

Eskişehir Osmangazi University College of Art and Design Visual Communication Design Department

COURSE INFORMATION FORM

				SEMESTER	FALL
COURSE CODE	141317001	COURSE NAME	CHARACTER DESIGN FOR ANIMATION		

CENTECTED	WEEKLY COURSE HOURS			COURSE			
SEMESTER	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
7	2	2		3	5	Elective	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)					
Basic Education	Basic Education Art Design Visual Communication Social Science				
		2	3		

EVALUATION CRITERIA				
AS	SESSMENT	EXAM TYPE	PERCENTAGE OF EXAM	
EXAMS IN SEMESTER	Midterm Exam	Project	40	
FINAL		Project	60	
EXCUSE EXAMINATION				
RESIT EXAMINATION				

RECOMMENDED PREREQUISITES OF COURSE	None
BRIEF CONTENTS	Introduction to Character Design, Historical developments, from Text to image, designing a character, Taking Briefs and Evaluation, use of square, triangle and circle for main features, 3-D configuration, Giving an expression, costume, accessories, Positioning the character in a story
COURSE OBJECTIVES	Understanding the basic principles and concepts of character design and Using 3-D character design programs to give a visual identity to the character.
CONTRIBUTION TO VOCATIONAL EDUCATION	 Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design. Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems.
LEARNING OUTCOMES	 How to create character design according to the content of the film. Basic principles of the character design To give the visual identity of the film character
ТЕХТВООК	PRESTON, B., Cartoon Animation, Walter Foster Publishing, 1994, ISBN: 978-1560100843 BANCROFT, T., Creating Characters with personality, 2006, ISBN: 978-0823023493
REFERENCES	RICHARD, W., Animator's Survival Kit, 20012, ISBN: 978-0865478978
MATERIALS	



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WEEKLY COURSE PLAN				
WEEK	SUBJECTS			
1	Introduction to Character Design			
2	History of Character design			
3	From Text to image, how to design the character			
4	Take Brief and Evaluate			
5	To reveal the outline of the character by using square, triangle and circle			
6	Three-dimensional configuration of the character			
7	MIDTERM EXAMS			
8	MIDTERM EXAMS			
9	Giving the expression the character			
10	The character's costume design			
11	The character's costume design process			
12	Designing accessories of the character			
13	Designing accessories of the character process			
14	Positioning of the character in the story			
15-16	FINAL EXAMS			

	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES		CONTRIBUTION LEVEL		
NO			2 med	3 high	
1	Ability to establish and conceive the basic concepts, principles and the history of communication and visual communication design and relate to other disciplines.		х		
2	Understanding of the design culture, ethics, and the rights and responsibilities of designers.		х		
3	Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design.			х	
4	Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems.			х	
5	Ability to recognize the design techniques and technology and to identify their differences, applications and methods.		х		
6	Ability to understand and practice the design process, its steps, and production techniques.		х		
7	Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.		х		
8	Ability to utilize various artistic and industrial production techniques.	х			
9	Appreciation of the national and universal values and ability to expand design concepts from national level to universal level.		х		
10	Awareness for the protection of nature and the environment as well as ecodesign,	х			
11	Ability to prepare social responsibility projects in order to raise design awareness.		х		

LECTURER	SIGNATURE	DATE
Tunçemre Doğramacı		13.04.2016