New York City
College of Technology
The City University of New York
Department of Communication Design

COMD 3413 | FALL 2022
Character Design
Thursday 2:30PM–5:50PM
P115
Section D008 | 3 credits

Professor
Sara Gómez Woolley

swoolley@citytech.cuny.edu

Class Site:
www.comd3413.wordpress.com

Office Hours:
Wednesdays -2:00-4pm N 1126

Essentials For Class
• SKETCHBOOK
• PENS Microns and Brush Pen, PENCILS, ERASERS, 1 Col-Erase Pencil
• Cloud Storage - BACK UP YOUR WORK!
Never come to class without your tools.

Recommended For Class
Tools / Materials at Artist's Discretion
• Markers, Colored Pencils, Watercolors
• Bristol Board, Tracing Paper, Artist Tape
• Waterproof Ink, Brushes, Nib - Pen

Recommended TEXT
The Character Designer
21 Draw eBook PDF

Additional Recommended Texts
Drawn to Life by Walt Stanchfield
"Force" Drawing Series by Mattesi
Anything by Loomis
*SEE CLASS SITE FOR AN EXPANDED LIST

SOFTWARE
Adobe Photoshop (required)
Procreate

Hardware
Drawing Tablets and Tablet Monitors
(Wacom, Huion, Monoprice)
Mac or PC
Lightbox
Scanner

Course Overview: Character design

Problems in researching and creating finished illustrations. Exploration of the figure in a variety of interior and exterior spaces. Investigation of illustration for topics including editorial, magazine covers, children's books, advertising and on-site reporting. A variety of techniques such as gouache, watercolor, wash, pen and ink will be demonstrated. Each student will also prepare a final illustration portfolio for presentation. 3 Credits, 4 Hours

Attendance (College) and Lateness (Department) Policies

A class roster roll will be taken at the beginning of each class. Only two absences are allowed. After two absences, a student may be withdrawn because of unsatisfactory attendance (code WU). Students arriving after the roll is taken will be marked "late." Students will be notified at the earliest opportunity in class after they have been absent or late. After four latenesses, a student will be asked to withdraw from the class (code W) or may be withdrawn from the class (code WU).

Attendance Policy & Academic Integrity Standards

Attendance is taken and is important to success in this class. Both absences and arrival more than 15 minutes after the start of class will be marked. If excessive, the instructor will alert the student that he or she may be in danger of not meeting the course objectives and participation expectations, which could lead to a lower grade.

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion.

In-Class Structure Timeline

• Post homework for crit
• Weekly Warm Up Exercise
• Class Discussion (For example: news or interesting "show and tell" type stuff from students)
• Lecture
• Feature something new (website, magazine, book, etc.)
• Critique
• Go over new in-class lesson, demo
• Give new assignment & homework
• Work in-class if time permits
• Meet with students individually or in groups to review work and offer feedback

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Grading System

• Sketchbook and In-Class Participation 10%
• Projects 75%
• Final Project 15%
• Projects given as Homework Assignments are due at the beginning of class and must be posted, or uploaded to the instructors Dropbox to be reviewed; otherwise it is consider late.
• ANY MISSED ASSIGNMENTS WILL EARN A ZERO. Assignments received after the deadline will drop a grade at the end of the class. After that time period, any late assignment will earn a zero.*
• ALL ASSIGNMENTS MUST BE TURNED IN AS A PHYSICAL PIECE. If you work digitally you MUST print out your piece. If you do not hand in a printed version of your digital work you will get a zero. PRINT QUALITY is also important.
*Make-ups:
If a student finds they will not be able to present or hand in a project on the scheduled day, it is their responsibility to notify the instructor PRIOR to the due date and request alternate arrangements. Points will be deducted for late assignments and missed critiques.

Lab Time

You are expected to work on projects, tests and assignments for at least eight hours a week outside of class. You will find that these assignments will take a lot more than than for them to be successful.

Critiques

Each student will present his/her work for critique using appropriate vocabulary.

Communication

Communication is at the heart of everything you do as a creative professional. Whether you go on to become a designer, illustrator, art director, game designer, or any one of the numerous careers that the ADGA department is preparing you for, your number one goal is to communicate, and to do it visually. To be able to communicate visually you also need to be able to communicate verbally. One of the most important and overlooked skills in our industry is to be able to express yourself clearly. With that in mind you should always try to express yourself as clearly as possible in all of your classes. Think about what it is that you are trying to communicate, and whether that is understood. Within this class you are expected to communicate with your classmates and with your professor. If you are going to miss a class it is your responsibility to let the professor know. If you are sick and miss a class when an assignment is due you will get a zero unless you contact your professor. If you have a question or are confused about something COMMUNICATE! Ask a question, send an email. Ignorance is not an excuse.

Supplies For Class

Supplies are broken into *Essential* and *Recommended*. Essentials you will use every day, no matter what your working method or style. Recommended is based on personal preference.

Students are encouraged to use the mediums they are most interested and comfortable in. This can be Digital, Analog, or any combination of the two. It is the responsiblity of the studnet to perfect a professional workflow, and presentation in their medium of choice. The presentation of their projects and ability to share them in real time is also the studnents responsibilty. Students may use on-campus LABS or check out neccesary hardware from COMD CLTS.

• SAVE, SAVE, AND SAVE AGAIN: There will be no sympathy for work lost! BACK UP YOUR WORK!

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Projected Schedule*

Aug 25th | Week 01 What is Character Design?

Lecture: Shape Language

Project 1: Design By Shape (10% of Grade) DUE WEEK 2

- Research
- Sketches/roughs
- Discussion: Choose a character who's design uses properties of shape well to share

Sep 01 | Week 02   Silhouette & Turn Arounds

Lecture: Silhouette, Model Sheets, Turning a Character in Space

Project 1 DUE

Project 2 : Frenzied Fauna : Front/Side/Back (10% of Grade) DUE WEEK 3

- Research – Link to a Pintrest inspiration board.
- Model Sheet : Front, Side, Back, 3/4
- Discussion: Choose a character who's silhouette you admire to share

Sep 08 | Week 03   Anthropomorphized Characters

* Class to be conducted at American Museum of Natural History

Project 2 DUE

Project 3 Assigned: Anthropomorphized Character (10% of Grade) DUE WEEK 5

- Pick an animal/insect/fish and draw them with human qualities
- Research - animal, skeletons, environment, etc.
- Sketches – skeleton and exterior
- Link to a Pintrest inspiration board

Sep 15 | Week 04   Style & Exaggeration

Lecture: Defining character through design decisions, Anthropomorphism
Demo: Digital & Analog Inking

Homework: Project 3 Anthropomorphized Sketches DUE for Crit

LAB DAY | Work in Class

Sep 22 | Week 05   Character Roles & Relationships

Lecture: Creating Visual Unity in Character Groups

Project 3 DUE: Critique

Project 4 Assigned: Dynamic Duo - Character and Sidekickl (10% of Grade) Due Week 7

- Create a character and his/her/their/its vehicle or animal sidekick / companion
- Write a paragraph or two describing the character and partner. What is their relationship?
- Sketch - what makes them similar? How do we know they are paired?
- Link to a Pintrest inspiration board

Sep 29 | NO CLASS (MONDAY SCHEDULE)

Oct 06 | Week 6 GUEST LECTURER

Demo: Digital Coloring
Homework: Dynamic Duo
LAB DAY | Work in Class

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Oct 13 | Week 7 MIDTERM

Project 4 DUE, Critique

Project 5 Assigned: Mascots & Spokesmonsters (15% of Grade) DUE WEEK 10

• Create a mascot or spokesmonster design for a local business in your neighborhood or borough.

Oct 20 | Week 8

Workshop characters with classmates. Show your process.

Homework: Mascots & Spokesmonsters

Oct 27 | Week 9

LAB DAY - Peer Work in Progress Crit

Nov 03 | Week 10

Project 5 DUE, Critique

Nov 10 | Week 11

Project 6: Future World (20% of Grade) DUE WEEK 14

• Create a futuristic world and design the characters that live there

• Write a few paragraphs describing the world

• Link to a Pintrest inspiration board

• WHEN is it? What has happened? Dystopia? Utopia? Aliens?

Nov 17 | Week 12

LAB DAY

Homework: Future World

Dec 01 | Week 13

LAB DAY - Peer Work in Progress Crit

Homework: Finish Future World

Dec 08 | Week 14

Project 6 Due, Crit

FINAL PORTFOLIO (15% of Grade)

Portfolio should include your 5-7 of your best character designs.

These include finalized projects from earlier in this semester.

It is recommended to make updates to projects based on critique.

You may also include additional self - assigned character design projects.

Dec 17 | Week 15

Final Portfolio Critique

*This is a flexible schedule and is subject to change.

I will give you as much advance notice as I can about any changes that will occur.