

THE ART INSTITUTE OF TAMPA
A BRANCH OF MIAMI INTERNATIONAL UNIVERSITY OF ART & DESIGN MISSION STATEMENT

Miami International University of Art & Design is a multi-campus, career-oriented institution that provides students with academic preparation and practical skills through programs in the applied arts and design industries. The institution prepares its undergraduate students for entry-level positions and its graduate students for advancement in their chosen fields. The University is dedicated to fostering a culture that encourages creativity, research, and learning-centered endeavors.

COURSE SYLLABUS

Course Number: MAAA202
Course Title: CHARACTER & OBJECT DESIGN
Class Meetings: Every Wednesday 8AM – 12PM
Session / Year: Spring 2017
Instructor Name: Krishna M. Sadasivam
Email Address: krishna.at.ait@gmail.com
Telephone:
Office Hours: see <http://www.sivamstudios.com/ait> for course assignments, rubrics and office hours

Course Title: **Character & Object Design**
Course Description: This course focuses on designing and drawing characters or objects for animation using line to accurately delineate the form. Attention is given to appropriate proportion and form for an animated character or object. Characters and objects are created using various media.

Course Length: 11 weeks
Contact Hours: 44 hours
Credit Values: 3 credits
Estimated Homework: hours per week

Quarter Credit Hour Definition: A quarter hour of work is the equivalent of fifty (50) minutes of class time (often referred to as a “contact hour”) of instruction per week over the entire term. The credit hour is the unit by which the university measures its course work. The number of credit hours assigned to a course quantitatively reflects the outcomes expected, the mode of instruction, the amount of time spent in class, and the amount of outside preparatory work expected for class. The working understanding is that for every hour a student spends in class, the student will be assigned two hours of work outside the class.

Prerequisite(s): **MAAA102** *Life Drawing & Gesture*

Learning Objectives:

Upon successful completion of the course, the student should be able to:

Develop and design character and objects

- Create thumbnail sketches of concepts
- Apply anatomical structure in drawings of both human and non-human forms
- Evaluate thumbnails in terms of aesthetic appeal and simplicity

Create model sheets

- Render character and object studies from a variety of angles
- Illustrate typical character traits: including emotions, poses and actions
- Demonstrate progression of character concept from thumbnail to final form
- Depict character in turnaround

Evaluate scale and size in relation to character or object utilization

- Create objects and characters that are relative in scale to their environment
- Determine proportional relationships based on model sheets

Instructional Materials and Reference:

Text(s):

Title: **Creative Character Design**

Author: **Bryan Tillman**

Publisher: **Focal Press**

ISBN-13: 978-0240814957

Sketching the Basics, Koos Eissen & Roselien Steur ISBN: 9-789063-692537

How to Draw Comics the Marvel Way, Stan Lee and John Buscema. ISBN: 0671530771

The Human Figure in Motion. Eadweard Muybridge. ISBN: 0486202046

Bridgeman's Life Drawing. George B. Bridgeman. ISBN: 0517255464

Technology Needed: Drawing studio with Classroom projector, computer and Internet access, sketchbook, drawing utensils, image manipulation software, Wacom Intuos Pen, Copic markers, ebony pencils, HB pencils, 11" x 14" sketchbook, ruler, circle template

Instructional Methods: (Instructional methods include, but are not limited to simulations, case studies, discussion, group work, questioning, presentations, journals, individual projects, etc.)

Grading Scale:

All assignments must have clear criteria and objectives. All students shall be treated equitably. It will be every student's right to know his or her grade at any reasonable time he or she requests it. The criteria for determining a student's grade shall be based on a percentage of total points, as follows:

93 – 100%	= A
90 – 92%	= A-
87 – 89%	= B+
83 – 86%	= B
80 – 82%	= B-
77 – 79%	= C+
73 – 76%	= C
70 – 72%	= C-
65 – 69%	= D+
60 – 64%	= D
0 – 59%	= F

Student Evaluation / Grading Policies:

The following assignments, projects, and exams fulfill the learning objectives for this course:

Portfolio Assessment: **60% of course grade**

Course Projects: **40% of course grade**

<i>Volumetric Shapes Project</i>	100 points
<i>Vehicle Turn-around Project</i>	100 points
<i>Toy Package Design</i>	100 points
<i>Silhouette Studies</i>	100 points
<i>5-point Character Turn-around</i>	100 points
<i>Action Poses and Expression Sheets</i>	100 points

Electronic Submission of Assignments:

Any assignments submitted to the instructor as electronic attachments to an email are the responsibility of the student. Instructor will acknowledge the receipt of the email to the student within 24 hours of receiving it. If the student does not receive an acknowledgement within 24 hours it is the student's responsibility to contact the instructor, otherwise it is assumed that the assignment has not been sent.

Students with Disabilities:

The University provides accommodations to qualified students with disabilities. The Student Affairs office assists qualified students with disabilities in acquiring reasonable and appropriate accommodations and in supporting equal access to services, programs and activities at the University.

Students who seek reasonable accommodations should notify the Dean of Student Affairs of their specific limitations and, if known, their specific requested accommodations. Students will be asked to supply medical documentation of the need for accommodation. Classroom

accommodations are not retroactive, but are effective only upon the student sharing approved accommodations with the instructor. Therefore, students are encouraged to request accommodations as early as feasible with the Dean of Student Services to allow for time to gather necessary documentation. If you have a concern or complaint in this regard, please contact the Dean of Student Affairs in Room. Complaints will be handled in accordance with the school's Internal Grievance Procedure for Complaints of Discrimination and Harassment.

Attendance Policy:

- The Art Institute of Campus is committed to learning-centered, hands-on instruction, which can only be accomplished when students attend class. There are no excused absences. The satisfactory explanation of an absence does not relieve the student from responsibility for the course work assigned and/or due during his/her absences. A student who does not attend class during the first week of school or starts late is still held responsible for his/her absences.
- A student who is absent for *three cumulative weeks** will be withdrawn from the course and will receive a Withdrawal (W) grade during weeks 1 through 9 of an 11 week term and a Withdrawal/Fail (W/F) grade after week 9 of an 11 week term for that course (after week 4 of a 5.5 week Mid-quarter ground term) unless the student submits an appeal to remain in class that is accepted by the instructor and department director/dean. A student is allowed only one appeal per class. In other words, if a student submits an appeal and it is approved, the next absence will initiate a non-appealable withdrawal from the course. The Attendance Appeal Request Form may be found in the Registrar's Office.
- It is your responsibility to stay in communication with your instructor about absences in order to stay current with assignments. **You are expected to spend the entire amount of scheduled class time in the classroom.** If you are dropped from the class and you have a documented mitigating circumstance, you may have the opportunity to appeal. It is your responsibility to ensure that your attendance in class is brought to the faculty member's attention if you arrive late.
- Students who are not marked present in any of their scheduled classes for fourteen (14) consecutive calendar days before the end of the ninth week of the 11 week term (week 4 of a 5.5 week Mid-quarter ground term), will be withdrawn from the Institute and will receive W's (withdrawals, with no grade penalty), or if the withdrawal occurs after the end of the ninth week of an 11 week term (after week 4 of a 5.5 week Mid-quarter ground term) students will be withdrawn from the Institute and will receive WF's (Failures due to late withdrawal). Calendar days include days that the student does not have any scheduled class. All calendar days that the school is not in session (e.g., school closings and holidays) do not count in the fourteen (14) calendar days as well during the

active term. Students who have been withdrawn due to violation of the consecutive absence policy, but are still in good academic standing, if otherwise eligible, will be able to return the following term through the normal readmissions process. Students who have been withdrawn and the withdrawal results in a violation of the satisfactory academic progress policy (SAPP) must follow the procedure for appealing the academic dismissal.

- Students are encouraged to make all schedule changes early in the first week of the quarter to minimize absences. Failure to sit in all classes during the first two weeks of school will result in termination from school for the quarter. Detailed information about scheduled adjustment periods can be found on the back of your official schedule or in the local Ai campus catalog.
- If you are going to miss class, regardless of the reason, you should notify your instructor. You are responsible for gathering any information from the missed class period in a timely manner.

Ai Unearned F (UF) Grade Definition

Unearned F Grade: students who failed the course AND did not complete the final assignments in the course. Final assignment include, but is not limited to a final exam, final project, final paper, portfolio presentation, capstone project or any other assignment due in the last week of the course. If a student completed some or all of the other requirements in the course but did not complete the final assignment of the course and failed the course, the F grade will be considered unearned. An unearned F grade will be reflected as a “UF” grade on the transcript. The course’s instructor will award this grade when appropriate.

Academic Honesty: The University does not tolerate plagiarism, cheating, copying or academic dishonesty in any form. Academic integrity policies apply to both the giver and receiver of information. Students who witness any act of academic dishonesty should report the incident to a faculty member, their Chair, or to another member of the University staff or administration immediately.

Saving Work: It is the student’s responsibility to save his or her work. The student should save and verify multiple copies prior to leaving the classroom. The teacher is in no way responsible for work saved on the hard drives, nor is he or she required to give an extension on work improperly saved. Local and network drives at the University, including all computers in the labs, will be purged regularly and should never be used by students for long-term storage. These drives are available for student use during class and lab sessions, but all data will be deleted on a daily basis. Students are expected to backup all work. Loss, theft, and computer failure are not acceptable excuses for not saving work.

Reminders: Students wishing to withdraw from a course must do so before week nine. Students wishing to drop a course without penalty must do so the first week of class.

Library:

The Libraries on each campus are one of the most important resources available to students while attending the University. The Library supports learning and encourages intellectual curiosity among students and faculty. The Library staff works in cooperation with faculty to help students develop the ability to find, evaluate, and use information in order to become lifelong learners. To fulfill this mission, the Library develops and maintains a quality collection of books, periodicals, audiovisual materials, and online databases. The Library provides access to remote resources through Internet access and cooperative agreements with other libraries.

WEEKLY CLASS TOPICS AND ASSIGNMENTS

WEEK 1

Overview: Course Overview, Syllabus Review.

Weekly Objective:

The Design Process:

- 1) Problem definition
- 2) Collect References
- 3) Idea Brainstorming
- 4) Shape / Silhouette Exploration
- 5) Volumetric Form
- 6) Refining Drawing
- 7) Presentation

Working Analog

Working with Blocks

How to Draw a Cube Correctly

Basic Perspective Reviewed (1 point and 2 point)

Shading and Cast Shadows

Ellipses

Upright Cylinders

Horizontal Cylinders

Spheres

Ellipses and Viewpoints

Birds Eye

Eye Level

Worms Eye

Singular Rounding

Multiple Rounding

Tubes

Using spheres, tubes, cylinders to make props

Reading Assignment

and/or Homework:

Volumetric Shapes Project: see sivamstudios.com/ait for full details on project requirements and specifications.

WEEK 2

Overview:

Weekly Objective:

The influences of colored paper on suggesting depth
Analog vs. Digital

Rendering objects digitally with Sketchbook Pro

- pencil settings
- canvas settings
- using the line and ellipse tools

The importance of good reference
Object Turn-arounds (in class demo)

Reading Assignment
and/or Homework:

PICK A HOT WHEELS OR MATCHBOX CAR AND DRAW THE FRONT, 3/4 FRONT, AND SIDE VIEWS - AS IF THE VEHICLE WERE FROM THE FILM "MAD MAX"

WEEK 3

Overview:

Weekly Objective:

Stylizing your designs for cartoons
-adding character to an object
-distortion, perspective and skew tools

Working with digital color

- highlights
- shading
- glossy vs matte
- transparency
- adding texture

Reading Assignment
and/or Homework:

REVISE VEHICLE AS NEEDED AND UTILIZE THE COLORING TECHNIQUES TO CREATE A FINISHED RENDERING OF THE VEHICLE.

WEEK 4

Overview:

Weekly Objective:

-presentation and packaging tricks using Photoshop
-Studio Time

Reading Assignment
and/or Homework:

MAKE A VINTAGE 1960'S / 1970'S TOY PACKAGE DESIGN FEATURING A FINISHED (FULLY RENDERED) DRAWING OF YOUR VEHICLE IN AN ENVIRONMENT.

WEEK 5 (MIDTERM)

Overview:

Weekly Objective:

MIDTERM PROJECT DUE

How Story Influences Character Design
The importance of references

Juxtaposing small, medium and large shapes (shape exercise using 3 pre-constructed shapes)
Working with silhouettes
Finding form in flat shapes
Design notes and why they are important
Clarity of silhouettes

Reading Assignment
and/or Homework:

GIVEN THE TEXTUAL DESCRIPTION OF THE CHARACTER FROM A STORY, RESEARCH THE CHARACTER AND GENERATE A PAGE OF AT LEAST 20 SILHOUETTE STUDIES, UTILIZING THE JUXTAPOSITION OF SMALL, MEDIUM AND LARGE SHAPES.

WEEK 6

Overview:

Weekly Objective:

Refining the idea
curves against straights
the two-can technique
How Many Heads High?
Find the hidden flour sack
Hands, Feet, Chests and Heads
Drawing Men vs. Women
How to use references within your design
Details: What to keep and what to leave off
Creating a 5-point turn-around for a character

Reading Assignment
and/or Homework:

CREATE A 5 POINT TURN-AROUND USING BASIC VOLUMETRIC SHAPES

WEEK 7

Overview:

Weekly Objective:

The Line of Action
Using the two can technique Working with action poses
Curves against straights in action poses
Breaking the plane with Twists
applying foreshortening techniques
Working with photo references (do's and don'ts)
Attitude Poses
Working With Expressions and Exaggeration
Facial muscles and the role they play

Reading Assignment
and/or Homework:

DEVELOP AT LEAST 6 DYNAMIC ACTION POSES WITH THE CHARACTER FROM THE PREVIOUS ASSIGNMENT. CREATE 10 EXPRESSIONS FOR YOUR CHARACTER.

WEEK 8

Overview:

Weekly Objective:

Digital coloring techniques
Putting it all together - characters, vehicles and props!
Focal points within a composition
Positive and Negative Space
Creating energy and movement!

Reading Assignment
and/or Homework:

Revise and finalize model sheets, action poses, character construction sheet, expressions into four 11" x 17" digital files.

WEEK 9

Overview:

Weekly Objective:

Working with Fonts: Typography and its importance within the pitch.
Studio Time (help as needed)
Prepare for Portfolio Assessment!

Reading Assignment
and/or Homework:

PREPARE FOR PORTFOLIO ASSESSMENT! BE ON TIME AND DRESS PROFESSIONALLY.

Revise and finalize model sheets, action poses, character construction sheet, expressions into four framed and printed 11" x 17" images

WEEK 10

Overview:

Weekly Objective:

Portfolio Assessment
Studio Time

Reading Assignment

and/or Homework: All character sheets must be printed and framed. Use 11" x 17" paper.
Turn in soft copies of your assignments in the drop off box as well.

WEEK 11

Overview: FINAL CRITIQUE and class presentations.

Weekly Objective:

Portfolio Assessment Results
Complete the course!

Reading Assignment and/or Homework for the rest of your career:

**DRAW! DRAW! DRAW! USE REFERENCES. KEEP
A SKETCHBOOK. ASK QUESTIONS. STUDY
TECHNIQUE.**

STUDENT / INSTRUCTOR CONTRACT

(DUE AT THE BEGINNING OF CLASS ON WEEK 2)

I, _____, affirm that I have received the syllabus for MAAA202 for Spring Quarter 2017. Furthermore, I have read the content of this document and understand that I will be held accountable for the assignments and other required work for this class.

I understand that my instructor is available for help and will reach out for feedback, questions, and extra help. It is my responsibility to start the projects early and complete them in a timely manner.

I am aware that my portfolio assessment for this course will factor in as 60% of my grade for the course. I understand that I will need to earn a C (73% or better) on the portfolio assessment to pass the course.

I confirm that I have received the following documents:

- MAAA202 syllabus
- Class attendance policy
- Grading criteria
- Statement of Project dues dates and/or deadlines.
- Purchase requirements
- Overview of assignments and class schedule
- The website for the course assignments (<http://www.sivamstudios.com/ait>) and the instructor's contact information (krishna.at.ait@gmail.com)
- I understand that late work will not be graded and will be recorded as a ZERO. I also acknowledge that work is considered late if it is turned in 10 minutes or more AFTER class has scheduled to start.

Signature

Date

