
Character Design I

General Arts and Science

Course Number: ART0016	Co-Requisites: N/A	Pre-Requisites: N/A
Applicable Program(s): 1438U01FWO - GAS - One Year - Concept Art Foundations	AAL: 1	Core/Elective: Core
Prepared by:	Mike Kent, Instructor	
Approved by:	Leigh Ridgway, Acting Chair	
Approval Date:	Thursday, November 28, 2019	
Approved for Academic Year:	2019-2020	
Normative Hours:	56.00	

Course Description

Character development is a crucial part of the fictional world that the entertainment industry creates. Online and in-class material supports the step-by-step process which includes silhouettes, posing, costumes and props. Creature designs are developed from animal studies researched by students. Using technology and the image editing software (Photoshop), students create original characters and creatures for use in three-dimensional and fully integrated images.

Relationship to Vocational Learning Outcomes

This course contributes to your program by helping you achieve the following Vocational Learning Outcomes:

1438U01FWO - GAS - One Year - Concept Art Foundations

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| VLO 1 | Develop, through general knowledge gained in a wide range of subjects, insight into both self and society. (T, A, CP,) |
| VLO 2 | Develop flexibility and clarity of both thought and expression in order to develop communications competence to a level required by business and industry. (T, A, CP,) |
| VLO 3 | Understand and utilize critical-thinking processes and problem-solving techniques. (T, A, CP,) |
| VLO 4 | Examine and evaluate various aspects of our changing society to assist in developing a sense of personal and social responsibility as a citizen in society. (T, A, CP,) |
| VLO 5 | Employ basic vocational skills drawn from the areas of the Humanities, Social and Behavioural Sciences or Vocational Studies. (T, A, CP,) |

VLO 6	Identify and apply discipline-specific practices that contribute to the local and global community through social responsibility, economic commitment and environmental stewardship. (T, A, CP,)
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Relationship to Essential Employability Skills

This course contributes to your program by helping you achieve the following Essential Employability Skills:

EES 1	Communicate clearly, concisely and correctly in the written, spoken and visual form that fulfills the purpose and meets the needs of the audience. (T, A, CP)
EES 2	Respond to written, spoken or visual messages in a manner that ensures effective communication. (T, A)
EES 4	Apply a systematic approach to solve problems. (T, A)
EES 5	Use a variety of thinking skills to anticipate and solve problems. (T, A)
EES 6	Locate, select, organize and document information using appropriate technology and information systems. (T, A)
EES 7	Analyze, evaluate and apply relevant information from a variety of sources. (T, A, CP)
EES 8	Show respect for diverse opinions, values, belief systems and contributions of others. (T, A)
EES 9	Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals. (T, A, CP)
EES 10	Manage the use of time and other resources to complete projects. (T, A)
EES 11	Take responsibility for one's own actions, decisions and consequences. (T, A, CP)

Course Learning Requirements/Embedded Knowledge and Skills

When you have earned credit for this course, you will have demonstrated the ability to:

1.) Use industry standard software and tools to create original work.

Use industry standard tools within photoshop to streamline work flow

Create personalized settings in digital workspace and customize for optimal work flow

learn how to export images and files

2.) Plan, design, revise and edit character and creature designs that are clear and appealing.

Generate Thumbnail sketches of characters and creatures

Apply knowledge of anatomy and perspective to character designs

3.) Research, gather and categorize visual references that will be applied to character and creature designs.

Research and build a visual library.

Apply reference materials to digital paintings

4.) Generate original characters and/or creatures for use in environments that are three-dimensional and fully integrated.

Develop visual consistency across environment and characters

Learning Resources

- Online movie lectures
- Group discussions and critiques
- In class assignments
- Homework assignments
- Slides/overheads
- Computer aided drawing
- One on one instruction
- Online research
- Podcasts
- Email support

Learning Activities

- In class warm ups
- follow creative process for original characters

Evaluation/Earning Credit

The following list provides evidence of this course's learning achievements and the outcomes they validate:

Assignment(s) (100%)

Validates Outcomes: CLR 1, CLR 2, CLR 3, CLR 4, EES 1, EES 2, EES 4, EES 5, EES 6, EES 7, EES 8, EES 9, EES 10, EES 11

Students are expected to meet evaluation and completion deadlines as stated in course outline and course section information documents. In circumstances where evaluation and/or completion deadlines are missed or student performance has been affected by a temporary or permanent disability (including mental health), interim or retroactive accommodations may be considered. In such instances, please consult your course faculty member. For other situations where deferral of evaluations may be warranted, please refer to college policy AA21.

Prior Learning Assessment and Recognition

Students who wish to apply for prior learning assessment and recognition (PLAR) need to demonstrate competency at a post-secondary level in all of the course learning requirements outlined above. Evidence of learning achievement for PLAR candidates includes:

- Portfolio
- Performance Test

Grade Scheme

Final Grade	Mark Equivalent	Numeric Value	Final Grade	Mark Equivalent	Numeric Value
A+	90% - 100%	4.0	A	85% - 89%	3.8
A-	80% - 84%	3.6	B+	77% - 79%	3.3
B	73% - 76%	3.0	B-	70% - 72%	2.7
C+	67% - 69%	2.3	C	63% - 66%	2.0
C-	60% - 62%	1.7	D+	57% - 59%	1.4
D	53% - 56%	1.2	D-	50% - 52%	1.0
F	0% - 49%	0	FSP	0	0

Course Related Information

Please refer to the Course Section Information (CSI) / weekly schedule for specific course-related information as provided by your professor.

Department Related Information

Policy on course assignments, tests, exams:

Late Submission Policy

Students are expected to make every effort to meet the originally scheduled course requirements by writing tests and examinations as scheduled and submitting assignments by the due date. Please note below the expectations for exceptional circumstances.

Tests and Exams

In cases of a medical or compassionate issue which prevents the student from writing during the originally scheduled time, students are to notify their professor of their absence in writing prior to the evaluation, or, in the case of extenuating circumstances no later than three (3) working days after the evaluation.

Documentation may be required in order for the test/exam to be rescheduled.

Assignments

Assignments are due in the format and at the date and time specified by the professor (hard copy in class, or Assignment Tool in Brightspace). Assignments which do not meet submission guidelines regarding format will be considered late.

Late assignments will be subjected to an immediate 20% penalty. The student may submit the work within one week of the due date with no further penalty.

After one week, the assignment will not be accepted and a mark of zero will be recorded.

Online and in-class assignments

Online work is due as scheduled and will not be accepted after the due date.

In-class assignments, including presentations, are to be completed as scheduled.

Progression Policy

Students must complete more than 50% of their Level 1 courses, in order to progress to Level 2 of the program.

Students who fail to meet the progression criteria to advance to Level 2 will be required to withdraw from the program and must reapply to Level 1 through the Ontario College Application Services (www.ontariocolleges.ca) if they wish to return.

Students who fail to meet the progression criteria to advance to Level 4 will also be required to withdraw from the program and contact the program coordinator if they wish to return.

College Related Information

Email

Algonquin College provides all full-time students with an e-mail account. This is the address that will be used when the College, your professors, or your fellow students communicate important information about your program or course events. It is your responsibility to ensure that you know how to send and receive e-mail using your Algonquin account and to check it regularly.

Students with Disabilities

If you are a student with a disability, you are strongly encouraged to make an appointment at the Centre for Accessible Learning to identify your needs. Ideally, this should be done within the first month of your program, so that a Letter of Accommodation (LOA) can be provided to your professors. If you are a returning student, please ensure that professors are given a copy of your LOA each semester.

Retroactive Accommodations

Students are expected to meet evaluation and completion deadlines as stated in course outline and course section information documents. In circumstances where evaluation and/or completion deadlines are missed or student performance has been affected by a temporary or permanent disability (including mental health), interim or retroactive accommodations may be considered. In such instances, please consult your course faculty member. For

other situations where deferral of evaluations may be warranted, please refer to college policy AA21.

Academic Integrity & Plagiarism

Adherence to acceptable standards of academic honesty is an important aspect of the learning process at Algonquin College. Academic work submitted by a student is evaluated on the assumption that the work presented by the student is his or her own, unless designated otherwise. For further details consult Algonquin College Policies AA18: Academic Dishonesty and Discipline and AA20: Plagiarism

Student Course Feedback

It is Algonquin College's policy to give students the opportunity to share their course experience by completing a student course feedback survey for each course they take. For further details consult Algonquin College Policy AA25: Student Course Feedback

Use of Mobile Devices in Class

With the proliferation of small, personal mobile devices used for communications and data storage, Algonquin College believes there is a need to address their use during classes and examinations. During classes, the use of such devices is disruptive and disrespectful to others. During examinations, the use of such devices may facilitate cheating. For further details consult Algonquin College Policy AA32: Use of Mobile Devices in Class

Transfer of Credit

It is the student's responsibility to retain course outlines for possible future use to support applications for transfer of credit to other educational institutions.

Note: It is the student's responsibility to refer to the Algonquin College Policies website for the most current information at <http://www.algonquincollege.com/policies/>

Legend

Terms

- ALO: Aboriginal Learning Outcome
- Apprenticeship LO: Apprenticeship Learning Outcome
- CLR: Course Learning Requirement
- DPLO: Degree Program Learning Outcome
- EES: Essential Employability Skill
- EOP: Element of Performance
- GELO: General Education Learning Outcome
- LO: Learning Outcome
- PC: Program Competency
- PLA: Prior Learning Assessment
- PLAR: Prior Learning Assessment and Recognition
- VLO: Vocational Learning Outcome

Assessment Levels

- T: Taught

- A: Assessed
- CP: Culminating Performance