



DAGV 2240 Syllabus

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

Semester: Spring

Year: 2025

Course Prefix: DAGV

Course and Section #: 2240-001

Course Title: Character Dev

Credits: 3

Course Description

This course focuses on designing and developing characters for animation and games. Students will create compelling characters using drawing techniques, turnarounds, and 3D modeling tools. The course emphasizes aesthetic and technical articulation, preparing models for animation and game integration.

Course Attributes

Discipline Core Requirements in Program

Instructor Information

Instructor Name: *Marty Clayton*

Upon successful completion of this course, students will be able to:

1. Design characters that align with storytelling and gameplay requirements.
 2. Create turnarounds and refine character concepts using 2D drawing techniques.
 3. Model, UV map, and texture characters for animation and games.
 4. Prepare character models with proper topology for rigging and animation.
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Course Materials and Texts

Canvas, and Teams

- **Required Tools:** Maya for Students, ZBrush, Marvelous Designer, Substance Painter.

Course Requirements

Assignments, Assessments, and Grading Policy

- **Drawings:** Weekly character sketches and turnarounds (30%)
- **3D Models:** Modeling and UV mapping assignments (30%)
- **Textures:** Texturing assignments using Substance Painter (20%)
- **Final Project:** Complete character model with accessories, ready for animation (20%)

Late Policy

- Assignments are subject to a 10% late penalty per day, with a cut-off at one week after the due date.

Required or Recommended Reading Assignments

None

General Description of the Subject Matter of Each Week

Weeks 1-4: Drawing and Designing Characters

- **Week 1:** 25 rough sketches of 5 characters (2 animals, 1 cartoon human, 1 realistic human, 1 fantasy). Focus on 3 design principles.
- **Week 2:** 20 refined sketches of the same characters, incorporating new design principles.
- **Week 3:** 10 improved drawings of characters with detailed features.
- **Week 4:** Turnarounds of all 5 characters.

Weeks 5-10: Modeling and UV Mapping

- **Week 5:** Realistic human modeled in MetaHuman.
- **Week 6-7:** Cartoon animal modeled in ZBrush, UV mapped in Maya, and retopologized.
- **Week 8-9:** Cartoon human modeled using a base mesh fitted to a rigging skeleton in Maya.
- **Week 10:** UV mapping for cartoon animal and cartoon human.

Weeks 11-12: Texturing Characters

- **Week 11:** Completing cartoon animal textures in Substance Painter.
- **Week 12:** Completing cartoon human textures in Substance Painter.

Weeks 13-14: Final Project

- **Week 13:** Adding clothing, hair, and props using ZBrush, Maya, and Marvelous Designer.
- **Week 14:** Finalizing and presenting character models.

Required Course Syllabus Statements

Generative AI

The use of generative AI tools is permitted for reference and inspiration purposes only. All submitted work must be original and created by the student. Plagiarism, including the uncredited use of AI-generated content, is strictly prohibited and will be addressed according to university policies.

Using Remote Testing Software

This course does not use remote testing software.

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 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

DHH is located on the Orem Campus in BA 112.

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](#).

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 – 800 W University Pkwy, Orem, 84058, Suite BA 203.

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. 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.