Subject:	DART
Course Number:	111
Descriptive Title:	Concept Design: Characters & Props
Division:	Fine Arts
Department:	Digital Art and Design Technology
Course Disciplines:	Digital Art and Design Technology
Catalog Description:	In the course, students build on the foundational principles and tools of concept design to focus on character and prop designs. Students will polish their digital hand sketching and rendering skills to create compelling characters and related props that communicate emotion and convey meaning to audiences using current industry software and hardware. Students employ line, shape, color, value, texture, and anatomical knowledge to visually communicate character and emotion at a glance. These critical character design skills have application in movies, television, animation, games, and visual effects (VFX) as well as traditional media like comics and illustration.
Prerequisite:	DART 101 or ART 110 & ART 141
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	3
Outside Study Hours:	4
Total Course Hours:	90
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	
Transfer UC:	Yes
Effective Date:	
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	

Other:	
IGETC:	
Term:	
Other:	
Student Learning Outcomes:	Upon completion of this course students will be able to: 1. use iterative design process to create character designs that respond to specific behavioral and emotional briefs and use visual elements as clues to express the personality of a character. 2. design props (vehicles, objects, clothing, etc.) that conceptually and visually relate to a character and narrative. 3. design character and prop asset sheets with, color palettes, turns, facial expressions, details, accessories and visually express personality and narrative elements.
Course Objectives:	1. Develop visual research to generate form texture and color ideas for specific character and prop designs to serve visual storytelling. 2. Explore clothing, textures, material indication, accessories and other details to create well rendered final designs 3. Develop color palettes that reenforce storytelling to further refine character and prop designs 4. Explore human and animal skeletal and muscular anatomy to reinforce constructive drawing techniques and push realistic proportions and biomechanics into stylized forms. 5. Work from reference to develop character and prop design ideas in iterative design process. 6. Explore characters, and props in perspective views, action poses, A and T-poses, turns, and orthographic as prescribed and needed. 7. Use detail views to communicate expressions in character designs and form/function in prop designs 8. Control line weight, value, gradient, and color in final design deliverables 9. Use consistent sheet formats and file formats for final design deliverables 10. Organize course work into a professional quality portfolio to present concept design work for future opportunities

Major Topics:	**Lecture Topics:**
	I. **Reference and Storytelling**
	    A. Visual research and reference
	    B. Storytelling through character and prop design
	    C. Styles and materials
	    D. Clothing, accessories, and style
	    E. Color for storytelling
	    F. Influence of historical artists and styles
	II. **Solid and Constructive Drawing**
	    A. Primitive construction
	    B. frameworks and breakdowns
	    C. Volume and complimentary shapes
	III. **Character Drawing Considerations**
	    A. Skeletal and muscular anatomy for character design
	    B. Realistic vs. Stylized proportions
	    C. Constructive drawing: characters from imagination
	    D. Drawing from reference
	    E. Contrast and variation: thick/thin, light/dark, straight/curve, opposing contours

F. Avoiding overlaps, parallels, symmetry, and tangents
G. Characters in perspective, 1, 2, and 3-point

IV. **Expression, posing, and exaggeration**
  A. The line of action
  B. Personality, expressions ad attitudes
  C. Body language, eyes, lids and brows
  D. Simplifying line work
  E. Strong posing and opposing tilts ("avoiding the ladder")
  F. Contrasting shape and size
  G. Pushing reality, pushing the design
  H. Abstraction and metaphor

V. **Prop Drawing Considerations**
  A. Props vs. background objects
  B. Breakdown sheets from the script
  C. Enhancing storytelling with props
  D. Pushing reality: exaggeration and compression
  E. Depth and perspective for prop designs
  F. Avoiding cliché

VI. **Model Sheets and Turnarounds**
  A. Materials
  B. Understanding the use of Character Model Sheets.
  C. Considering animation of the design.
  D. Requirements for 2D and 3D turns

VII. **Analysis and Critique**
  A. Foundation for critique of character design work
  B. Visual communication of character designs

VIII. **Project Planning and Execution**

Lab Topics:

I. **Keeping a sketchbook**
  A. Creating a character development outline
  B. Utilizing sketches to refine character development.
  C. Utilizing sketches to refine prop development from simple to complex.

II. **Develop a variety of character designs**
  A. Focus on storytelling
  B. Utilizing solid drawing techniques create character model sheets, action sheets and size comp charts for use in animation, games, and film

III. **Develop a variety of prop designs**
  A. Focus on storytelling
  B. Utilizing solid drawing techniques, design and create detailed props.

IV. **Digital tools and workflows**
  A. Tablet drawing tools
  B. Customizing and simplifying UI

V. **Presentation, Analysis, and Critique**
  A. Presentation of design work

VI. **Project Planning and Execution**
  A. Midterm and final project planning
  B. Midterm and final project execution

Total Lecture Hours:	36
Total Laboratory Hours:	54
Total Hours:	90

Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Develop a full-body turnaround with at least four views. Include proportional guidelines to aid you in keeping each view proportionally consistent.
Critical Thinking Assignment 1:	Create a character from a specific prompt and intended genre of movie, game, or animation. Show the entire development process from initial visual research to a consistent, curated, inspiration or mood board. Incorporate keywords that describe and relate to the visual theme.
Critical Thinking Assignment 2:	Select a series of characters and props and create overlay sketches that break the complex objects into simple positives. Critically assess the forms to use a minimal number of primitives to express the overall form. Show your entire process from the original sketches to a final series of drawings of the objects from various points of view, in perspective, built from primitives with appropriate use of line weight and greyscale shading to show the contour based on series of fixed light sources.
Other Evaluation Methods:	Completion, Presentation
If Other:	
Instructional Methods:	Demonstration, Discussion, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice
If Other:	
Up-To-Date Representative Texts:	Richard Williams, The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators, Farrar Straus and Giroux, (ISBN:) (2012) (Discipline Standard)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite	Prerequisite
Category	sequential
Requisite course:	DART 101 OR ART 110 & ART 141
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	**Digital Drawing Tools** DART 101 - Digitally draw hard surface environments, props, vehicles, characters, in perspective and orthographically. ART 141 - Produce and present digital creative projects using raster and vector methods that demonstrate traditional visual principles of art and design. ART 141 - Exhibit fluency in a variety of apposite [sic] digital design tools: Adobe Illustrator, Photoshop, drawing tablet, image capture, scanning, and presentation hardware/software. **Basic Concept Development** DART 101 - Use research, imagery, and creative inspiration to generate a mood board or concept document to develop ideas

	ART 141 - Assess the purpose, scope, and specifications of art projects and formulate solutions by applying the appropriate creative and technical strategies. **Perspective Drawing** DART 101 - Use perspective, line, and greyscale shading techniques to create structured compositions of imagined concepts. ART 110 - Identify, define, and apply the principles of linear perspective with regard to one-point and two-point perspective.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
Requisite course:	
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Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	09/02/2024
Original Board Approval Date:	01/13/2025
Effective Term:	FA 2025