COURSE DISCIPLINE :   ART

COURSE NUMBER :   209

COURSE TITLE (FULL) :   Introduction to Character Design

COURSE TITLE (SHORT) :   Intro to Character Design

CATALOG DESCRIPTION

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.

Total Lecture Units: 2.00

Total Studio Units: 1.00

Total Course Units: 3.00

Total Lecture Hours: 36.00

Total Studio Hours: 36.00

Total Laboratory Hours To Be Arranged: 0.00

Total Contact Hours: 72.00

Total Out-of-Class Hours: 90.00

Prerequisite: ART 201 or equivalent.

ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1	ART	201	Drawing For Animation	Create gesture drawings which capture attitude of a pose;	Yes
2	ART	201	Drawing For Animation	create gesture drawings which depict accuracy in a pose;	Yes
3	ART	201	Drawing For Animation	apply principles of construction drawing to the human figure and animals;	Yes
4	ART	201	Drawing For Animation	capture human emotion and expression through drawing;	Yes
5	ART	201	Drawing For Animation	apply perspective;	Yes
6	ART	201	Drawing For Animation	use lighting to define form and also as a design element;	Yes
7	ART	201	Drawing For Animation	use drapery in drawing.	Yes

EXIT STANDARDS

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.

STUDENT LEARNING OUTCOMES

1 Create a 2-dimensional hand-drawn character model sheet
2 Create a 2-dimensional hand-drawn model sheet for a cast of characters

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Lab	Total Hours
1	Shapes • Basic shapes • Appeal • Silhouettes • Dominant mass • Points of articulation/anatomy • Styles	9	0	9

2	Internal Character/External Character • Sketchbook drawing • Caricature/exaggeration • Pose/attitude • Clothing/costume design • Types and archetypes • Photo drawing • Portraits • Full figure • Morphing life drawing into characters • Memory sketching • Designing from scripts	9	0	9
3	Functionality • Underlying structure for animation • Points of articulation • Model sheets • Turnarounds • "In action" model sheets • Facial expressions • Final line work	9	0	9
4	Designing a World • Style • Color • Cast of characters| • Environments and props	9	0	9
5	Projects Emphasizing Technical and Aesthetic Development	0	36	36
				72

OUT OF CLASS ASSIGNMENTS

1   projects (e.g. students will design a cast of characters in a particular style).

METHODS OF EVALUATION

1   Peer and instructor review.

2   Final projects.

3   Final Examination.

METHODS OF INSTRUCTION

- ☑ Lecture
- ☑ Laboratory
- ☐ Studio
- ☐ Discussion
- ☐ Multimedia
- ☐ Tutorial
- ☐ Independent Study
- ☐ Collaboratory Learning
- ☑ Demonstration
- ☐ Field Activities (Trips)
- ☐ Guest Speakers
- ☐ Presentations

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	IBSN	Date
The Vilppu Drawing Manual	Required	Vilppu Studio Press		print	Vilppu, G. Vilppu	9781892053039	1997