

Student Name \_\_\_\_\_

High School or Vocational Center \_\_\_\_\_

### COMPETENCY RECORD FOR ARTICULATION

#### Baker College

Please check below each skill the student has mastered with a minimum of 80 percent accuracy or with an A or B grade.

#### CAP101 CONCEPT & CHARACTER DEVELOPMENT

Task	Satisfactory	Unsatisfactory
Students will demonstrate mastery, at an introductory level, of the following concepts and/or tasks:		
Discuss, relate, and practice implementing (drawing) the basic concepts of Character Design		
Define and compare the differences between Blue Sky Designers and Character Polishers		
a. Project Style (i.e., TV/Web Animation, Feature Animation, CG Animation, Video Games, etc)		
Be able to interpret Scripted Character descriptions into realized sketched images.		
a. Role the character plays		
b. Personality traits		
c. Key plot points		
Introduce and illustrate the need, and implementation of Character Hierarchy (role and 'pecking order') and how it affects the dynamics of the cast and story. To be conveyed through the use of freehand drawing creations.		
Research, identify, examine, categorize and collect reference material		
a. Morgue collection		
b. Video games		
c. CG Animation		
Visualize and apply 'Shape' Theory in the development and creation of head and body construction through sketches on both paper and software application(s)		
a. Shapes construction (Circles, Squares, Triangles)		
b. Shape Personality		

<b>Task</b>	<b>Satisfactory</b>	<b>Unsatisfactory</b>
c. Variations and combinations		
d. Analyze and determine the shapes that have been used in a finished character design		
Express the need to visualize and demonstrate the construction of 2D characters in 3 quarter view.		
a. Drawing of Biped (human - 2 legs) on both paper and software application(s)		
b. Drawing of Animals (4 legs) on both paper and software application(s)		
c. Drawing of Mythical Creatures (includes wings, tails, etc.) on both paper and software application(s)		
Demonstrate the ability to convey emotion and personality through the use of facial expression		
a. Faces and facial features (including, but not limited to, eyes, mouth, nose, ears, jaw line)		
b. Hairstyles		
c. Clothing		
Demonstrate the ability to portray 'age' (babies, children, teens, adults, golden years)		
Demonstrate the ability to use proportion and anatomy while drawing/creating a cast of characters		
a. Skeletal structure		
b. Variance and contrast		
Discuss, understand the importance of a 'well-rounded' cast of characters in film and game animation; and to effectively employ its use in demonstration through hands on exercises.		
Demonstrate movement through Body Language and key poses as related to frames in the timeline.		
a. Curve and Rhythm		
b. Tilts		
c. Demonstrate use of key poses to set tone and mood of character		
Demonstrate and employ effective construction of Storytelling through drawing of Storyboards at a beginner's level.		
Explain the use of Color and its effects on:		
a. Personality		
b. Mood		
Understand the basic Flash Application Interface (menus,		

Task	Satisfactory	Unsatisfactory
timeline, image area, toolbars, and panels)		
a. Demonstrate the ability to draw and create characters using the Flash toolset of Objects, Paintbrush, and pencil.		
b. Demonstrate the ability to combine objects, and manipulate vector handles to alter dynamics of shape in order to create characters.		
c. Demonstrate the use of Symbols, Instances and Library panel.		
d. Understand appropriate use of the 3 distinct Symbol types (graphics, buttons, and movie clips).		
e. Demonstrate the ability to use timeline layers to offset different parts of each character within their own Symbol.		
f. Demonstrate the ability to change color, line (stroke) thickness, and apply gradients.		
g. Understand and use basic Timeline terminology (including Key frames, Blank Key frames, Onion Skin, etc.).		
Apply Freehand drawing skills to Flash interface and tools to achieve replication of designed characters.		
Applying styles of design; Comic Book and Manga, TV/ Web Animation and Anime, Feature Animation, CG Animation, Video Games, and Comic Strips		
Students will give a presentation of their Final Project to the class. Presenting is also a skill required by the industry to 'pitch' ideas and storyboards.		

Teacher signature \_\_\_\_\_ Date \_\_\_\_\_