Course Unit	Character Design and Development		Field of study	Visual Arts/Communication Sciente		
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism		
Academic Year	2022/2023	Year of study	2	Level	1-2	ECTS credits	6.0
Type	Semestral	Semester	1	Code	8309-414-2103-00-22		

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)	Rogerio Junior Correia Tavares, Tiago Jorge Alves Fernandes

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 and physical construction of the characters;
3. Show creative skills to develop complex characters;
4. Display technical skills to design creative characters (design modeling, texturing and lighting);
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, or similar software.

Course contents

Creation and psychological development of characters;
Design and Development of the physical traits that define 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
   - Physical characteristics
   - Psychological characteristics
   - Name
   - Background
   - Dialogues
   - Actions
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 VS Society
   - Space and time
6. Creation and psycological development of characters
   - Creating a story (backstory)
   - Psycological 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
   - Sculpture and retopology concepts
   - Head modeling using facial loops
   - Body Modeling using loops
   - Texturing and baking for digital characters
   - Hair, clothing and accessories modeling
   - Composing a final character sheet for presentation
   - Using an auto rigging (Rigify) for character posing
   - Special effects

Recommended reading

1. Kress, N. (1998). Dynamic Characters. Cincinatti: 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. Berlim: 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 EVAL (int. and mobility / min. 9.5/20) - (Regular, Student Worker) (Final, Supplementary, Special)
    - Practical Work - 10% (M1 (5%) + M2 (5%): Character Introd. + Introd. concepts: topology, UV map., rendering, and baking)
    - Practical Work - 25% (M1 (12,5%) + M2 (12,5%): Character Development Dossier + Modelling a human head from loops)
    - Practical Work - 30% (M1 (15%) + M2 (15%): Final Character Dossier + Modeling a human body with hair and clothing)
    - Projects - 10% (M1 (5%) + M2 (5%): Interdisciplinary week)
    - Projects - 25% (M1 (12.5%) + M2 (12.5%): Project between units (includes the impact of peer review))

Language of instruction

1. Portuguese
2. English

Electronic validation

Rogerio Junior Correia Tavares, Tiago Jorge Alves Fernandes	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
24-10-2022	24-10-2022	12-11-2022	14-11-2022