

Course Unit	Character Design and Development		Field of study	Visual Arts/Communication Science	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2017/2018	Year of study	2	Level	1-2
Type	Semestral	Semester	1	ECTS credits	6.0
Code	8309-414-2103-00-17				
Workload (hours)	162	Contact hours	T -	TP 30	PL 30
			TC -	S -	E -
			OT -	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Jorge Miguel Ferrao Palinhos, Jose Pedro de Sousa Teixeira

### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Understand the different theoretical possibilities for character development;
2. Understand the psychological construction of characters;
3. Show creative skills to develop complex characters;
4. Display technical skills to design creative characters (observation drawing and design modeling);
5. Display skills in 3D modeling of characters through the use of 3D software (blender).

### Prerequisites

Before the course unit the learner is expected to be able to:  
Elemental knowledge of Photoshop, Illustrator, Blender and similar software.

### Course contents

Creation and psychological development of characters; Research and analysis of characters; Definition of a character; Narrative functions of characters: protagonist, antagonist and adjuvants; Creative development of characters; Modeling 3D characters in Blender.

### Course contents (extended version)

1. Character definition: fundamental concepts
2. Character analysis
3. Character's structure
  - Stereotypes: function and subversion
  - Flat(linear): Types and cartoons
  - Round: characters and symbols
4. Narratives features of the characters
  - Character roles: protagonist, antagonist and adjuvant
  - Character's sphere of action
  - Characters and interactive stories
5. Research and analysis of characters
  - Culture and character
  - Society and character
6. Creation and psychological development of characters
  - Creating a story (backstory)
  - Psychological development of characters: personality types
  - Creating relationships between characters
  - Development of a framework of characters (primary, secondary, extras)
7. Visual design and creation of a character for games
  - Study and practice of representative drawing with concept art fundamentals
  - Understand the semiotic concept application in character design like color, shape or style
  - Understand and represent primary and secondary emotions in 2D and 3D characters.
  - Create movement and expression sheets for a character
  - Create a character sheet ready for 3D modeling
8. 3D modeling of a character in Blender ready for game production
  - 3D modeling basic concepts
  - Learning the traditional 3D modeling methods for game characters
  - 3D Modeling of a character with correct topology
  - Study and creation of UV maps for games
  - Learn to create and use different kinds of textures (color, alpha, specular, bump, etc.)
  - Composing a final character sheet for presentation

### Recommended reading

1. Kress, N. (1998). Dynamic Characters. Cincinnati: Writer's Digest. [ISBN: 9781582976969]
2. Marx, Christy. (2007) Writing for Animation, Comics and Games. Burlington: Focal Press. [ISBN: 9780240805825]
3. Eder, J. , Schneider, R. & Jannidis, F. (2010). Characters in Fictional Worlds: Understanding Imaginary Beings in Literature, Film, and Other Media. Berlin: De Gruyter . [ISBN: 3110232417]
4. Sheldon, L. (2004) Character Development and Storytelling for Games. Boston: Thomson. [ISBN: 1592003532]
5. Mattesi, M. D. (2008) Force: Character Design from Life Drawing. Burlington: Focal Press. [ISBN: 0240809939]

### Teaching and learning methods

Content exposition, in a structured transmission of knowledge; Interrogative method, asking the students systematically in order to develop critical capacity; Demonstrative method with practical application by students; Active method, solving exercises in order to allow greater consolidation of knowledge.

### Assessment methods

- DISTRIBUTED EVALUATION: minimum 9.5/20 each module - (Regular, Student Worker) (Final, Supplementary, Special)
- Practical Work - 20% (Module 1: Creating a script for the character)
- Practical Work - 20% (Module 1: Journal of a character)
- Practical Work - 10% (Module 1 and 2: Presenting the character through a poster)
- Portfolio - 5% (Module 1: Continuous work done in class and at home)

**Assessment methods**

- Practical Work - 15% (Module 2: Visually design and create a character for a game)
- Practical Work - 20% (Module 2: 3D modeling of a character for a game)
- Portfolio - 10% (Module 2: Continuous work done in class and at home)

**Language of instruction**

1. Portuguese
2. English

**Electronic validation**

Jorge Miguel Ferrao Palinhos, Jose Pedro de Sousa Teixeira	Daniel Ribas de Almeida	Daniel Ribas de Almeida	Luisa Margarida Barata Lopes
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