



## Master Course Syllabus

For additional course information, including prerequisites, corequisites, and course fees, please refer to the Catalog: <https://catalog.uvu.edu/>

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**Semester:** Spring

**Course Prefix:** ART

**Course Title:** Character Design

**Year:** 2025

**Course and Section #:** 4250-001

**Credits:** 3

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### ***Course Description***

To Teaches how to create original and compelling character designs for use in film, video games, graphic novels, and children's books. explore advanced digital painting fundamentals and techniques

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### ***Course Attributes***

This course has the following attributes:

- General Education Requirements
- Global/Intercultural Graduation Requirements
- Writing Enriched Graduation Requirements
- Discipline Core Requirements in Program
- Elective Core Requirements in Program
- Open Elective

Other: *Click here to enter text.*

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### ***Instructor Information***

**Instructor Name:** Adam Munoa

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### ***Student Learning Outcomes***

- Generate characters and imaginative concept art;
  - Integrate characters and environments;
  - Describe context vs. perception;
  - Combine character and environment designs into a complete scene;
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### ***Course Materials and Texts***

Desktop Computer or Laptop

Digital Painting software i.e. Photoshop, Procreate or Corel Painter

Digital Painting tablet i.e. Wacom Intuos, Cintiq, iPad Pro etc...

Stylus

Sketchbook

Markers

Pencils

Paints (oil, acrylic, gouache etc..)

Etc..

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## ***Course Requirements***

### **Course Assignments, Assessments, and Grading Policy**

## **Assessments**

- did you meet the concept of the assignment
- did you meet the deadline/is the work complete
- did you follow strong design principles
- did you come up creative and fun solutions
- did you show technical mastery of materials

## **Grading Policy**

- A 90-100%
  - A-90-92.9%
  - B 80-89%
  - C 70-79%
  - D 65-69%
  - E 0-64%
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### **Required or Recommended Reading Assignments**

*N/A*

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### **General Description of the Subject Matter of Each Lecture or Discussion**

#### **Day 1: Introduction to Character Design**

- **Lesson:** Overview of Character Design—What it is, importance in storytelling, media, and games.
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- **Activity:** Review 10 favorite characters from games, movies, or comics. Identify what makes them iconic.
  - **Homework:** Write down 5 qualities you want in your character (traits, backstory, personality).
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## Day 2: Basic Drawing Fundamentals

- **Lesson:** Basic anatomy, proportion, and perspective.
  - **Activity:** Draw simple human and animal figures (stick figures, basic shapes, etc.).
  - **Homework:** Sketch basic poses, focusing on proportions.
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## Day 3: Shape Language and Silhouettes

- **Lesson:** How different shapes (circles, squares, triangles) convey personality.
  - **Activity:** Create 5 silhouettes using different shapes. Focus on balance, weight, and stance.
  - **Homework:** Research and draw silhouettes of famous characters from various media.
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## Day 4: Basic Facial Features

- **Lesson:** Proportions and drawing eyes, noses, mouths, and ears.
  - **Activity:** Practice drawing faces from different angles using guidelines.
  - **Homework:** Create a character's face based on a specific emotion (angry, happy, sad, etc.).
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## Day 5: Body Types and Proportions

- **Lesson:** How different body types impact character design.
  - **Activity:** Draw a variety of body types (tall, short, muscular, slender, etc.).
  - **Homework:** Design 2 characters with distinct body types.
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## Day 6: Clothing and Costumes

- **Lesson:** Basics of designing costumes and clothing for characters. How outfits reflect personality and culture.
  - **Activity:** Create 3 outfits for a character, focusing on silhouette and detail.
  - **Homework:** Draw a character in an outfit for a specific profession or setting (e.g., wizard, warrior, scholar).
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## Day 7: Color Theory for Character Design

- **Lesson:** Introduction to color theory—how color affects mood and personality.
  - **Activity:** Choose a character design and experiment with 3 color palettes (warm, cool, neutral).
  - **Homework:** Create a color study of your character, exploring different color schemes.
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## Day 8: Understanding Poses and Gesture Drawing

- **Lesson:** Importance of body language and posture in conveying personality.
  - **Activity:** Do 20-minute gesture drawings, focusing on dynamic poses.
  - **Homework:** Choose one pose from your gesture drawings and refine it.
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## Day 9: Expression Sheets

- **Lesson:** Creating emotion through facial expressions and body language.
  - **Activity:** Draw your character with 6 different emotions (e.g., happy, sad, surprised, angry, etc.).
  - **Homework:** Create an expression sheet for your character in different situations (stress, joy, fear).
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## Day 10: Environmental Context for Characters

- **Lesson:** How environment shapes a character's design.
  - **Activity:** Sketch your character in 3 different settings (e.g., forest, city, desert).
  - **Homework:** Refine your character's design based on the setting.
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## Day 11: In-Depth Design: Exploring Personality

- **Lesson:** Adding layers to your character through design choices (hairstyles, scars, accessories, etc.).
  - **Activity:** Add unique features to your character that reflect their backstory or personality.
  - **Homework:** Write a brief backstory for your character.
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## Day 12: Advanced Anatomy

- **Lesson:** Study and practice advanced human and animal anatomy (muscles, joints, skeletal structure).
  - **Activity:** Draw detailed studies of hands, feet, and heads.
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- **Homework:** Draw your character in a complex pose using accurate anatomy.
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### Day 13: Stylization and Exaggeration

- **Lesson:** How to stylize and exaggerate features without losing the essence of your character.
  - **Activity:** Experiment with exaggerated features (big eyes, large head, etc.) on your character.
  - **Homework:** Redesign your character in a completely different art style (e.g., cartoonish, realistic, chibi).
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### Day 14: Refining Silhouettes and Shapes

- **Lesson:** Revisiting silhouettes and refining your character's outline for clarity and uniqueness.
  - **Activity:** Rework your character's silhouette and add unique features.
  - **Homework:** Finalize the silhouette for your character's design.
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### Day 15: Line Work and Detailing

- **Lesson:** Refining your drawing with clean lines, shadows, and intricate details.
  - **Activity:** Use clean, confident lines to outline your character. Add details (texture, fabric folds, etc.).
  - **Homework:** Create a detailed line drawing of your character.
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### Day 16: Introduction to Digital Tools

- **Lesson:** Basics of digital character design (Photoshop, Procreate, etc.).
  - **Activity:** Learn how to use basic tools like brushes, layers, and selection tools.
  - **Homework:** Redraw your character digitally using basic tools.
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### Day 17: Digital Painting Techniques

- **Lesson:** Techniques for digital painting—blending, color blocking, and texturing.
  - **Activity:** Paint your character digitally, focusing on blocking out large color areas.
  - **Homework:** Continue refining your digital painting, focusing on lighting and shading.
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### Day 18: Adding Texture and Detail

- **Lesson:** Adding textures to your character design (fabric, skin, hair).
  - **Activity:** Use texture brushes or layer effects to add texture to your character.
  - **Homework:** Finalize your digital painting with attention to textures.
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## **Day 19: Character Turnaround (Front, Side, and Back Views)**

- **Lesson:** How to create a turnaround sheet for your character design.
  - **Activity:** Draw your character from 3 angles: front, side, and back.
  - **Homework:** Refine the turnaround sheet.
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## **Day 20: Finalizing Color and Lighting**

- **Lesson:** Understanding light sources and shadows on characters.
  - **Activity:** Experiment with lighting setups (light from the left, right, above).
  - **Homework:** Finalize the lighting on your character design.
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## **Day 21: Accessories, Props, and Small Details**

- **Lesson:** How props and accessories define a character's role or personality.
  - **Activity:** Design a prop or accessory for your character (e.g., weapon, book, hat).
  - **Homework:** Draw your character holding or interacting with the accessory.
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## **Day 22: Creating a Character Sheet**

- **Lesson:** How to create a character sheet for portfolio purposes.
  - **Activity:** Start a character sheet with turnaround, expression sheet, and accessories.
  - **Homework:** Finish your character sheet and add annotations.
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## **Day 23: Exploring Variations**

- **Lesson:** How to design multiple versions or outfits for the same character.
  - **Activity:** Create 3 variations of your character (different outfits, different hairstyles, etc.).
  - **Homework:** Select your favorite variation and refine it.
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## **Day 24: Storytelling through Character Design**

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- **Lesson:** How character design communicates a character's role in the story.
  - **Activity:** Create a visual story for your character (e.g., a short scene or sequence).
  - **Homework:** Write a short backstory, including the character's motivations and relationships.
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## Day 25: Design Critique and Feedback

- **Lesson:** How to give and receive constructive critique.
  - **Activity:** Review your character design and assess areas for improvement.
  - **Homework:** Revise your character based on critique.
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## Day 26: Advanced Digital Techniques

- **Lesson:** Advanced digital character design techniques (lighting, reflections, details).
  - **Activity:** Refine the digital painting with advanced techniques.
  - **Homework:** Implement one advanced technique into your character design.
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## Day 27: Incorporating Storytelling into Design

- **Lesson:** How to integrate narrative elements into your design.
  - **Activity:** Refine your character design to reflect aspects of their story (e.g., scars, accessories).
  - **Homework:** Finalize your design to tell a story visually.
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## Day 28: Final Touches and Polishing

- **Lesson:** How to polish and finish your design to a professional standard.
  - **Activity:** Add final touches (lighting adjustments, texture refining, etc.).
  - **Homework:** Finalize the character design and ensure it's polished for presentation.
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## Day 29: Preparing for Portfolio

- **Lesson:** How to present your character design in a portfolio.
  - **Activity:** Create a polished portfolio presentation of your character (turnaround, expression sheet, accessories, story).
  - **Homework:** Prepare all assets for a professional portfolio.
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## Day 30: Final Project

- **Project:** Design a completely new character from scratch, implementing everything you've learned over the past 29 days.
- **Activity:** Submit a final

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## *Required Course Syllabus Statements*

### Generative AI

AI programs are not a replacement for your human creativity, originality, and critical thinking. Writing, thinking, and brainstorming are crafts that you must develop over time to develop your own individual voice. At the same time, you should learn how to use AI and in what instances AI can assist you.

The use of generative AI tools (e.g. ChatGPT) is permitted in this course for the following activities:

- Brainstorming and refining your ideas;
- Finding information on your topic;
- Refining Style direction.

The use of generative AI tools is not permitted in this course for the following activities:

- Impersonating your work in classroom contexts, such as by using AI tools to compose discussion board prompts/responses assigned to you or content that you put into a Teams/Canvas chat.
- Generating artwork for class assignments.
- Generating final artwork.

You are responsible for the information you submit and that it does not violate intellectual property laws, or contain misinformation or unethical content. Your use of AI tools must be properly documented and cited in order to stay within university policies on academic honesty.

Any student work submitted using AI tools should clearly indicate what work is the student's work and what part is generated by the AI. In such cases, no more than 25% of the student work should be generated by AI. If any part of this is confusing or uncertain, please reach out to me for a conversation before submitting your work.

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### Using Remote Testing Software

This course does not use remote testing software.

This course uses remote testing software. Remote test-takers may choose their remote testing locations. Please note, however, that the testing software used for this may conduct a brief scan of remote test-takers' immediate surroundings, may require use of a webcam while taking an exam, may require the microphone be on while taking an exam, or may require other practices to confirm academic honesty. Test-takers therefore shall have no expectation of privacy in their test-taking location during, or immediately preceding, remote testing. If a student strongly objects to using test-taking software, the



student should contact the instructor at the beginning of the semester to determine whether alternative testing arrangements are feasible. Alternatives are not guaranteed.

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## ***Required University Syllabus Statements***

### **Accommodations/Students with Disabilities**

Students needing accommodations due to a permanent or temporary disability, pregnancy or pregnancy-related conditions may contact UVU [Accessibility Services](#) at [accessibilityservices@uvu.edu](mailto:accessibilityservices@uvu.edu) or 801-863-8747.

Accessibility Services is located on the Orem Campus in BA 110.

Deaf/Hard of Hearing students requesting ASL interpreters or transcribers can contact Accessibility Services to set up accommodations. Deaf/Hard of Hearing services can be contacted at [DHHservices@uvu.edu](mailto:DHHservices@uvu.edu)

DHH is located on the Orem Campus in BA 112.

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### **Academic Integrity**

At Utah Valley University, faculty and students operate in an atmosphere of mutual trust. Maintaining an atmosphere of academic integrity allows for free exchange of ideas and enables all members of the community to achieve their highest potential. Our goal is to foster an intellectual atmosphere that produces scholars of integrity and imaginative thought. In all academic work, the ideas and contributions of others must be appropriately acknowledged and UVU students are expected to produce their own original academic work.

Faculty and students share the responsibility of ensuring the honesty and fairness of the intellectual environment at UVU. Students have a responsibility to promote academic integrity at the university by not participating in or facilitating others' participation in any act of academic dishonesty. As members of the academic community, students must become familiar with their [rights and responsibilities](#). In each course, they are responsible for knowing the requirements and restrictions regarding research and writing, assessments, collaborative work, the use of study aids, the appropriateness of assistance, and other issues. Likewise, instructors are responsible to clearly state expectations and model best practices.

Further information on what constitutes academic dishonesty is detailed in [UVU Policy 541: Student Code of Conduct](#).

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### **Equity and Title IX**

Utah Valley University does not discriminate on the basis of race, color, religion, national origin, sex, sexual orientation, gender identity, gender expression, age (40 and over), disability, veteran status, pregnancy, childbirth, or pregnancy-related conditions, citizenship, genetic information, or other basis protected by applicable law, including Title IX and 34 C.F.R. Part 106, in employment, treatment, admission, access to educational programs and activities, or other University benefits or services. Inquiries about nondiscrimination at UVU may be directed to the U.S. Department of Education's Office for Civil Rights or UVU's Title IX Coordinator at 801-863-7999 – [TitleIX@uvu.edu](mailto:TitleIX@uvu.edu) – 800 W University Pkwy, Orem, 84058, Suite BA 203.

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### **Religious Accommodation**

UVU values and acknowledges the array of worldviews, faiths, and religions represented in our student body, and as such provides supportive accommodations for students. Religious belief or conscience broadly includes religious, non-religious, theistic, or non-theistic moral or ethical beliefs as well as participation in religious holidays, observances, or activities. Accommodations may include scheduling or due-date modifications or make-up assignments for missed class work.

To seek a religious accommodation, a student must provide written notice to the instructor and the Director of Accessibility Services at [accessibilityservices@uvu.edu](mailto:accessibilityservices@uvu.edu). If the accommodation relates to a scheduling conflict, the notice should include the date, time, and brief description of the difficulty posed by the conflict. Such requests should be made as soon as the student is aware of the prospective scheduling conflict.

While religious expression is welcome throughout campus, UVU also has a [specially dedicated space](#) for meditation, prayer, reflection, or other forms of religious expression.