Character Design

ARTV 2373
Section #:
Days/Times/Location
Semester

Instructor:
Office Hours:
Appointment Office Hours:
Email:
Please set up appointments either through email or in person.

Instructor's Communication Policies

- Although I show particular office hours, that does not always mean that I am available. Please set up an appointment with me in advance either by email or in person.
- I will answer emails Monday through Friday at my earliest possible opportunity on the same day it is received. I check ACC email Saturdays and Sundays, depending on availability. Please note that I will ONLY respond to emails received from your official ACC email address.
- Check your ACC email daily Monday through Friday as I may send out correspondence on those particular days.

Course Description

- Credit Hours: 3
- Classroom Contact Hours per week: 4.5
- Laboratory Contact Hours per week: 4.5

A further study of movement in character with emphasis on mechanical movement. This course is project based to give the students the experience of creating their own characters and stories.

Course Rationale

This course is a beginning course for 2D Animation Character Design. This course provides students the fundamental skills required to develop character design that is considered appealing by the 2D animation industry and leading up to the Portfolio course. Students can also apply skills learned in this class in other areas, including any course involving traditional or computer-generated animation.

Course Prerequisite
None

Student Learning Outcomes
Course Student Learning Outcomes Upon successful completion of this course, students will be able to:

- Develop good drawing habits for rendering appealing character designs.
- Demonstrate progress in your character design ability.
- Create accurate and aesthetically pleasing drawings suitable for animation production.
- Create unique and original conceptual character designs, using various rendering techniques applicable to basic character design.
- Critically analyze your own creative work and the work of others.
- Assess and critique past and current character design trends

Program-Level Student Learning Outcomes
Upon successful completion of the 2D Animation program, students will be able to:

- Define and apply design principles and theories to animation production.
- Identify and apply the 12 principles of animation.
- Demonstrate skills in the use of industry standard tools for animation.
- Create traditional and CG animation based on current industry trends and practices.

Required Textbook

- The Silver Way: Techniques, Tips, and Tutorials for Effective Character Design by Stephen Silver
- ISBN – 9781624650345

Recommended Books:

- Cartooning for the Beginner by Christopher Hart
- Cartooning: The Ultimate Character Design Book by Christopher Hart

Required Materials:

- 8 1/2 x 11 bond paper
- pencils (graphite and/or red and blue color-erase)
- kneaded eraser or white eraser
- A one inch 3 ring binder and at least two file folders
- small pencil sharpener
- straight edge ruler

Students will use **Blackboard** learning management system for assignment materials, grading, and collaboration.

Instructional Methodology
To help you meet course objectives, the teaching methods in this class are based on professional experience and best practices in the area of 2D animation. These methods might include: lecture, demonstration, critiques in group and one-on-one settings, group activities and student presentations.

Grading System

Passing Grade Policy - Effective September 2005, D's are not accepted as a passing grade within the department courses. Students receiving a grade of D must retake the course to receive credit and to progress to the next level course. Students who made a D prior to September 2005 will be allowed to proceed to the next level course.

Each assignment in this course will be graded on a 100-point scale. Point values for letter grades are as follows:

89.5 – 100 = A
79.5 – 89.4 = B
69.5 – 79.4 = C
59.5 – 69.4 = D
00.0 – 59.4 = F

Assignments that typically take place over a longer period and require more ingenuity and creativity. Students are expected to comprehend, retain, build and expand on the skills that are taught leading up to the start of work and working outside of class at home or in open labs may be required to stay on pace with the class. Grading will be more specific than in exercises and will directly assess the objectives associated with that project.

Each assignment will have its own specific criteria. Assignments will have an associated Assignment Sheet with essential requirements such as specifications, required techniques, and due dates.

Course Policies

- **Attendance/Participation -** Regular and punctual class and laboratory attendance is expected of all students. If attendance or compliance with other course policies is unsatisfactory, the instructor may withdraw students from the class.
    - If for any reason you're unable to come to class, you will be counted as absent. You are allowed 3 absences. There is no distinction between an excused or unexcused absence, so use your absences meaningfully and sparingly. You are counted absent if:
        - you are not in class
        - you leave the class early

        - you get to class extremely late
    - If you are late to class 5–20 minutes, you will be counted as tardy. Three tardies count as one absence.
    - After a third absence, you should withdraw from the course. If the fourth absence happens past the final withdrawal date of the semester, then your final grade will be lowered one letter grade for each subsequent absence. If you decide to withdraw from the course, it is your responsibility to officially withdraw yourself from the class through admissions and records. If you do not withdraw from the class, you will receive an F.

- **Withdrawal** - It is the responsibility of each student to ensure that his or her name is removed from the roll should he or she decides to withdraw from the class. The instructor does, however, reserve the right to drop a student should he or she feel it is necessary. If a student decides to withdraw, he or she should also verify that the withdrawal is submitted before the Final Withdrawal Date. The student is also strongly encouraged to retain their copy of the withdrawal form for their records.

  Students who enroll for the third or subsequent time in a course taken since Fall, 2002, may be charged a higher tuition rate for that course. State law permits students to withdraw from no more than six courses during their entire undergraduate career at Texas public colleges or universities. With certain exceptions, all course withdrawals automatically count towards this limit. Details regarding this policy can be found in the ACC college catalog.

- **Missed or Late Work -** Assignments are due at the beginning of class periods or otherwise specified by the instructor. If turned in after that, the project is late. I will lower a project one letter grade for each class day that it is late***. I will not accept work 1 week past the due date.***

- **Naming Convention -** Following a prescribed naming convention is important. Use your last name, then an underscore, then the name of the exercise or project. Specific naming conventions will be indicated on your assignment sheet.

Generative Artificial Intelligence (GAI) Policy

What is Generative AI?
Generative Artificial Intelligence (GAI) means any tool that can create text, images, audio, video, or other content from a prompt. Examples include AI chatbots, image generators, code-writing assistants, voice synthesizers, and video generators.

Course Policy
In this class, the use of Generative AI (GAI) tools is **NOT PERMITTED** for any assignments, projects, or graded work.

All work in this class must be created directly by the student.

Why This Policy Exists
The purpose of this course is to strengthen your ability to draw on your own. Professional artists must learn drawing skills through direct practice. Using AI shortcuts prevents you from developing these essential skills, undermines the learning process, and creates an unfair classroom environment.

What Happens if You Use GAI Outside the Permitted Area?
Using GAI in prohibited parts of the course may result in penalties such as:

- A failing grade on the assignment
- Being reported to Academic Affairs
- Further disciplinary action if necessary

Exceptions
Only the instructor can approve exceptions, and these will only be granted to support specific, documented learning needs.

Incompletes

An incomplete (grade of "I") will only be given for extenuating circumstances. What constitutes "extenuating circumstances" is left to the instructor's discretion. If a grade of I is given, the remaining course work must be completed by a date set by the student and professor. This date may not be later than two weeks prior to the end of the following semester. A grade of I also requires completion and submission of the Incomplete Grade form to be signed by the faculty member (and student if possible) and submitted to the department chair.

Students may request an Incomplete from their faculty member if they believe circumstances warrant. The faculty member will determine whether the Incomplete is appropriate to award or not. The following processes must be followed when awarding a student an I grade.

1. Prior to the end of the semester in which the "I" is to be awarded, the student must meet with the instructor to determine the assignments and exams that must be completed prior to the deadline date. This meeting can occur virtually or in person. The instructor should complete the Report of Incomplete Grade form.

2. The faculty member will complete the form, including all requirements to complete the course and the due date, sign (by typing in name) and then email it to the student. The student will then complete his/her section, sign (by typing in name), and return the completed form to the faculty member to complete the agreement. A copy of the fully completed form can then be emailed by the faculty member to the student and the department chair for each grade of Incomplete that the faculty member submits at the end of the semester.

3. The student must complete all remaining work by the date specified on the form above. This date is determined by the instructor in collaboration with the student, but it may not be later than the final withdrawal deadline in the subsequent long semester.
4. Students will retain access to the course Blackboard page through the subsequent semester in order to submit work and complete the course. Students will be able to log on to Blackboard and have access to the course section materials, assignments, and grades from the course and semester in which the Incomplete was awarded.
5. When the student completes the required work by the Incomplete deadline, the instructor will submit an electronic Grade Change Form to change the student's performance grade from an "I" to the earned grade of A, B, C, D, or F.

If an Incomplete is not resolved by the deadline, the grade automatically converts to an "F." Approval to carry an Incomplete for longer than the following semester or session deadline is not frequently granted."

Class Schedule

Schedule may be subject to change by the instructor. If there is a change in the schedule, the instructor will notify students ahead of time.

Unit 01:	Intro & Sketching
Unit 02:	Caricature
Unit 03:	Head & Hair
Unit 04:	Expressions & Body Construction
Unit 05:	Body & Posing
Unit 06:	Reference & Costume Design
Unit 07:	Animals
Unit 08:	Reviews
Unit 09:	Style
Unit 10:	Pushing Design & Edgy
Unit 11:	Turnarounds & Archetypes
Unit 12:	Final Project