



## UNIVERSITI TEKNOLOGI MARA

### ADE553: CHARACTER DEVELOPMENT

<b>Course Name (English)</b>	CHARACTER DEVELOPMENT <b>APPROVED</b>
<b>Course Code</b>	ADE553
<b>MQF Credit</b>	3
<b>Course Description</b>	This course will focus mainly to the understanding on the art of character movements and storytelling in animation. Providing comprehensive artistic training on animation, starting from the traditional until to the computer-generated (CG) animation.
<b>Transferable Skills</b>	Adaptability Communication Organisation
<b>Teaching Methodologies</b>	Lectures, Demonstrations, Tutorial, Discussion, Self-directed Learning
<b>CLO</b>	CLO1 Define the principal of animation and its techniques (C1, PO1). CLO2 Construct character for animation and mixing all the topics learned in the course (P3, PO2). CLO3 Practice the concepts from character animation skills to the creation of assets for creative game design (A5, PO7).
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Introduction to Principals of Character Design for Animations</b> 1.1) N/A	
<b>2. Introduction to Animation Storyboarding, Animation Process, Terminologies, &amp; Gesture Sketch.</b> 2.1) N/A	
<b>3. Understanding on life drawing, color design, storytelling and character animation both traditional and (CG) animation.</b> 3.1) N/A	
<b>4. Incorporating the elements of animation with dialogue, sound effects and music.</b> 4.1) N/A	
<b>5. Character Design Basics 1</b> 5.1) Silhouettes, Line of Action, Construction, & Shapes.	
<b>6. Character Design Basics 2</b> 6.1) Expressions, Poses, Size Variations, & Interactions.	
<b>7. Storyboarding Basics 1</b> 7.1) Character Acting (Posing, Expressions, & Pantomime) and Staging (Setting the scene).	
<b>8. Storyboarding Basics 2</b> 8.1) Camera Shots (Shots, Angles, Compositions & Spacing)	
<b>9. Story Writing</b> 9.1) Process of Story Writing for Animation Production	

Assessment Breakdown		%		
Continuous Assessment		100.00%		

  

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Summative	30%	CLO2
	Assignment	Summative	30%	CLO3
	Assignment	Formative	40%	CLO1

  

Reading List	Reference Book Resources
	<ul style="list-style-type: none"> <li>• Morel J.M, E. Webb, C. Reed, <i>Pre-play and post-play video game character presentation and equipping</i>, U.S. Patent</li> <li>• S. Roberts, <i>Character Animation Fundamentals: Developing Skills for 2D and 3D</i>, Focal Press</li> <li>• T. Sito, <i>Moving Innovation: A History of Computer Animation</i>, The MIT Press</li> <li>• Gomez, Abraham, <i>2D concept to 3D game model: Production of 3D models for top down games</i></li> <li>• S. R. Kennedy, <i>How to Become a Video Game Artist</i>, Watson-Guption</li> </ul>
Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources