

**Character Design Illustration
AF114
Character Development
Winter 2014**

Instructor: Rich Ponte
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January 13th – March 25th
Tues, Fri: 9 – 11:50am
Room: B112

Character Design Illustration

Assigned: Friday, January 31st
Due: Friday, February 7th

There will be a critique on the due date.

Objective

Design and draw your character in a dynamic pose within a simple environment, it should be colored, shaded and a finished piece.

The pose should convey both action and emotion. Also it should highlight the characters persona and abilities. The environment should make sense for the character adding to the scene. This also gives the ability to run extra armature through the environment for support to the Maquette. Keep in mind that this will be what you refer to for your Maquette. A good line of action will make it easier to build the armature for that particular action.

Below are some examples of dynamic poses, as you can see they are not necessarily outlandish movements. But they do convey an emotion and distinct point in time that will sell the character's personality. Also they are interacting with their environment to some extent.

Once your drawing is done take it into photoshop and fully color it using the techniques we went over in class.

What to submit on the due date.

1. High quality print, fully colored..
2. You will prepare a brief and informal oral presentation of this project



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STUDENT NAME:

Grading Criteria:

Grading is based on the below criteria for the Character Design Illustration.

___ Quality and originality the pose design and drawing. [40]

___ Good coloring work in Photoshop. [25]

___ High quality print on 11 x 17 paper. [25]

___ Oral presentation and Critique. [10]

___ **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.

- **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.