USC

Course Outline

Code: DES303
Title: Character Design and Modelling

School: Communication & Creative Industries
Teaching Session: Semester 1
Year: 2019
Course Coordinator: Dr Uwe Terton, uterton@usc.edu.au
Course Moderator: Dr Ian White, iwhite@usc.edu.au

Please go to the USC website for up to date information on the teaching sessions and campuses where this course is usually offered.

1.   What is this course about?

1.1   Description

In this course you will gain and apply core knowledge in designing characters and character props for linear animations and movies. You will examine industry best practice and apply your gained knowledge and skills to inform the development of a highly-detailed character that is fully textured and rigged for animation. You will implement your character within film, special-effects, animation and visualisation applications.

1.2   Field trips, WIL placements or activities required by professional accreditation

Activity	Details
Nil	Nil

2.   What level is this course?

300 level Graduate - Independent application of graduate knowledge and skills. Meets AQF and professional requirements. May require pre-requisites and developing level knowledge/skills. Normally taken in the 3rd or 4th year of an undergraduate program.

3.   What is the unit value of this course?

12 units

4.   How does this course contribute to my learning?

Specific Learning Outcomes On successful completion of this course, you should be able to:	Assessment tasks You will be assessed on the learning outcomes in task/s:	Graduate Qualities or Professional Standards mapping Completing these tasks successfully will contribute to:
Apply design thinking to produce an anatomically correct character	1,2 & 3	Empowered
Analyse and critically evaluate the mechanics and components of an animation ready model.	1 & 3	Creative and Critical thinkers

Specific Learning Outcomes On successful completion of this course, you should be able to:	Assessment tasks You will be assessed on the learning outcomes in task/s:	Graduate Qualities or Professional Standards mapping Completing these tasks successfully will contribute to:
Apply structured approaches to create emotional expressions and dynamic poses.	1 & 3	Empowered
Demonstrate a critical understanding of industry knowledge and practice related to character modelling, professional planning strategies and production of character modelling.	1, 2 & 3	Knowledgeable

5.   Am I eligible to enrol in this course?

Refer to the USC Glossary of terms for definitions of "pre-requisites, co-requisites and anti-requisites".

5.1   Enrolment restrictions

Nil

5.2   Pre-requisites

Nil

5.3   Co-requisites

Nil

5.4   Anti-requisites

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5.5   Specific assumed prior knowledge and skills (where applicable)

Assumed prior knowledge and skills in 2D and 3D design.

6.   How am I going to be assessed?

6.1   Grading scale

Standard – High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL)

6.2   Details of early feedback on progress

Formative feedback will be provided via discussions in workshop.

6.3   Assessment tasks

Task No.	Assessment Product	Individual or Group	Weighting %	What is the duration / length?	When should I submit?	Where should I submit it?
1	Artefact - Creative, and Written Piece	Individual	20%	10 minute in class presentation + 3 pages A4 documentation	Week 3	Online Assignment Submission
2	Artefact - Creative, and Written Piece	Individual	40%	10 minute in class presentation + 3	Week 7	Online Assignment Submission

				pages A4 documentation		
3	Artefact - Creative, and Written Piece	Individual	40%	Finished Project, 1 minute animation + 3 pages A4 documentation	Week 1 Central Examination Period	Online Assignment Submission
			100%			

Assessment 1: Character sheet & reference images

Goal:	You will design a compelling character sheet depicting various poses.
Product:	Artefact - Creative, and Written Piece
Format:	**Professional/Industry format** You will create and design a character sheet depicting your character from different sides and in different poses plus expressing at least four different moods such as happy, confident, energised, fine, flirty, focused, angry, bored, sad, embarrassed and tense. The full project brief, along with relevant readings, links and examples is available on Blackboard. **Character sheet & reference images:** • All poses of the character documented on character sheet. • Two to three reference images from character sheet created. • Four or more moods expressed. • The character sheet is of high quality and shows every detail of the character. • The character is anatomical correct. **Documentation:** • Research on your character documented. • The in-class presentation included. • Inspirational sources included in your documentation.
Criteria:	Application of design thinking: • Anatomically correct character Analysis and critical evaluation: • Mechanics and components Application of structured approach: • expression • poses Demonstration of industry knowledge (critical understanding): • character modelling • planning • production

Assessment Task 2: Character Modelling: Detailed and realistic 3D model

Goal:	To create a detailed and realistic character from reference images.
Product:	Artefact - Creative, and Written Piece
Format:	**Professional/Industry format** **3D character model:** You will create a high quality and very detailed character to be integrated into an animation. To arrive at a very detailed model you will have to use sculpting and

retopology tools. Your final model needs to have render paint applied for further texturing and to visually distinguish the body from clothing and props.

You will then unwrap your character's geometry to create a clean UV-texture map. You will also do this for all clothing and props. You will use bitmap drawing software to paint the full texture. The finished texture will be applied and baked to the character, clothing and props. You will then be required to present your work in class.

Documentation guidelines: Your documentation should include a detailed description of the modelling process. You should discuss difficulties that arose during the modelling process and how you overcame those problems. Class presentation needs to be included.

The full project brief, along with relevant readings, links and examples is available on Blackboard.

3D character model:
- The character model should be detailed, appealing and interesting.
- The character model should be proportionally accurate.
- There should be a level of realism to the model.
- Body, clothing and character props must be shaded.

Documentation:
- The in-class presentation is included.
- All development stages documented.
- Inspirational sources included in your documentation.

Criteria:	Application of design thinking: - Anatomically correct character Demonstration of industry knowledge (critical understanding): - character modelling - planning - documentation - production

Assessment Task 3: Character Animation Reel

Goal:	The goal is to fully rig and animate your character applying two poses and four facial expressions.
Product:	Artefact - Creative, and Written Piece
Format:	**Professional/Industry format** **Character animation reel:** You are required to: - Apply a simple rig to your character for posing. - Create at least two poses. - Create blend-shapes to simulate muscular movements of the face to create four facial expressions. The blend-shapes need to be controlled by a control curve panel. - In a sequence of 30 seconds your character will perform two poses and the face should express emotions such as anger, happiness, laughter and disgust. - Sound effects supporting the facial expressions would be desirable. The level of realism achieved in this project will demonstrate your ability in character animation. **Documentation guidelines:** You are required to record all development stages. Your documentation should include: - A detailed description of the rigging, animation and rendering processes. - A written discussion on any difficulties that arise during the animation process and how you overcome those problems.

	- The final animated character reel needs to be included in your documentation. - The full project brief, along with relevant readings, links and examples is available on Blackboard. **Character animation reel:** - The two-character poses. - The four facial expressions. - Character rigging, movement and blend-shapes. - Overall quality of the 30 second showreel. **Documentation:** - Showreel included. - All development stages documented via images, sketches and written reflection. - Discussion of difficulties and resolutions. - Inspirational sources included in your documentation
Criteria:	Application of design thinking: - Anatomically correct character Analysis and critical evaluation: - Mechanics and components Application of structured approach: - expression - poses Demonstration of industry knowledge (critical understanding): - character modelling - planning - production

7. Directed study hours

The directed study hours listed here are a portion of the workload for this course. A 12 unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Directed study hours may vary by location. Student workload is calculated at 12.5 learning hours per one unit.

Location:	Directed study hours for location:
Sippy Downs	Computer workshop: 3 hours

8. What resources do I need to undertake this course?

Please note that course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Blackboard site. Please log in as soon as possible.

8.1 Prescribed text(s) or course reader
Nil

8.2   Specific requirements
Nil

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low.
It is your responsibility as a student to review course material, search online, discuss with lecturers and peers, and understand the health and safety risks associated with your specific course of study. It is also your responsibility to familiarise yourself with the University's general health and safety principles by reviewing the online Health Safety and Wellbeing training module for students, and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1 Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Blackboard, are electronically checked through SafeAssign. This software allows for text comparisons to be made between your submitted assessment item and all other work that SafeAssign has access to.

10.2 Assessment: Additional requirements

Eligibility for Supplementary Assessment
Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:
a)   The final mark is in the percentage range 47% to 49.4%
b)   The course is graded using the Standard Grading scale
c)   You have not failed an assessment task in the course due to academic misconduct

10.3 Assessment: Submission penalties

Late submission of assessment tasks will be penalised at the following maximum rate:
- 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task.
- 10% (of the assessment task's identified value) for the third day
- 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task.
- A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task.

Weekdays and weekends are included in the calculation of days late.
To request an extension, you must contact your Course Coordinator and supply the required documentation to negotiate an outcome.

10.4 Study help

In the first instance, you should contact your tutor, then the Course Coordinator. Additional assistance is provided to all students through Academic Skills Advisers. To book an appointment or find a drop-in session go to Student Hub.

Contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au

10.5 Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:
- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Administration of Central Examinations

- Deferred Examinations
- Student Academic Misconduct
- Students with a Disability

Visit the USC website:
http://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching

10.6   General Enquiries

In person:
- **USC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **USC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **USC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **USC Fraser Coast -** Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **USC Caboolture -** Student Central, Level 1 Building J,Cnr Manley and Tallon Street, Caboolture

Tel: +61 7 5430 2890

Email: studentcentral@usc.edu.au