

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	2023/2024	Year of study	2
Type	Semestral	Semester	1
Workload (hours)	162	Contact hours	T - , TP 30, PL 30, TC - , S - , E - , OT - , O -
Level	1-2	ECTS credits	6.0
Code	8309-801-2104-00-23		

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. Demonstrate creative skills in developing complex characters;
  4. Demonstrate technical skills for creative character design (modeling, textures and lighting);
  5. Demonstrate 3d character modeling skills using 3d software (Blender).

### Prerequisites

Before the course unit the learner is expected to be able to:  
Elemental knowledge of Photoshop, Illustrator and 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 adjuants; 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 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
  - 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. Berlím: 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**

1. Final Evaluation - (Regular, Student Worker) (Final)
  - Practical Work - 15% (M1 (7,5%) + M2 (7,5%): Intro. Character + Introductory concepts: topology, map. UV and rendering)
  - Practical Work - 25% (M1 (12, 5%) + M2 (12, 5%): Character Development Dossier + Modeling a human head)
  - Practical Work - 20% (M1 (10%) + M2 (10%): Final Character Dossier + Modeling a human body and hair)
  - Projects - 5% (M1 (2,5%) + M2 (2,5%): Interdisciplinary week)
  - Projects - 35% (M1 (17. 5%) + M2 (17. 5%): Project between units (includes the impact of peer review))
2. Exam - (Regular, Student Worker) (Supplementary, Special)
  - Projects - 100% (Creating a character from a statement provided by the teachers (Character Dossier + 3D))

**Language of instruction**

1. Portuguese
2. English

**Electronic validation**

Rogério Junior Correia Tavares, Tiago Jorge Alves Fernandes	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
23-01-2024	05-02-2024	07-02-2024	14-02-2024