

## CHARACTER DESIGN

**UNIT CODE:** MD/CU/AN/CR/04/6/MA

### Relationship to Occupational Standards

This unit addresses the unit of competency: design animation character(s)

**Duration of Unit:** 150 hours

### Unit Description

This unit specifies the competencies required to design animation character. It involves developing character bible, developing character theme design, drawing character poses, drawing character style sheets and developing character facial poses.

### Summary of Learning Outcomes

Elements	Hours
Develop character bible	25
Develop character theme design	25
Draw character style sheets	35
Draw character poses	35
Develop character facial expressions	30
<b>Total hours</b>	<b>150</b>

### Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Develop character bible	1.1 Introduction of character design 1.2 Principles of solid drawing and appeal. 1.3 Character analysis 1.4 Character profile 1.5 Animation design theme 1.6 Character theme and style	<ul style="list-style-type: none"><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>
2. Develop character theme design	2.2 Character features. 2.3 Theme for character design 2.4 Character costumes and props	<ul style="list-style-type: none"><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>

3. Draw character style sheets	3.1 Character turn-around 3.2 Character blueprints 3.3 Size relation sheet	<ul style="list-style-type: none"> <li>• Written tests</li> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>
4. Draw character poses	4.1 Solid-flexible models. 4.2 Gestural drawing 4.2.1 Body posture 4.2.2 Body language	<ul style="list-style-type: none"> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>
5. Develop Character Facial expressions	5.1 The principle of squash and stretch 5.2 Principle of Exaggeration 5.3 Expression charts 5.4 Mouth phonemic chart	<ul style="list-style-type: none"> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>

### **Suggested Methods of Instruction**

- Project
- Demonstration by trainer
- Practice by the trainee
- Discussions
- Direct instruction
- Case study
- Audio –visual aids

### **Recommended Resources**

- Computers
- Internet
- Digital Cameras
- Magazines
- Animation films
- Text books
- Computer software

- Drawing sets
- Drawing tables
- A4 Color scanner
- Digital Drawing Tablet
- Flash drives