Course Unit	Elective 2 - Character concept & development			Field of study	Arts/Game Design/Computing/Social and Business Sciences		
Master in	Digital Game Design and Development			School	School of Public Management, Communication and Tourism		
Academic Year	2023/2024	Year of study	1	Level	2-1	ECTS credits	6.0
Type	Semestral	Semester	1	Code	5074-802-1104-02-23		

Workload (hours)	162	Contact hours	T	-	TP	60	PL	-	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)	Ana Lucia Jesus Pinto

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:
1. Critically analyze the psychological, social and cultural dimensions summoned for the construction of characters;
2. Identify concepts and character types;
3. Employ the ingredients of visual language in the graphic construction of characters, considering their expressive potential;
4. Identify and consolidate, in the visual characters representation of conceptual, expressive and aesthetic dimensions;
5. Use specific digital game processes and methods to develop characters and other visual elements for digital games;
6. Adapt visual content to digital formats suitable for game engines and frame it in digital storytelling context.

Prerequisites

Not applicable

Course contents

This curricular unit aims to provide a practical approach to processes and methods for designing two-dimensional characters for digital games, considering the fundamentals of visual language, concepts, techniques, and processes suitable for their graphic and expressive representation.

Course contents (extended version)

1. Knowledge diagnosis, within the scope of the UC;
2. Approach to the universe of Concept Art and critical analysis of works of renowned concept artists;
3. Graphic Diary as a procedural strategy for recording visual concepts;
4. Conceptual framework of character development: types; psychological, social and cultural dimensions;
5. Two-dimensional drawing of characters;
6. Costumes; body extensions; props; weapons;
7. Processes and methods involved in the visual characters representation;
8. Concept maps; moodboards; thumbnails; model sheets; turn arounds; lineups; color scripts; & others);
9. Comparative study between characters and interaction scenes;
10. Preparation of boards with the integration of both characters and artifacts;
11. Production of storyboards.

Recommended reading

1. Anderson,Kenneth (2022) Creating characters for the entertainment industry:develop spectacular designs from basic concepts
2. Artists Master Series Color and Light (2021) Pub.3dtotal.
3. Curtis, Brian (2021) Drawing from Observation:an introduction to perceptual drawing
4. Feghali,Walid (2020) Concept art accelerator. Evenant
5. Lilly, E. (2015) The Big Bad World of Concept art for Video Games, an insider's guide for students. Design Studio Press

Teaching and learning methods

Expository and hands-on classes that allow students to understand, deepen, and develop their critical discourse in this creative area; and that allow developing skills in the visual creation of characters and objects through the approach of digital drawing and painting techniques; and study and application of processes and methods of representing character design in context.

Assessment methods

1. Continuous assessment - (Regular, Student Worker) (Final)
   - Practical Work - 20% (Hands-on exercises(minimum grade:7/20]).)
   - Presentations - 15% (Pitch of project stages.)
   - Projects - 65% (Project developed throughout the curricular unit (minimum grade:7/20]))
2. Final assessment - (Regular, Student Worker) (Supplementary, Special)
   - Practical Work - 20% (Hands-on exercises (minimum grade:7/20]).)
   - Presentations - 15% (Final Pitch)
   - Projects - 65% (Project that encompasses the course program (nota mínima:7/20].)

Language of instruction

1. Portuguese
2. English

Electronic validation

Ana Lucia Jesus Pinto	João Paulo Pereira de Sousa	Barbara Costa Vilas Boas Barroso	Luisa Margarida Barata Lopes
08-10-2023	22-10-2023	13-11-2023	04-12-2023