

Course Name	CHARACTER DESIGNING (BEGINNER) (SC)																					
Course Overview	This course covers the basic fundamentals of Digital Illustration and Character Designing for computer games and animation. Participants will learn about the process and also basic elements of digital painting and character designing for games and animation which includes character designs, character poses, character bible and basic Photoshop software.																					
Course Objective	<p>After completing this course, participants will be able to:</p> <ul style="list-style-type: none"> • Understand shapes, colors, archetypes, character back story that are used in creating strong characters. • Sketch out quick designs in a matter of minutes. • Apply thought out designs that are industry standards. • Produce quality characters for showreels and compiling strong portfolio. 																					
Target Audience	The course is opened for participants who are interested in character designing for the gaming and animation industry. It is highly recommended for anyone interested in doing digital illustration and character designing. Basic drawing skills is required and usang of wacom tablets.																					
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	Topic 11:	FINISHED COLOR
	Topic 12:	CHARACTER BIBLE/MODEL PACK - PORTFOLIO COMPILING
Duration	4 Days	