

**COURSE SYLLABUS**

| Course Title        | Course Code                    | Semester            | Course Hours/Week           |                     | Credit                                   | ECTS  |
|---------------------|--------------------------------|---------------------|-----------------------------|---------------------|--|-------|
| 2D Character Design | GAME104                        | 2                   | Theory<br>2                 | Practice<br>2       | 3  | 4     |
| Course Type         | Compulsory Course              | Department Elective | Faculty Elective            | University Elective | CoHE (YÖK) Elective                      | Other |
|                     | X                              | -                   | -                           | -                   | -  | -     |
| Level of Course     | Associate Degree (Short Cycle) |                     | Undergraduate (First Cycle) |                     | Graduate/ Doctoral (Second /Third Cycle) |       |
|                     | -                              |                     | Yes                         |                     | -  |       |
|                     |                                |                     |                             |                     |  |       |

|                                |         |
|--------------------------------|---------|
| <b>Language of Instruction</b> | English |
|--------------------------------|---------|

|                                 |   |                                       |                               |
|---------------------------------|---|---------------------------------------|-------------------------------|
| <b>Course Instructor(s)</b>     | Bohloul Belarak   | E-mail: bohloul.belarak@arucad.edu.tr |                               |
|                                 |   | Office: DA Mac lab 01                 |                               |
| <b>Course Objectives</b>        | This course will provide all the information about the basics of creating and designing characters suitable for 2-dimensional environments or part of a narrative, story, or script in digital productions such as computer animation, advertising, video games, TV series and etc. Students will also work on personality and facial expression, acting potential, implied movement, and stylization |                                       |                               |
| <b>Course Learning Outcomes</b> | <b>Students will be able to:</b>  | <b>Teaching Methods</b>               | <b>Evaluation Methods</b>     |
|                                 | <b>Plan and design</b> 2D character concepts through ideation, research, and references   | Project-Based Learning                | mid-term and final submission |
|                                 | <b>Apply</b> anatomy, proportion, and pose fundamentals to character sketches   | Project-Based Learning                | mid-term submissions          |

|                       |  |                        |                  |
|-----------------------|--|------------------------|------------------|
| <b>Course Content</b> | <b>Produce</b> a complete character sheet from different angles.   | Project-Based Learning | final submission |
|                       | <b>Integrate</b> lighting, shading, and color theory into the final character artwork  | Project-Based Learning | final submission |
|                       | <ul style="list-style-type: none"> <li>Understanding the fundamentals of gesture drawing and body movement</li> <li>Exploring basic forms: boxes, spheres, and cylinders in character construction</li> <li>Research and reference gathering for visual development</li> <li>Building personality through silhouette and body shape</li> <li>Thumbnail sketching techniques and shape exploration</li> <li>Designing with appeal and exaggeration in mind</li> <li>Head-to-body proportion and stylization choices</li> <li>Developing character turnarounds: front, side, and back views</li> <li>Applying materials: rendering skin, fabric, metal, and other surfaces in 2D</li> <li>Creating color keys for character design variations</li> <li>Lighting theory: adding depth and form with shadows and highlights</li> </ul> |                        |                  |

| <b>COURSE OUTLINE/SCHEDULE</b> |   |   |  |
|--------------------------------|---|---|--|
| <b>Week</b>                    | <b>Topic</b>  | <b>Implementation (theory/practice)</b> | <b>Required Reading, Preliminary preparation</b>     |
| 1                              | Introduction to the course.<br>Course syllabus review.<br>Explaining the course workflow and the aim.<br>What is Character Design | T                                       |  |
| 2                              | Overview of the software and brushes<br>Establishing the story<br>Research and Ideation<br>Reference gathering                    | T/P                                     | No reading is required.                              |
| 3                              | Practicing the gesture and pose using basic volumes (Box, Sphere, Cylinder)<br>Scales and proportions                             | T/P                                     | Figure Drawing: Design and Invention P 9 - P 60      |
| 4                              | Reviewing the anatomy<br>Sketching the head and body  | T/P                                     | Figure Drawing: Design and Invention P 9 - P 62 - 87 |

|    |   |     |   |
|----|---|-----|---|
| 5  | Sketching the thumbnails<br>Exaggeration of form<br>Body shapes<br>Silhouette<br>Creating different variations for the selected thumbnail | T/P | Lecturer's Slides and Notes                           |
| 6  | Adding detail to the character.   | T/P | Figure Drawing: Design and Invention P 9 - P 92 - 223 |
| 7  | Review of student projects,<br>Presenting characters<br>Preparing for midterm   | T/P | Lecturer's Slides and Notes                           |
| 8  | Midterm Exam  |     |   |
| 9  | Principles of lighting and shading in 2D<br>Recreating several important materials in 2D (Metal, skin, leather, glass, ...)               | T/P | Lecturer's Slides and Notes                           |
| 10 | Creating color keys for the character   | T/P | Lecturer's Slides and Notes                           |
| 11 | Adding shading and texture to the character, part 1   | T/P | Lecturer's Slides and Notes                           |
| 12 | Adding shading and texture to the character, part 2   | T/P | Lecturer's Slides and Notes                           |
| 13 | Creating the turn tables of the characters: front view  | T/P | Lecturer's Slides and Notes                           |
| 14 | Creating the turn tables of the characters: side and back   | T/P | Lecturer's Slides and Notes                           |
| 15 | Presenting the works  | T/P | Lecturer's Slides and Notes                           |
| 16 | Review of student projects,   | T/P | No reading is required.                               |
| 17 | Final Exam Week   | T   |   |

|   |   |
|---|---|
| <b>Required Course Material(s) / Reading(s)/ Text Book(s)</b> | <i>"Figure Drawing: Design and Invention"</i> by Michael Hampton<br>(Library of Congress Catalog Number: <b>2009934443</b> , ISBN-13: <b>978-0615272818</b> )   |
| <b>Recommended Course Material(s)/ Reading(s) /Other</b>      | <i>"Figure Drawing: Design and Invention"</i> by Michael Hampton<br>(Library of Congress Catalog Number: <b>2009934443</b> , ISBN-13: <b>978-0615272818</b> )<br><br><i>"Force: Dynamic Life Drawing for Animators"</i> by Michael D. Mattesi<br>(Library of Congress Catalog Number: <b>2002114896</b> , ISBN-13: <b>978-0240808451</b> )<br><br><i>"Drawing the Head and Hands"</i> by Andrew Loomis<br>(Library of Congress Catalog Number: <b>52010224</b> , ISBN-13: <b>978-0857680976</b> )<br><br><i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats<br>(Library of Congress Catalog Number: <b>2013277494</b> , ISBN-13: <b>978-0989932402</b> ) |

| <b>ASSESSMENT</b>   |               |                    |
|---|---------------|--------------------|
| <b>Learning Activities</b>  | <b>NUMBER</b> | <b>WEIGHT in %</b> |
| Mid-Term  | 1             | 40                 |
| Quiz  | -             | -                  |
| Assignment  | -             | -                  |
| Project   | -             | -                  |
| Field Study   | -             | -                  |
| Presentation / Seminar  | -             | -                  |
| Studio Practice   | -             | -                  |
| Other   | -             | -                  |
| <b>Contribution of Final Examination/Final Project/ Dissertation to the Final Grade</b> | 1             | 60                 |
| <b>TOTAL</b>  |               | 100                |

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES

| No | PROGRAMME LEARNING OUTCOMES  | Level of Contribution (1-lowest/ 5-highest) |   |   |   |   |
|----|--|---|---|---|---|---|
|    |  | 1   | 2 | 3 | 4 | 5 |
| 1  | Knows the historical development of the field of communication, basic concepts, theories.  |   | X |   |   |   |
| 2  | Knows the basic concepts and terminology related to the field of game design.  |   |   |   | X |   |
| 3  | Has knowledge about the history of computer and video games and developments in this field.  |   | X |   |   |   |
| 4  | Knows game design processes and related applications.  |   |   |   |   | X |
| 5  | Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.                                |   |   | X |   |   |
| 6  | Has the ability to analyze analog and digital game genres.   | X   |   |   |   |   |
| 7  | Has the ability to use contemporary game engines and problem solving skills.   |   | X |   |   |   |
| 8  | Has the knowledge of questioning the game designs with an analytic and critical perspective.   |   | X |   |   |   |
| 9  | Has knowledge about media literacy.  |   | X |   |   |   |
| 10 | Has the competence to prepare projects based on ethical principles in game development processes.  | X   |   |   |   |   |
| 11 | Has the competence to evaluate games as an art form.   |   |   |   | X |   |
| 12 | Has the competence to use game design concepts and methods in related fields such as design, software development and media.   |   |   |   | X |   |
| 13 | Has the competence to take part and responsibility in game development teams.  | X   |   |   |   |   |
| 14 | Has the competence to collect, analyze and interpret analytical data about games and players.  | X   |   |   |   |   |
| 15 | Has the competence to develop and present a digital game project by using game design practices effectively.   | X   |   |   |   |   |
| 16 | Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules. |   | X |   |   |   |

**ECTS / STUDENT WORKLOAD**

| ACTIVITIES  | NUMBER | UNIT | HOURLY | TOTAL (WORKLOAD) |
|---|--------|------|--------|------------------|
| Course Teaching Hour (X weeks * total course hours) | 17     |      | 4      | 68               |
| Preliminary Preparation and self- study             | 15     |      | 1      | 15               |
| Mid-Term  | 1      |      | 10     | 10               |
| Quiz  | -      |      | -      | -                |
| Assignment  | -      |      | -      | -                |
| Project   | -      |      | -      | -                |
| Field Study   | -      |      | -      | -                |
| Presentation / Seminar                              | -      |      | -      | -                |
| Studio Practice                                     | -      |      | -      | -                |
| Final Examination/ Final Project/ Dissertation      | 1      |      | 20     | 20               |
| Other   | -      |      | -      | -                |
| <b>TOTAL WORKLOAD</b>                               | -      |      | -      | 113              |
| <b>TOTAL WORKLOAD / 25</b>                          |        |      |        | 4.52             |
| <b>ECTS</b>   |        |      |        | <b>4</b>         |

**ETHICAL RULES WITH REGARD TO THE COURSE**
**Plagiarism Disclaimer**

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional life.

Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

**ASSESSMENT DETAILS AND EVALUATION CRITERIA:**

Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.

No delay will be accepted for the final submissions.

Important Notice: Any use of AI-generated work will not be accepted.

|                    |                 |
|--------------------|-----------------|
| <b>PREPARED BY</b> | Bohloul Belarak |
| <b>UPDATED</b>     | 4/28/2025       |
| <b>APPROVED</b>    |                 |