

Course Overview: In this course, students will use the elements of design to create meaning and expressiveness. Students will organize compositions to change meaning and content and apply the concepts of positive and negative shapes to environmental and character designs. Students will study and extensively apply color theory and specifically its realization through virtual lighting techniques.
Outcomes: Upon successfully completing this course the student will be able to: Create meaning and expressive content

through placement and orientation of shape; Organize composition through directional lines and geometric shapes to convey and change meaning; Create value scales to construct composition; Apply elements of design to conceptualize environment and character designs for games and film.
Audience: This course is a freshman level requirement for students in the 3D Animation & Game Design Program.
 Course Text: None.

Date	Lecture	Exercise
1/13	The Elements of Design: Why and What? Element of Design: Line	“Edge to Edge” Line as expression of emotion Homework: None
1/15	The Perspective of a Line: Depth and Dimension Element of Design: Line	Points of Perspective Homework: None
1/20	MLK Day – No Class	
1/22	Element of Design: Shape	Geometric Shape, Freeform Shape, & Feeling Negative Shape Homework: None
1/27	Shape cont’d	Toothpick Polygons Homework: None
1/29	Gestalt	Geometric Shape, Freeform Shape, & Feeling Negative Shape Homework: None
2/3	Gestalt cont’d	Typography Homework: Typography poster
2/5	Element of Design: Scale (and Proportion)	Character Proportion
2/10	Human proportion, flow, and gesture	Figure Drawing session Homework: None
2/12	Line + Shape + Gestalt = Weapons	Line & Shape in Game Weapons Design Homework: None
2/17	LSG = Anatomy of Cloth	Clothing in Game Design Homework: None
2/19	Line + Shape + Gestalt = Weapons (Hack & Slash Edition)	Line & Shape in Game Weapons Design
2/24	LSG = Shape metamorphosis	Shape Deconstruction with Lines Homework: None
2/26	Element of Design: Form	Abstract Form & Emotion aka Playing with Playdough Homework: None
3/3	Form cont’d	Form with Cut Paper Homework: None
3/5	Element of Design: Value	Value Scale Tints & Shades Homework: None
3/10	Spring Break – No Class	
3/12	Spring Break – No Class	
3/17	Value cont’d	Value Scavenger Hunt Homework: None
3/19	Element of Design: Color	Color and Semiotics Color Mandalas
3/24	Color cont’d	Mixing Color Homework: None
3/26	Element of Design: Texture	Homework: Texture as Storyteller
3/31	Texture cont’d Materials/Lighting Study	Photograph reference Homework: None

4/2	Portfolio Review Information Session – Submission Process	
4/7		
4/9	Elements of Design & Character	Homework: Character Stylesheet
4/14		
4/16	Character, Color, and Costume	Character Color Swatches Lego Colors and Character Homework: Character Costume Research
4/21	Easter Monday – No Class	
4/23	Character Design	Character Croquis
4/28	Character Design cont'd	Contrasting Characters Silhouette Thumbnails
4/30	Character Design cont'd	Creature Feature

Grading Activities: Your final grade will be based upon attendance, and assignments, your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

ANGD Attendance: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. If you are late 3 times, that counts as an absence. Illnesses or doctor's appointments are excused but try to avoid appointments during class time. If you miss 30% of class (for this class, 8 meetings) for any reason - even if medically excused - you must withdraw; the class needs to be retaken.

ANGD Late Work: No late assignments are accepted. All assignments are due before the beginning of class on the day they are due. If you are sick or have to miss class, the assignment is still due. There are no redos. Make every project you turn in count.

ANGD Academic Integrity: Self Plagiarism: No work previously completed in another section or course can be turned in. AI use or downloaded content is prohibited in all coursework unless otherwise specified by your instructor.

ANGD Phone/Device: When in class, no phones or devices should be out. Keep them put away unless otherwise specified by your instructor. Phone usage in class shows you are not mentally present and will be considered a tardy. Three phone uses in class equals an absence and thus a letter drop in grade.

Phone/Donut Policy: Please turn your phone off before the start of class. Should your phone make sound (text/message/call) during class, you will be responsible for providing donuts for your interrupted classmates at the next class meeting.

UIW Course Policies, Guidelines and Accommodation: This course complies with all UIW academic policies and federal guidelines, including but not limited to: academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided on the first day of class.

<https://www.uiw.edu/academics/academicpolicies.html>