Course Description

DIG1111 | Digital Character Design | 3.00 credits

This course, for students majoring in Animation and Game Art, covers the observation and translation of three-dimensional form into two-dimensional drawings. Students will learn the interpretation of the human body, based on major masses organized by gestural lines. Students will create original characters and create design elements to support them. Students will transition to drawing on digital tablets, knowledge or proficiency in Adobe Photoshop recommended. (3 hr. lecture)

Course Competency

Course Competency 1: The student will demonstrate an understanding of elements of art by:

1. Defining the elements of art as they relate to drawing
2. Creating solutions to assigned drawing problems directed to specific elements
3. Describing the effects of specific drawings in critique discussion

Course Competency 2: The student will demonstrate an understanding of the principles of design by:

1. Defining the principles of design related to drawing
2. Identifying and describing the key principles of scene composition
3. Creating solutions to assigned drawing problems as they relate to composition

Course Competency 3: The student will demonstrate an understanding of observational gesture drawing of the human figure by:

1. Observing and translating of three-dimensional live models into two-dimensional gesture drawings as quick and direct impressions of the subject
2. Constructing the figure starting from simple shapes to complex organic forms
3. Drawing parts of the figure in correct proportion

Course Competency 4: The student will demonstrate an understanding of life figure drawing by:

1. Applying knowledge of skeletal, muscular, and surface anatomy
2. Drawing the figures in relation to mass and plane by using value and/or line
3. Drawing parts of the figure in relation to foreshortening and overlapping shapes
4. Drawing the figure as a three-dimensional rendering through light and shadow in developing value scale

Course Competency 5: The student will demonstrate an understanding of character and object design by:

1. Designing characters and objects for animation based on the building blocks of drawing and design
2. Exploring historical and contemporary design styles and techniques
3. Developing a wide range of character types, traits, mood, personalities, and attitudes for visually realizing an animated character
4. Creating model sheets

Learning Outcomes:

- Solve problems using critical and creative thinking and scientific reasoning
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities