

**Final Character Concept
AM205 CG Modeling II
Spring 2014**

Associate Professor Rich Ponte
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April 7th – June 18th
Tues, Fri: 2 – 4:50pm
Room: C120

Final Character Concept

Assigned: Friday, May 16th
Due: Tuesday, May 20th

There will be a critique on the due date.

For this project you will create the concept artwork for Final Character. The concept artwork for your character will fulfill the following criteria:

Your Final Character must be a Bipedal Creature/Monster, it should not be a photorealistic human. Do some sketches on an 8.5" x 11" (multiple pieces) sheet of paper. Then draw on paper and scan in to the computer or drawn directly into Photoshop using a pen tablet.

For the first part you must have a Front, Side and Back view (in that order) of your Creature, this is the turnaround. You may need to draw the Creature from above as well depending on what you have, if the character is long the above and side are the most important.

IMPORTANT: Make sure to use proportion lines to maintain continuity in each view, so scale and volume are correct.

These character drawings must be clean well-drawn lines not sketchy. Inking these lines would be very helpful if done on paper before scanning, but is not required. Also the design itself should have some form of asymmetry in either the model or texture.

The second part is another drawing is the Beauty shot. This drawing should have your Creature in action, showing dynamic movement within it environment and be 11 x 17. This two can either be drawn on paper and then scanned into the computer or drawn directly in Photoshop using a pen tablet.

Both of the two pieces must be fully colored and have your name and character's name, these should be placed into the layout professionally of only the turnaround.

IMPORTANT: Anything that looks like Anime or an existing character will be an automatic ZERO.

What to turn in for the Final Character Concept.

One 11" x 17" 300 DPI Photoshop file with the Front, Side and Back view colored of your creature in the "T" pose.

One 11" x 17" 300 DPI Photoshop file with the beauty shot of your creature fully painted / colored.

2 Photoshop files, they should be titled in this manner:

yourname_finalCharacter_turnaround.psd

yourname_finalCharacter_beautyShot.psd

2 Prints one of each, Turnaround & Beauty Shot

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STUDENT NAME:

Grading Criteria:

Grading is based on the below criteria for the Final Character Concept.

- ___ Front, Side, and Back view in T Pose drawn and colored. [10]

- ___ Beauty Drawing, has dynamic movement, believable environment, fully colored [10]

- ___ Creature Design has strong appeal and aesthetically pleasing. [15]

- ___ Creature Design is believable has real world anatomical structure and form. [20]

- ___ Consistence of character in each view within the drawing. [15]

- ___ Both Photoshop docs and Prints are 11" x17" 300DPI and named correctly. [20]

- ___ Name and Character name within the layout of the turnaround, placed professionally. [05]

- ___ Critique asked and answered questions about the Final Character Concept Project. [05]

- ___ **total grade** [100 points]

grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)
Grades also reflect upon the time the project is submitted.

This grade is also 4% of the Cumulative Homework grade for this course.

- **All work must be handed in when it is due, work submitted after this point is considered Late.**
- **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- **Late work must be submitted during the next day following the due date even if no class is held that day.**
- **Assignments submitted beyond three days late will receive and zero grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

HOMEWORK EXPECTATION

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the one week period of this assignment to the complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.