

DES M140: CHARACTER DESIGN

Originator

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College

Moorpark College

Attach Support Documentation (as needed)

Basic_Character_Animation_rev.docx

Discipline (CB01A)

DES - Design

Course Number (CB01B)

M140

Course Title (CB02)

Character Design

Banner/Short Title

Character Design

Credit Type

Credit

Honors

No

Start Term

Fall 2022

Catalog Course Description

Focuses on the creation of well-formed, believable, and memorable characters with interesting personalities. Includes visual communication through illustrating a character, starting with concept sketches, exploring shapes through iteration and refinement, and creating a basic 2D animation rig to bring it to life.

Taxonomy of Programs (TOP) Code (CB03)

0614.00 - *Digital Media

Course Credit Status (CB04)

D (Credit - Degree Applicable)

Course Transfer Status (CB05) (select one only)

A (Transferable to both UC and CSU)

Course Basic Skills Status (CB08)

N - The Course is Not a Basic Skills Course

SAM Priority Code (CB09)

D - Possibly Occupational

Course Cooperative Work Experience Education Status (CB10)

N - Is Not Part of a Cooperative Work Experience Education Program

Course Classification Status (CB11)

Y - Credit Course

Educational Assistance Class Instruction (Approved Special Class) (CB13)

N - The Course is Not an Approved Special Class

Course Prior to Transfer Level (CB21)

Y - Not Applicable

Course Noncredit Category (CB22)

Y - Credit Course

Funding Agency Category (CB23)

Y - Not Applicable (Funding Not Used)

Course Program Status (CB24)

1 - Program Applicable

General Education Status (CB25)

Y - Not Applicable

Support Course Status (CB26)

N - Course is not a support course

Field trips

Will not be required

Grading method

(L) Letter Graded

Alternate grading methods

(P) Pass/No Pass Grading

Does this course require an instructional materials fee?

No

Repeatable for Credit

No

Is this course part of a family?

No

Units and Hours

Carnegie Unit Override

No

In-Class

Lecture

Minimum Contact/In-Class Lecture Hours

35

Maximum Contact/In-Class Lecture Hours

35

Activity**Laboratory****Minimum Contact/In-Class Laboratory Hours**

52.5

Maximum Contact/In-Class Laboratory Hours

52.5

Total in-Class**Total in-Class****Total Minimum Contact/In-Class Hours**

87.5

Total Maximum Contact/In-Class Hours

87.5

Outside-of-Class**Internship/Cooperative Work Experience****Paid****Unpaid****Total Outside-of-Class****Total Outside-of-Class****Minimum Outside-of-Class Hours**

70

Maximum Outside-of-Class Hours

70

Total Student Learning**Total Student Learning****Total Minimum Student Learning Hours**

157.5

Total Maximum Student Learning Hours

157.5

Minimum Units (CB07)

3

Maximum Units (CB06)

3

Prerequisites

DES M121 (formerly MM M10)

Entrance Skills**Entrance Skills**

DES M121 (formerly MM M10)

Prerequisite Course Objectives

DES M121-discuss the artistic and technological aspects of digital media in both historical and contemporary contexts.

DES M121-demonstrate the ability to present and discuss work in a professional manner, using appropriate digital media vocabulary.

DES M121-apply pre-visualization techniques to communicate design concepts for print and screen.

DES M121-create and edit media using industry-standard software applications.

DES M121-identify and explore career and educational paths in digital media.

DES M121-apply professional workflows for designing and producing digital media from conception to completion.

DES M121-identify aesthetic, technological, and social criteria, as well as professional ethics, in evaluating digital media.

Requisite Justification

Requisite Type

Prerequisite

Requisite

DES M121 (formerly MM M10)

Requisite Description

Course in a sequence

Level of Scrutiny/Justification

Part of a sequence of courses in a certificate of completion or a certificate of competency (noncredit only)

Student Learning Outcomes (CSLOs)

Upon satisfactory completion of the course, students will be able to:

- 1 create well-formed, believable, and memorable characters.
- 2 apply design principles to convey the message, meaning, and emotion inherent to your characters.
- 3 apply basic 2D animation rig to designed character.

Course Objectives

Upon satisfactory completion of the course, students will be able to:

- 1 create a character design inspiration board.
- 2 sketch multiple iterations of character visual design concepts.
- 3 scan or photograph sketches for presentation and critique.
- 4 illustrate character poses in Adobe Illustrator.
- 5 create and illustrate character and environment.
- 6 refine and amplify character and environment designs using light and shading techniques.
- 7 convert 2D drawing into an animated puppet telling a story.
- 8 export animated character to video.

Course Content

Lecture/Course Content

(30%) 1. Working with software applications

- Adobe Illustrator
- Adobe Photoshop
- Adobe Character Animator
- Adobe After Effects

(40%) 2. Fundamentals of character development

- Character profile
- Character drawing styles
- Illustrating the character digitally
 - Drawing thumbnail sketches and shapes in Illustrator
 - Applying light, shading, textures and color adjustment in Photoshop
- Importing/Exporting between applications

(20%) 3. Animation workflow

- 2D Rigging standards
- Animate behavior and emotions

- Working with physics and the 12 principles of animation
- Character storyline development

(10%) Sound and Video

- Recording and editing sounds
- Exporting animated project to video

Laboratory or Activity Content

(50%) 1. Design and development of character concepts including creation of mood-boards, sketching, tracing the sketches or the photos, digitizing, rendering and output.

(15%) 2. Project critiques based on a standard rubric

(35%) 3. Individual and collaborative image editing, digital illustration and animation exercises

Methods of Evaluation

Which of these methods will students use to demonstrate proficiency in the subject matter of this course? (Check all that apply):

Written expression
Skills demonstrations

Methods of Evaluation may include, but are not limited to, the following typical classroom assessment techniques/required assignments (check as many as are deemed appropriate):

Graphic/architectural designs
Group projects
Individual projects
Laboratory activities
Oral analysis/critiques
Portfolios
Skills demonstrations

Instructional Methodology

Specify the methods of instruction that may be employed in this course

Audio-visual presentations
Case studies
Class activities
Class discussions
Collaborative group work
Demonstrations
Distance Education
Group discussions
Instructor-guided interpretation and analysis
Instructor-guided use of technology
Internet research
Laboratory activities
Lecture
Observation
Web-based presentations

Describe specific examples of the methods the instructor will use:

1. Computer-aided presentation and lecture about a vector-based character illustration in Adobe Illustrator.
2. Case study and class discussion about the historical and contemporary examples of memorable characters.
3. Demonstration on importing vector files and applying light, shade, and textures in Photoshop.

Representative Course Assignments

Writing Assignments

1. Develop an original character that encapsulates a fictional persona.
2. Construct a story that utilizes character, setting, problem, a sequence of events, solution, main idea or moral, and personal connection.
3. Find a character that served as an inspiration for your fictional character. Describe the character, who created it, and why you like it.

Critical Thinking Assignments

1. Analyze examples of contemporary fictional characters in the context of societal and cultural concerns.

2. Compare and contrast students' work with the work of a historical or contemporary character designer.
3. Critique and evaluate characters designed by peers with twelve common archetypes.

Reading Assignments

1. Read selected articles, such as Heinz Helle (2016) Top 10 Hateful Characters You Love in Literature, The Guardian, in preparation for class discussions and character concept creation.
2. Read and discuss case studies about character development from the textbook.

Skills Demonstrations

1. Create vector-based illustrations using layered closed paths, focusing on bezier curve path fidelity.
2. Refine illustrations using masks and adjustment layers in Photoshop.
3. Export an image from RAW format to PSD, JPG, and PNG in an accurate file size and image resolution for both web and print.
4. Export animated project using accurate video codecs.

Outside Assignments

Representative Outside Assignments

1. Explore and observe your environment with the camera; search for the environment for your character animation.
2. Watch Jesse Smolover's "*Character Design and Unspoken Narrative*" TEDx talk in preparation for visual design of your characters.

Articulation

C-ID Descriptor Number

DMGR Character Development

Status

Aligned

Equivalent Courses at other CCCs

College	Course ID	Course Title	Units
Glendale College	ART 209	Introduction to Character Design	3
Coastline College	DGA C170	Character Design	3
Orange Coast College	ART A251	Character Design	3
American River College	ART 317/ARTNM 372	Character Design	3
Santa Monica College	ANIM 40	Character Design	3

District General Education

A. Natural Sciences

B. Social and Behavioral Sciences

C. Humanities

D. Language and Rationality

E. Health and Physical Education/Kinesiology

F. Ethnic Studies/Gender Studies

Course is CSU transferable

Yes

CSU Baccalaureate List effective term:

F2022

CSU GE-Breadth**Area A: English Language Communication and Critical Thinking****Area B: Scientific Inquiry and Quantitative Reasoning****Area C: Arts and Humanities****Area D: Social Sciences****Area E: Lifelong Learning and Self-Development****Area F: Ethnic Studies****CSU Graduation Requirement in U.S. History, Constitution and American Ideals:****IGETC****Area 1: English Communication****Area 2A: Mathematical Concepts & Quantitative Reasoning****Area 3: Arts and Humanities****Area 4: Social and Behavioral Sciences****Area 5: Physical and Biological Sciences****Area 6: Languages Other than English (LOTE)****Textbooks and Lab Manuals****Resource Type**

Textbook

Classic Textbook

Yes

DescriptionBishop, Randy, et al. *Fundamentals of Character Design: How to Create Engaging Characters for Illustration, Animation & Visual Development*. 3dtotal Publishing, 2020.**Resource Type**

Websites

Description*Creating Stylized Characters*. 3dtotal Publishing, 2018.**Resource Type**

Textbook

Classic Textbook

Yes

Description*Character Design Collection: Heroines: An Inspirational Guide to Designing Heroines for Animation, Illustration & Video Games*. 3dtotal Publishing, 2021.**Resource Type**

Textbook

Description

Harris, Jack and Steven Withrow. *Vector Graphics and Illustration: A Master Class in Digital Image-Making*. Rotovision, 2008.

Resource Type

Websites

Description

Skillshare (<https://www.skillshare.com/>)

Coursera (<https://www.coursera.org/>)

Codecademy (<https://www.codecademy.com/>)

and other training & tutorial video resources

Library Resources**Assignments requiring library resources**

Research memorable characters from art and design history using the Library's print and online resources.

Sufficient Library Resources exist

Yes

Example of Assignments Requiring Library Resources

Choose one of the twelve common character archetypes and write a case study describing her/his physical and psychological features.

Distance Education Addendum**Definitions****Distance Education Modalities**

Hybrid (1%–50% online)

Hybrid (51%–99% online)

100% online

Faculty Certifications

Faculty assigned to teach Hybrid or Fully Online sections of this course will receive training in how to satisfy the Federal and state regulations governing regular effective/substantive contact for distance education. The training will include common elements in the district-supported learning management system (LMS), online teaching methods, regular effective/substantive contact, and best practices.

Yes

Faculty assigned to teach Hybrid or Fully Online sections of this course will meet with the EAC Alternate Media Specialist to ensure that the course content meets the required Federal and state accessibility standards for access by students with disabilities. Common areas for discussion include accessibility of PDF files, images, captioning of videos, Power Point presentations, math and scientific notation, and ensuring the use of style mark-up in Word documents.

Yes

Regular Effective/Substantive Contact**Hybrid (1%–50% online) Modality:****Method of Instruction****Document typical activities or assignments for each method of instruction**

Asynchronous Dialog (e.g., discussion board)

Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.

E-mail	Email is a tool primarily used for course-wide updates and individual student contact. Students and the instructor can privately contact each other with questions, concerns.
Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.

Hybrid (51%–99% online) Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.
E-mail	Email is a tool primarily used for course-wide updates and individual student contact. Students and the instructor can privately contact each other with questions, concerns.
Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.

100% online Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Discussion Forums will be used to disseminate course-wide information and facilitate ongoing collaborative course work. Students may also use the Discussion Forums to solicit help from the instructor and other students. Discussions may also be graded encouraging students to participate in the class.
E-mail	Email is a tool primarily used for course-wide updates and individual student contact. Students and the instructor can privately contact each other with questions, concerns.
Other DE (e.g., recorded lectures)	The instructor can provide text, presentation slides, audio/visual material, assignment examples, tutorials (which may be live or recorded), and links to supplemental publications, articles, and websites.

Examinations**Hybrid (1%–50% online) Modality**

Online

Hybrid (51%–99% online) Modality

Online

Primary Minimum Qualification

MULTIMEDIA

Additional Minimum Qualifications**Minimum Qualifications**

Graphic Arts

Review and Approval Dates**Department Chair**

05/05/2021

Dean

05/07/2021

Technical Review

09/16/2021

Curriculum Committee

10/19/2021

DTRW-I

10/28/2021

Curriculum Committee

MM/DD/YYYY

Board

12/14/2021

CCCCO

MM/DD/YYYY

DOE/accreditation approval date

MM/DD/YYYY