

## Liverpool John Moores University

Title: CHARACTER MODELLING AND ANIMATION  
Status: Definitive  
Code: **5500GA** (116700)  
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: St Helens College

Team	Leader
Carole Potter	Y

**Academic Level:** FHEQ5      **Credit Value:** 36.00      **Total Delivered Hours:** 78.00  
**Total Learning Hours:** 360      **Private Study:** 282

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	15.000
Practical	45.000
Tutorial	9.000
Workshop	9.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Digital Portfolio	80.0	
Technology	AS2	Animation Visualisation	20.0	

### Aims

1. Generate creative and detailed concept art and extrapolate character blueprints.
2. Create a 3D model using sophisticated techniques interpretation a design.
3. Create using established techniques a series of textures.
4. Creatively display realistic poses, animations and Walk Cycles.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Interpret a set brief, research and formulate a character design.
- 2 Explore mesh topology and human anatomy.
- 3 Enable a skin and rig on a character to fit game engine specifications.
- 4 Analyse and imitate how the human body moves in different activities.

## Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Digital Portfolio	1	2	3
Animation Visualisation	4		

## Outline Syllabus

*Set to a strict brief you will conceptualise, contextualise and design an original character that will be visualised through concept art and a guide when building your 3D model. The build will have an emphasis on correct human anatomy and will need to be built based on the game engine template. You should be aware of topology of the form of the head and body. This will then allow for better rigging when it comes to applying the skin modifier ready for animation.*

*Advanced photo manipulation skills will be used to create a sophisticated and realistic texture map that will give the finished model detail and character. Once complete the character must then be rigged and skinned to the game engine ready skeleton in preparation of implementing into the game engine.*

*To give a better understanding of how the character moves the student will create a basic walk cycle and several other looping movements that may be utilised within a game.*

## Learning Activities

A short series of lectures and demonstrations will explain the methodology and procedure towards learning the digital and creative process needed to complete this task. Workshop sessions will develop your knowledge and skills and tutorials will help inculcate new methodologies and concepts into your practice.

## References

<b>Course Material</b>	Book
<b>Author</b>	Gahan, A.

<b>Publishing Year</b>	2008
<b>Title</b>	3ds Max Modelling for Games
<b>Subtitle</b>	Insider's Guide to Game Character, Vehicle, and Environment Modeling
<b>Edition</b>	
<b>Publisher</b>	Paperback
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Tsai, F.
<b>Publishing Year</b>	2007
<b>Title</b>	100 Ways to Create Fantasy Figures
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Paperback
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Muybridge, E.
<b>Publishing Year</b>	2000
<b>Title</b>	The Human Figure in Motion
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Dover Publications Inc.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Sito, T.
<b>Publishing Year</b>	2009
<b>Title</b>	Timing for Animation
<b>Subtitle</b>	
<b>Edition</b>	2nd Ed.
<b>Publisher</b>	Focal Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Williams, R.E.
<b>Publishing Year</b>	2009
<b>Title</b>	The Animator's Survival Kit
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	A Working Manual of Methods
<b>ISBN</b>	

---

Notes

Design, build and texture a detailed character from a set brief, implementing realistic human motion.