NJIT

NEW JERSEY INSTITUTE OF TECHNOLOGY
COLLEGE OF ARCHITECTURE AND DESIGN

AGING CYCLE – *2D CHARACTER DESIGN*

COURSES: DD443 – 2-Dimensional Character Design (3 credits)
PROGRAM: Digital Design/School of Art + Design
LOCATION: upper level selective (undergraduate student must take either 2D or 3D character design)
INSTRUCTOR: Jessica Ross

DESCRIPTION: This course focuses on the design of characters for 2-Dimensional media such as graphic novels, 2D video games, model sheets for 3D creation, concept art and so on. Students create both humanoid and creature-based characters by using a variety of skillsets, including basic anatomy, illustrating age, acting (through characters), prop and costume design, etc. Students also learn pre-production tools such as reference gathering, concept sketches and mood boards.

PROJECT: Maintaining consistency in level of detail and scale, each student is required to create a character and draw its progression in age.

REQUIREMENTS: Students must design a series of characters, caricatures, and creatures. Various assignments include the creation of a multi-panel one-page story, the design and illustration of hybrid animal/insect and human creature, and the depiction of a character going through the aging process. Drawings are created in *Adobe Photoshop* and/or *Corel Painter* using Cintiq 22 HD Touch screens.

OBJECTIVES: (1) Provide opportunity to improve sketching and freehand drawing skills. (2) Provide instruction and opportunity to design characters in a two-dimensional/flat context. (3) Look at the relationship between story/narrative and art and improve understanding of sequential art. (4) Improve observational skills when looking at humans and various animals to observe motion and emotion; and then practice the translation of observation into two-dimensional art.