

# **CTAN-499 Special Topics**

## **Concept Design**

**Spring 2019**

**2 units**

**Lecture: Thursdays 7-9:50pm**

**SCB 207**

**Instructor:** John Mahoney

**Email address:** johnmahoney@sbcglobal.net

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### **Course description:**

Students will explore the exciting world of entertainment design. With a strong basis in animation, we will study various aspects of how an animation artist can use their skills in multiple areas of film pre-production. This is a workshop class so we will be creating art in every class, both digitally and traditionally.

### **Recommended Book Readings:**

The Skillful Huntsman, Design Studio Press - Scott Robertson

### **Course purpose and goals**

To help students build a strong visual design vocabulary to enable them to create interesting, creative, unique characters and environments for animation, live action, and video games.

### **Learning outcomes**

Students will have several examples of film design in their portfolios including: character designs, props, buildings and vehicles that they could use to find work in the entertainment industry.

### **Participation**

Since this class will be a workshop, students must attend every class. Homework assignments will be given out every other week.

### **Assignments**

Character design, prop design, costume creation, intro to 3D backgrounds, quadruped image, coloring characters in Photoshop for final presentation.

**Final Project** - combining all elements to create final illustration. 15 portfolio pieces from any of the semester assignments presented as a PDF or Digital Publication or Flash File. Include all thumbnails and rough sketches which lead you to these final images. Also include any Zbrush turn-arounds that may have been generated during class.

Portfolio/demo reel discussion and creation & presentation.

**Grading system:**

Class participation 10%

Class Assignments 40%

Final Project 50%

Any student arriving more than 10 minutes late will be marked "LATE". Three lates constitute an absence. Three absences will result in failure. The only exceptions will be valid emergencies with appropriate documentation.

Students missing class are expected to contact the instructor and meet during faculty office hours in order to make up any missed assignments.

**Weekly schedule:**

**All classes will have a 10 to 30 min lecture on the topic for that week. Then the students will work in class on these new concepts.**

**Week #1 JAN 17th**

Discussion on entertainment design. Slide show presentation on teacher's work as well as work from other professionals in the field.

Due next class: Bring in some samples of your artwork and also some samples of the type of art you would like to do in the future.

Also for next class bring in drawing supplies... ink pens, markers, watercolor paint, sketchbook.

**Week #2 JAN 24th**

Figure drawing - to create character designs.

**Week #3 JAN 31st**

Using proportion to create multiple character designs... possibilities endless! Using reference.

**Week #4 FEB 7th**

Adding cultural costumes to characters created in figure drawing class.

**Week #5 FEB 14th**

Adding 3 props to your character.

**Week #6 FEB 21st**

Multiple face designs from earlier character. In class work.

For next week bring in 3 finished face designs.

**Week #7 FEB 28th**

Creating a quadruped/imaginative design. In class assignment.

For homework do finished Quadruped image - 3/4 view

**Week #8 MAR 7th**

Concentration on character posing - we will do lots of sketches to explore poses for our Quadruped.

**Week #9 MAR 14th**

Building characters in Zbrush all class work. Continue to refine Zbrush character.

Mar 21st Spring Break

**Week #10 28th**

Photoshop manipulation. Adding finishing touches. In class assignment. Any final touches needed will be for homework.

**Week #11 APR 4th**

Environment... thumb-nailing. 30 to 50 quick sketches in class...

**Week #12 APR 11th**

Finishing one environment. Developed in class as much as possible. Finishing for homework due next class.

**Week #13 APR 18th**

Create multiple moods and weather conditions for the finished environment. Photoshop in class assignment.

**Week #14 APR 25th**

Figure model day. Our chance to return to many of the concept we have learned in the class and incorporate this into a life drawing session.

**Week # 15 May 2<sup>nd</sup>**

Final Project - combining all elements to create final illustration. 15 portfolio pieces from any of the semester assignments presented as a PDF or Digital Publication or Flash File. Include all thumbnails and rough sketches which lead you to these final images. Also include any Zbrush turn-arounds that may have been generated during class. Portfolio/demo reel discussion and creation & presentation.

**Study Days May 4th - 7th**

**Final Exam: May 9th  
Critique of Final Project**

### **Statement for Students with Disabilities**

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me (or to TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m.–5:00 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.

### **Statement on Academic Integrity**

USC seeks to maintain an optimal learning environment. General principles of academic honesty include the concept of respect for the intellectual property of others, the expectation that individual work will be submitted unless otherwise allowed by an instructor, and the obligations both to protect one's own academic work from misuse by others as well as to avoid using another's work as one's own. All students are expected to understand and abide by these principles. *Scampus*, the Student Guidebook, contains the Student Conduct Code in Section 11.00, while the recommended sanctions are located in Appendix A: [HYPERLINK "http://www.usc.edu/dept/publications/SCAMPUS/gov/"](http://www.usc.edu/dept/publications/SCAMPUS/gov/) <http://www.usc.edu/dept/publications/SCAMPUS/gov/>. Students will be referred to the Office of Student Judicial Affairs and Community Standards for further review, should there be any suspicion of academic dishonesty. The Review process can be found at: [HYPERLINK "http://www.usc.edu/student-affairs/SJACS/"](http://www.usc.edu/student-affairs/SJACS/) <http://www.usc.edu/student-affairs/SJACS/>

### **MISSING AN EXAM OR FINAL PRESENTATION, INCOMPLETES:**

The only acceptable excuses for missing an exam or taking an incomplete in the course are personal illness or a family emergency. Students must inform the professor before the exam and present verifiable evidence in order for a make-up to be scheduled. Students who wish to take incompletes must also present documentation of the problem to the instructor or teaching assistant before final grades are due. Incompletes are only available after the Week 12 withdrawal deadline.

### **Disruptive Student Behavior**

Behavior that persistently or grossly interferes with classroom activities is considered disruptive behavior and may be subject to disciplinary action. Such behavior inhibits other students' ability to learn and an instructor's ability to teach. A student responsible for disruptive behavior may be required to leave class pending discussion and resolution of the problem and may be reported to the Office of Student Judicial Affairs for disciplinary action.