Environments and props	
E. Projects Emphasizing Technical and Aesthetic Development	24 Hours

#### **V. Methods of Presentation**

The following instructional methodologies may be used in the course:

1. classroom lectures and demonstrations;
2. instructor analysis of student work;
3. peer analysis of student work;

4. individual instruction of students in lab;
5. review of animation and print artwork.

**VI. Assignments and Methods of Evaluation**

1. Projects.
2. Peer and instructor review.
3. Review of final projects.
4. Final Examination.

**VII. Textbook**

Vilppu, G. Vilppu Drawing Manual.  
Los Angeles: Vilppu Studio, 2007.  
12<sup>th</sup> Grade Textbook Reading Level. ISBN: 10-189205311X.

**VIII. Student Learning Outcomes**

1. Develop a character's physical traits using elements of design.
2. Represent characteristics of specific types and archetypes visually.
3. Design and construct a diverse range of appealing human and animal characters.