UNIVERSITI TEKNOLOGI MARA

FAA533: 2D CHARACTER DESIGN

Course Name (English)	2D CHARACTER DESIGN `APPROVED`
Course Code	FAA533

MQF Credit	4

Course Description	This course emphasizes drawings and sketches on emotions, body posture and gestures, body language, force and gravity, rhythm, volume, exaggeration and facial expression. Drawing activities will include character design layout and background digitally. Students immerse themselves in the theory and practice of animation in this intensive project-based hands-on workshop and seminar. This topic also covered managing 2D cell-based animation projects, scripting for character animation, dope sheets, key framing and in-between, line test. The importance of the principles of cartoon character which able to convey movement, emotion and mood.

Transferable Skills	On completion of the course the student will be able to: Apply numerical skills to interpret, use and analyse information and subject matter Undertake independent and self-directed study and learning in character design drawing. Apply the knowledge of digital drawing and colouring. Work safely and accurately within time management constraints

Teaching Methodologies	Lectures, Studio, Tutorial

CLO		
	CLO1	Describe human figure character correctly by understanding of normal proportional human body parts for 2D animation project.
	CLO2	Practice the knowledge of human body and its structure by drawing the anatomy for 2D animation project.
	CLO3	Adapt the proportions of the figure to translate the dramatic and emotional qualities in designing an animated character for 2D animation project.

Pre-Requisite Courses	No course recommendations

Topics

1. WEEK 1 - Anatomy and Action Analysis I
1.1) 1- Human/Animal Shapes and Forms
1.2) 2- Line of Action

2. WEEK 2 - Anatomy and Action Analysis II
2.1) 1- Human/Animal Shapes and Forms
2.2) 2 - Line of Action

3. WEEK 3 - Human and the Study of Character I
3.1) 1. Movements and Gestures
3.2) 2. Characterization

4. WEEK 4 - Human and the Study of Character II
4.1) 1 - Movements and Gestures
4.2) 2 - Characterization

5. WEEK 5 - Character Design & Development I
5.1) 1 - Characterization
5.2) 2 - Head and Facial studies
5.3) 3 - Facial Dynamics and exaggeration

6. WEEK 6 - Character Design & Development II
6.1) 1 - Characterization
6.2) 2 - Personality based on body gesture

7. WEEK 7 - Evolution of a Character 7.1) 1 - Simplifying Character 7.2) 2 - Character turnaround 7.3) 3 - From realism to stylize: caricature, comic, cartoon
8. WEEK 8 - Character Development I 8.1) Personality based on body gesture
9. WEEK 9 - Character Development II 9.1) Principle of Animation
10. WEEK 10 - Storyboard I 10.1) 1 - Camera angle 10.2) 2 - Depth and perspective
11. WEEK 11 - Storyboard II 11.1) 1- Light & shadow 11.2) 2 - Pacing, frame flow
12. WEEK 12 - Acting & Lip Sync 12.1) 1 - Profile Gesture 12.2) 2 - Profile Personality 12.3) 3 - Lip movement
13. WEEK 13 - Discussion and tips 13.1) N/A
14. WEEK 14 - Final Project 14.1) Presentation and Submission

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Idea and Concept Character Turnaround	30%	CLO1
	Assignment	Character Poses & Expression Walk Cycle	30%	CLO2
	Final Project	Walk with Personalities Storyboard Final Acting & Lip Sync Presentation	40%	CLO3

Reading List	Recommended Text	• Edwards, Betty 2001, *Drawing on the Right Side of the Brain.*, Harper Collins Publishers Great Britain • Hogarth, Byrne 1990, *Dynamic Anatomy.*, Watson-Guptill Publications USA • Hamm, Jack 1982, *Drawing the Head and Figure* • Ryder, Anthony 1999, *The Artist's Complete Guide to Figure Drawing: A Contemporary Perspective on the Classical Tradition* • Yan, Henry 2006, *Henry Yan's Figure Drawing Techniques and Tips*
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	