



Course Title : CHARACTER DESIGN - II

Course Code : ANIM131

Credit Units : 3

Level : UG

L	T	P/S	SW/FW	TOTAL CREDIT UNITS
0	2	2	0	3

#	<i>Character Designing II</i>	
1	<b>Course Objectives:</b> This course will broaden your critical and creative abilities, deepen your understanding of character design and empower you to create a range of characters from the complex and believable, to the symbolic and economical. You will be guided through the many possibilities of character design by illustrating that there is more to character design than simple pencil and paper.	
2	<b>Prerequisites:</b> Basic understanding of sketching	
3	<b>Student Learning Outcomes:</b> Creating Concepts based characters Ability to create self designed characters	
4	<b>Module : I</b>	
	Expression Study Head Turn Study	50 %
5	<b>Module : II</b>	
	Staging of character	25 %
6	<b>Module : III</b>	
	Line of Action	25 %
7	<b>Pedagogy for Course Delivery:</b>	

	<b>Presentation, Demonstration, Case Study</b>						
<b>8</b>	<b>Assessment / Examination Scheme:</b>						
	<b>Theory L/T (%)</b>			<b>Lab/Practical/Studio (%)</b>		<b>End Term Examination</b>	
	--			45%		55%	
	<b>Practical Assessment (L&amp;T):</b>						
	<b>Continuous Assessment/Internal Assessment</b>						<b>End Term Examination (EE)</b>
<b>Component (Drop down)</b>	<b>Project (P)</b>	<b>Class Test (CT)</b>	<b>Presentation (C)</b>	<b>Home Assignment (H)</b>	<b>Attendance (AA)</b>		
<b>Weightage (%)</b>	10%	10%	10%	10%	5%	55%	

**Text & References:**

- *Human Machine*, Bridgeman.  
*Dynamic Figure Drawing*, Burn Hoggarth  
*How to Animate Film Cartoons*-Preston Blair

*Anatomy & Drawing*, Victor Parrade  
*Human watching*, Edward Maybridge

*Anatomy in Drawing*, Andrew Lumis  
*Animal watching*, Edward Maybridge