

# ART A256: CHARACTER DESIGN 2

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Item	Value
Top Code	101300 - Commercial Art
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

## Course Description

An intermediate course and continuation of ART A251 with an emphasis on storytelling in creating Characters for illustration and entertainment art portfolios. Students will develop a several deep portfolio based projects of Character Designs for film, animation, interactive, immersive, and real-world themed environments. Topics covered narrative driven design, art styles for portfolios, design drawing types and current industry expectations. PREREQUISITE: ART A251. ADVISORY: ART A118, ART A135. Transfer Credit: CSU.

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## Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- Lab (04)
- DE Live Online Lab (04S)