

MODULE SPECIFICATION

1. **Title of the module**

CC7001 Character and Creature Design

2. **Division or partner institution which will be responsible for management of the module**

Escape Studios, Pearson College London

3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 7

4. **The number of credits and the ECTS value which the module represents**

30 credits (15 ECTS)

5. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn or Spring

6. **Prerequisite and co-requisite modules**

None

7. **The course(s) of study to which the module contributes**

MA Character & Creature Creation

8. **The intended subject specific learning outcomes.**

On successfully completing the module students will be able to:

8.1 demonstrate a systematic knowledge and understanding of the theory and concepts of 3D Character and Creature Design in a production environment, with special regard to Anatomy and new/emerging theories and technologies.

8.2 critically evaluate the anatomy of humans and creatures to aid in design, and select production tools and techniques for the creation of 2D and 3D concepts

8.3 create 2D character and creature, applying the using appropriate tools and techniques with special considerations to Anatomy to synthesise original concepts

8.4 apply an understanding of established styles and art direction in the creation of character and creature concepts, including story, anatomy, performance, traditional art and sculpture.

9. **The intended generic learning outcomes.**

On successfully completing the module students will be able to:

- 9.1 manage time and resources to complete tasks to a given deadline
- 9.2 communicate creative and technical information to a variety of audiences.

10. **A synopsis of the curriculum**

- Character and Creature Design Theory
- Tools and Techniques for creating character and creature concepts
- Using Anatomy of Characters and Creatures in design choices
- Analysing an established style to create character and creature concepts

11. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

Spencer, S., 2010. Zbrush Digital Sculpting Human Anatomy. John Wiley & Sons.

Spencer, S., 2011. ZBrush character creation: advanced digital sculpting. John Wiley & Sons.

Su, H. and Zhao, V., 2011. Alive character design: For games, animation and film. Gingko Press, Incorporated.

Richer, P.M.L.P., 1986. Artistic anatomy. Watson-Guption Publications.

Goldfinger, E., 1991. Human anatomy for artists: The elements of form (p. 289). Oxford: Oxford University Press.

Zarins, U. and Kondrats, S., 2014. Anatomy for Sculptors: Understanding the Human. Exonius, LLC,.

Caine, M., 2000. Acting in film: An actor's take on movie making. Hal Leonard Corporation.

12. **Learning and teaching methods**

Students undertake direct instruction from tutors with relevant industry experience in a studio environment to introduce theory and practice. Practice and practical work is supervised by tutors and supported by studio assistants. Additional materials and support are provided through the Virtual Learning Environment (VLE). This can include a mix of face-to-face, and online delivery.

Tutor-led studio sessions: 135 hours

Studio assistant supported practice: 45 hours

Self directed study: 120 hours

13. **Assessment methods**

13.1 Main assessment methods

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Coursework 60%

This is a practical project involving the creation of character concepts fitting an established art direction.

Reflective Log (website or blog) (approx. 3000 words) 30%

Individual Presentation (10-15 minutes) 10%

14. *Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section 12) and methods of assessment (section 13)*

Module learning outcome	8.1	8.2	8.3	8.4	9.1	9.2
Learning/ teaching method						
Tutor-led studio sessions	X	X	X	X		
Studio assistant supported practice		X	X	X		
Self Directed Study	X	X	X	X	X	X
Assessment method						
Coursework	X	X	X	X	X	
Reflective Log	X	X	X	X	X	X
Presentation	X	X	X	X		X

15. **Inclusive module design**

The Collaborative Partner recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

- a) Accessible resources and curriculum
- b) Learning, teaching and assessment methods

16. **Campus(es) or centre(s) where module will be delivered**

Pearson College London

17. **Internationalisation**

Character and Creature Creation is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world. Design, by nature, is something that changes dramatically due to culture. This is something that will be promoted very much in this module, and how we understand and use culture/diversity appropriately in work created.

18. **Partner College/Validated Institution**

Escape Studios, Pearson College London

19. **University Division responsible for the course**

Division of Computing, Engineering and Mathematical Sciences

DIVISIONAL USE ONLY

Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

Date approved	Major/minor revision	Start date of delivery of revised version	Section revised	Impacts PLOs (Q6&7 cover sheet)