

IL 3655 Character Design

Telling good stories involves creating memorable characters. How is this accomplished? What is the role of costume? How can the artist develop vivid personalities to inhabit the author's stories? How does knowing the audience help define the character? The answers to these questions are the basis for this advanced course in character design. Students develop a series of characters traditionally on paper (character sketches, turnarounds, sheets and finished drawings) and with Sculpey or other clay 3D materials. At the conclusion of this class, the student will have a better understanding of how to create a more fully developed drawn character.

Prerequisites: FD 1380 Life Drawing II

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not Meeting	Corresponding Program Learning Outcomes	Institutional Outcomes
Demonstrate professional character design and presentation skills used in film, video games and the comic book industry.	Demonstrates appealing and dramatic/compelling professional character design and presentation skills used in film, video games and the comic book industry.	Demonstrates professional character design and presentation skills used in film, video games and the comic book industry.	Demonstrates an orderly presentation of work in character design and presentation, but lacks some drawing, painting, or design elements for full skill level of presentation.	Lacks professional level of presentation skills in the industry.	Professional Practice, Media Skills, Drawing, Digital Skills	Design Competence
Analyze and produce compelling and dynamic characters from written descriptions and stories using basic and advanced theories of design.	Produces superior level compelling and dynamic characters from written descriptions and stories using basic and advanced theories of design. Demonstrates a refined command of requisite drawing, painting, and design skills.	Analyzes and produces compelling and dynamic characters from written descriptions and stories using basic and advanced theories of design.	Demonstrates character designs with a recognizable relation to written descriptions and stories, but lacks some drawing/painting/design elements that prevent designs from being fullest expression of characters represented.	Demonstrates lack of compelling and dynamic character design. Drawing and design is poor and represents little or no relation to written descriptions and stories of characters.	Drawing, Media Skills, Digital Skills, Composition Theory, Personal Style, Storytelling & Communication Value, Color	Cultural Competence, Design Competence, Critical Thinking