_____MAGD220 Drawing For Digital Media_____Asst. Professor A. Bill Miller

Section 1 M/W/F 8:00-1:50pm CA2048 – Summer 2017
e-mail: millera@uww.edu   office: CA2043   phone:2624722874
online office hours: T/Th 10-2pm https://uww.webex.com

_____Project 1 : Character

Explore digital drawing techniques using vector graphics to develop the aesthetic appearance of a hypothetical game character. Choose one of the three basic shapes (Square, Circle, Triangle) with consideration for design principles demonstrated by those shapes. Pair your chosen shape with one of three basic objects (Animal, Mineral, Plant, Vehicle) with consideration for how you might express the element through shape. Sketch several versions of your character on paper with traditional drawing tools while maintaining the shape and object you have chosen. Sketches will be transferred to vector graphic to create a 2D character for a side/vertical scroll "tapping style" or "infinite runner style" mobile game. You will focus on the use of flat, solid color, layered, vector graphic shapes. Character will be presented in sprite sheet format. Project 1 will be incorporated into your future project work and can be refined after the project is complete.

_____Project Requirements

- Develop 1 Character through sketching (Protagonist or Playing Character)
- Basic Shape Characteristic Chosen from Square, Circle, Triangle
- Basic Object Characteristic Chosen from Animal, Mineral, Plant, Vehicle
- Character Designed to be Self-Contained (no extending 'arms' or 'legs')
- Uses only flat, solid colored vector shapes
- 4 Colors (Plus Shading) using Complementary or Analogous Color Systems
- Character Illustrations as animation sequence in sprite sheet format for presentation
- Submit Project at Deadline (below)
    - Submit digital image of sprite sheet through D2L dropbox: PNG (web) & PDF (print/archive)

_____Criteria for Evaluation

- 10 points – Requirements
    - 5 points - Meets Requirements
    - 5 points – Complete, Well-Developed Illustrations
- 15 points – Technical Execution
    - 10 points – Build Method and Use of Vector
    - 5 points – Sprite Sheet Layout
- 15 points – Aesthetic and Presentation
    - 5 points – Design Principles in Character Development
    - 5 points – Visual Relationship between Basic Shape, Object, and Action
    - 5 points – Use of Color
- 10 points – Solution
    - 5 points – Creativity of Character
    - 5 points – Inventiveness and Expression

_____Dates and Deadlines

- June 2
    - Project Introduction and Preliminary Research, Process Demo and Introduction
    - **Due Preliminary Sketches/Sketchbook – 12 or more sketches**,
    - Critique, Process Demo, Work Session and Individual Project Meetings
- June 5
    - Process Review and Demo, Work Session
    - **In Progress Critique**, Work Session
    - Work Session, Finalizing Project 1 and preparing for submission
- June 7
    - **Project Due, Critique and Discussion**,