Course Name (English)	CARTOON AND CHARACTER DESIGN APPROVED
Course Code	FFA121

MQF Credit	3

Course Description	This course focuses on the basic skills needed for creating character concepts. Drawing skill is essential in designing characters. Students will be guided towards the process of Character Design. This course is primarily aimed to the students with at least a basic drawing of figures and character design. A character contain certain personality that can be identified differences between other character, therefore student will given the task to create their own character design. This will meet the demand of both comic and animation industry.

Transferable Skills	Practical Skills, Knowledge in Specific Area-Content, Critical thinking and Problem solving Skills.

Teaching Methodologies	Lectures, Blended Learning, Demonstrations, Tutorial, Workshop, Computer Aided Learning, Supervision

CLO		
	CLO1	Illustrate the drawings and character design for the animation purpose
	CLO2	Acknowledge the significance of various character designs in animation production or films
	CLO3	Produce and demonstrate the connection of characters in comic and animation films or animation presentations

Pre-Requisite Courses	No course recommendations

Topics
1. Course Briefing & Introduction 1.1) introduction to character design
2. Introduction To Digital Drawing 2.1) Basic drawing of human figure
3. Character Inspirations 3.1) Types of Character design 3.2) Assignment 01: Digital drawing of human figure
4. Recognizing Facial Expression 4.1) Assignment 01progress : human figure expression
5. Recognizing Human Face and Portrait Drawing 5.1) types of faces, form and shape
6. Creating personality and special identity of character 6.1) Assignment 02: Brief into character design
7. Creating personality and special with Character Acting. 7.1) Assignment02 progress: Character personality
8. Analyzing the Heirarchy of Various Characters. 8.1) Character line up and various design, form and shape
9. Basic Philosophy of Character Building 9.1) Character design process and turn around
10. Character Building and Drawing 1 10.1) Final Assignment Brief: Character Design
11. Character Building and Drawing 2 11.1) Brainstorming design , look and style

12. Character Building and Drawing 3 12.1) Character design finalisation 12.2) Character Turn Around
13. Character Building and Drawing 4 13.1) Character Expression and personality
14. Final Portfolio Presentation & Assessment 14.1) comment and critic sessions

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	basic drawing figure design	30%	CLO1
	Assignment	Facial Expression and Character Personality	30%	CLO2
	Assignment	Character Building and Drawing	40%	CLO3

Reading List	Recommended Text	• **Francis Tsai 2008,** *100 Ways to Create Fantasy Figures*, **David & Charles Publication** • **Jack Hamm 1983,** *Drawing the Head and Figure*, **Berkerley Publishing** • **Mike Matessi 2006,** *Force: Dynamic Life Drawing for Animators*, **Focal Press USA**
	Reference Book Resources	• **Tom Bancroft 2006,** *Creating Characters with Personality for Film, TV, Animation*, **Watson-Guptill Publication**
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	