

ART209 : Introduction To 2-D Character Design

General Information

Author:	<ul style="list-style-type: none"> Roger Dickes
Course Code (CB01) :	ART209
Course Title (CB02) :	Introduction To 2-D Character Design
Department:	ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(0614.40) Animation
CIP Code:	(10.0304) Animation, Interactive Technology, Video Graphics, and Special Effects.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000553945
Curriculum Committee Approval Date:	02/28/2024
Board of Trustees Approval Date:	04/16/2024
Last Cyclical Review Date:	02/28/2024
Course Description and Course Note:	ART 209 introduces students to character design for animation. Students explore and develop traits of particular characters and 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. Industry standard software (ToonBoom, Photoshop) will be used in the course.
Justification:	Mandatory Revision <ul style="list-style-type: none"> Credit

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"> Art
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08) Course is not a basic skills course. <input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Course Special Class Status (CB13) Course is not a special class. Pre-Collegiate Level (CB21) Not applicable.	Grading Basis <ul style="list-style-type: none"> Grade with Pass / No-Pass Option Course Support Course Status (CB26) Course is not a support course
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Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	72
Total Course Out-of-Class Hours	90
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience
 Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	0	0
Studio Hours	2	1

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	36
Laboratory	0
Studio	36
Total	72
Course Out-of-Class Hours	
Lecture	72
Laboratory	0
Studio	18
Total	90

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
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No Value	No Value	No Value	No Value
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Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite: None.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction	Lecture
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Methods of Instruction	Laboratory
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Methods of Instruction	Demonstrations
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Out of Class Assignments

- Projects (e.g. Students will design a cast of characters in a particular style)

Methods of Evaluation	Rationale
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Project/Portfolio	Peer and instructor review
Project/Portfolio	Final projects
Exam/Quiz/Test	Final Examination

Textbook Rationale

These are classic texts in animation

Textbooks

Author	Title	Publisher	Date	ISBN
Vilppu, G. Vilppu	Drawing Manual	Los Angeles: Vilppu Studio	2007	10-189205311X
Richard Williams	The Animator's Survival Kit	Farrar, Stratuss, and Giroux	2012	978-0865478978

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Develop a character's physical traits using elements of design.

Generate a representation of characteristics of specific types and archetypes visually.

Design and construct a diverse range of appealing human and animal characters.

Generate caricatures of humans and animals from life.

Generate caricatures of humans and animals from photos.

Create model sheets depicting characters personality.

Create turnaround drawings for specific characters.

Develop character designs from a script.

SLOs

Create a 2-dimensional hand-drawn character model sheet.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Visual Arts: Animation - A.A. Degree Major	College-age students and avocational learners gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Industry-workers retrain themselves to diversify their work options within animation, gaming, or visual effects
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media
	Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks

<i>ART</i> Animation - A.S. Degree Major (NAS)	Gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Retrain themselves to diversify their work options within animation, gaming, or visual effects
Create a 2-dimensional hand-drawn model sheet for a cast of characters.	
Expected Outcome Performance: 70.0	
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Course Content

Lecture Content

Shapes (9 hours)

- Basic shapes
- Appeal
- Silhouettes
- Dominant mass
- Points of articulation/anatomy
- Styles

Internal Character/External Character (9 hours)

- 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

Functionality (9 hours)

- Underlying structure for animation
- Points of articulation
- Model sheets
- Turnarounds
- "In action" model sheets
- Facial expressions
- Final line work

Designing a World (9 hours)

- Style
- Color
- Cast of characters]
- Environments and props

Total hours: 36**Laboratory/Studio Content****Shapes (9 hours)**

- Basic shapes
- Appeal
- Silhouettes
- Dominant mass
- Points of articulation/anatomy
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Total hours: 36

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

No

If yes, who is your departmental library liaison?

No Value

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No Value

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value