

2D CHARACTER DESIGN AND LINEAR ART

COURSES: AD 490 – Special Topics: 2D Character Design and Sequential/Linear Art (3 credits)

PROGRAM: Digital Design/School of Art + Design **LOCATION**: upper level elective (undergraduate)

INSTRUCTOR: Jessica Ross

DESCRIPTION: Overview of narrative, 2D digital drawing, graphic novels and linear art, and character design. The course includes study of the dynamics of form, gesture, and movement. Topics included are a review of basic drawing techniques with traditional media, elements of composition, perspective, life drawing, lighting and texturing, matching creative writing with graphic expression, and concept art.

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.