

## Character Design

### Description:

In this course students will be introduced to elementary character design basics. That is through using structural drawing and techniques (shapes-based) for creating characters. And using 3d shapes illusion as dimensional forms to create solid, well drawn characters. Students can make all the details they want but in simple, efficient and practical format. Student will use the body language through the motions and facial expressions.

### All of that going to be through:

- Interactive lecture
- Step by step drawing
- Film analysis
- Exercises
- Assignments

### Course duration:

20 Class, twice a week, 2.5 months, 80 hours.

### Course Requirements

- Good knowledge of drawing basics.
- Very good knowledge of human anatomy drawing (at least good).
- Digital painting knowledge by any drawing program (very good or at least good)

### Course Goals

**At the end of the course the student will be able to do the following:**

- Translate their ideas in to drawings
- Draw-visualize what in their minds fast
- Give their drawing the 3d illusion
- Get results like a professional artist
- Use whatever method to present their characters like (pens, pencils, papers or digital programs)
- Present their work as a great portfolio to be appealing for clients and contains all their character designs including sketches, studies, shapes, characters, model sheets, expression sheets, color concepts and poses.

## Course topics outline

- 1) Introduction
- 2) Shapes language
- 3) Line of action-gesture
- 4) Exaggeration - mood-poses
- 5) What is character (Three sides)
- 6) Model sheet
- 7) Expressions
- 8) Drawing from real
- 9) Finishing touches
- 10) Student portfolio

## Course Classes

### Class 1

- ✦ Introducing types of character design briefly

### Class 2-3

- ✦ Stick figure
- ✦ Basics shapes meaning
- ✦ Proportion
- ✦ 3D illusion
- ✦ Silhouette

### Class 4-5

- ✦ Line of action
- ✦ Gesture
- ✦ poses
- ✦ Understanding balance

### Class 6-7

- ✦ Contrast
- ✦ exaggeration
- ✦ Staging / acting
- ✦ Body language/ attitude

### Class 8-9

- ✦ What is character?
- ✦ The three sides of the characters
- ✦ Development in character design history

### Class 10-11

- ✦ Model sheet

- ✦ Drawing body parts in different sides (front/back/profile/three-quarter)
- ✦ Examples

### **Class 12-13**

- ✦ Facial expression
- ✦ The six basic expressions (sad-joy-angry-fear-disgust-surprise)
- ✦ Complex expressions

### **Class 14-16**

- ✦ Drawing speedily/roughly/loosely
- ✦ Rough caricature from life
- ✦ Capture most important details
- ✦ Sketches for gesture / poses

### **Class 17-18**

- ✦ Preproduction sketches
- ✦ Texture and styles (by hand- digital-experimental)
- ✦ Finish one character (by hand- digital)
- ✦ Step by step drawing

### **Class 19-20**

- ✦ Portfolio examples
- ✦ Open discussion about their work
- ✦ Portfolio presentation
- ✦ Color pallets

### **Attendance policy**

Being absent more than 15% percent of the course classes is an automatic fail

### **Grading Policy**

- Attendance: 10 %
- Assignments: 15 %
- Class Work: 15%
- Mini Project: 20%
- Final project: 40%