



Course guide

804387 - DPERS - Character Design

Last modified: 01/02/2024

Unit in charge: Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre.

Degree: BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2023). (Compulsory subject).

Academic year: 2023 **ECTS Credits:** 6.0 **Languages:** Catalan

LECTURER

Coordinating lecturer: Àlex Gómez

Others:

TEACHING METHODOLOGY

The subject will be based on the teaching of theoretical knowledge explained by master classes combined with exercises done in the classroom. These exercises together with a partial exam and a final exam will determine the final grade of the subject.

LEARNING OBJECTIVES OF THE SUBJECT

- Create sketches for the design of characters and 2D environments.

STUDY LOAD

Type	Hours	Percentage
Hours large group	30,0	20.00
Hours medium group	18,0	12.00
Guided activities	12,0	8.00
Self study	90,0	60.00

Total learning time: 150 h

CONTENTS

1. Anatomy and perspective applied to characters

Description:

- 1.1. Bases and theory of volumetric drawing
- 1.2. Model drawing (quick poses)
- 1.3. Common points of view
- 1.4. Drawing of characters in perspective

Full-or-part-time: 25h

Theory classes: 10h

Self study : 15h



2. Briefing and references

Description:

- 2.1. Search for references and mood boards
- 2.2. Writing and inspiration

Full-or-part-time: 25h

Theory classes: 15h

Self study : 10h

3. Basics of the character

Description:

- 3.1. Proportions
- 3.2. Shapes and silhouettes
- 3.3. styles

Full-or-part-time: 25h

Theory classes: 10h

Self study : 15h

4. Thumbnails and sketches

Description:

- 4.1. Hierarchy: Large, medium and small
- 4.2. Creation and variation of thumbnails
- 4.3. Definition of thumbnails
- 4.4. Sketches with line
- 4.5. Choice and definition of sketches

Full-or-part-time: 25h

Theory classes: 10h

Self study : 15h

5. Color and variations

Description:

- 5.1. Color theory applied to character design
- 5.2. Color variations

Full-or-part-time: 25h

Theory classes: 10h

Self study : 15h

6. Render characters and lighting

Description:

- 6.1. Lighting applied to characters
- 6.2. Rendering materials and techniques

Full-or-part-time: 25h

Theory classes: 10h

Self study : 15h

GRADING SYSTEM

- First delivery 20% on the final grade (Points 1, 2 and 3 of content)
- Second installment 25% on the final grade (Point 4 of content)
- Third installment 30% on the final grade (Points 5 and 6 of content)
- Final exam 15%
- Participation and attitude to learning: 10% on the final grade

Reevaluación.

· Tras la evaluación se realizará un examen de reevaluación, enfocado a aquellos estudiantes que no hayan superado la asignatura mediante la evaluación continua, que reemplazará las notas de los exámenes parcial y final recalculando la nota tras esta prueba. Los alumnos que se presenten al examen de reevaluación tendrán un límite de nota de la asignatura de 5.

EXAMINATION RULES.

Las prácticas se realizarán en grupo o individualmente, en tiempo fuera de clase, aunque se usarán las horas de clase para resolver dudas o recibir orientación sobre la metodología a seguir. Se entregarán con el nombre correcto indicado por el profesor responsable de la práctica en la carpeta correspondiente del campus dentro del plazo definido. La falta de entrega de las prácticas supondrá la pérdida de su peso sobre la nota final.

BIBLIOGRAPHY

Basic:

- Charlie Pickard, Djamila Knopf, Guweiz, Nathan Fowkes. Escuela de Artistas: Color y Luz. 3DTotal Publishing, 2023. ISBN 9788441547964.
- Beteshda Studios. The Art of Dishonored 2. Dark Horse Books, 2016. ISBN 978-1506702292.
- American McGee. The Art of Alice: Madness Returns. Dark Horse Books, 2011. ISBN 978-1595826978.
- From Software. Dark Souls: Design Works. UDON Entertainment, 2008. ISBN 978-1926778891.
- Blizzard Entertainment. The Art of Overwatch. Dark Horse Books, 2017. ISBN 978-1506703671.
- Uldis Zarnis. Anatomía para Escultores: Comprender la Figura Humana. 2014. ISBN 978-1-7350390-3-9.
- Michael Hampton. Figure Drawing, Design and Invention. 2009. ISBN 978-0615272818.