Synopsis:
Students explore the dynamics of character development and design through a study of the imagery of leading cartoonists who have been at the forefront of depicting some of the most memorable characters in comic books and animation. An exploration into how comic book characters are created with focus on storytelling, creative design work, and design thinking will be the focus of this fun and creative workshop.

Day 1:
- Welcome! Introductions & ice breakers
- Breakdown of week
- Presentation: What is a character? Villains and Heroes.
- Collaborative character creation discussion and example
- Individual character creation project
- Digital art translation introduction

Day 2:
- Presentation: Anatomy and shape language
- Modeling and Posing in-class exercise
- Shape language in-class exercise
- Combing poses with shape language in-class assignment
- Introduce final character assignment for final 3 days

Day 3:
- Presentation: Historic and contemporary character design, comic book characters and beyond
- Fanart redraw in-class exercise
- Start brainstorming and sketching for final character assignment

Day 4:
- Presentation: Costume and character
- Fanart costume redraw in-class exercise
- Presentation: Model sheets
- Finish final character assignment art: finishing up work digitally

Day 5:
- Presentation: Style and preferences
- Final critique of student work for final character assignment