

PART A: GENERAL INFORMATION

1.	Module Title	Character and Costume Design (EXCA7002)
2.	School	Escape Studios
3.	Level	7
4.	Total Credits/ ECTS Value	30 credits (15 ECTS)
5.	Total Synchronous Contact Hours	120
6.	Programme(s) to which the Module Contributes	MA Concept Art and Experience Design
7.	Related Modules	
	Pre-requisites	None
	Co-requisites	None
	Post-requisites	None
	Excluded Combinations	None
8.	External Accrediting Body (If applicable)	N/A
9.	Modes of Study	Full-time
10.	Delivery Site(s)	Escape Studios, London

PART B: MODULE LEARNING OUTCOMES**11. Learning Outcomes**

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding of...

1. The iterative processes and techniques involved in Character Concepts and Costume Design
2. The trends in 2D concept production for Character Art and Design.
3. The relationship between approaches to design and problem-solving.

Demonstrate Intellectual Skills in...

4. Critically evaluating and selecting 2D and 3D tools and solutions in relation to the limitations of a Character Design brief and target project output.
5. Research the impacts of cultural design and ethics in character representations.
6. Employing agile practices in reaction to changes in project production.

Demonstrate Subject Specific Skills in...

7. Using industry standard concept creation tools and techniques to create 2D art for Character and Costume Design.
8. Creating solutions and concepts within the technical limitations of a project brief.
9. Creating/using art and design bibles for the process of constructing rules and guidelines for Character and Costume generation.

Demonstrate Transferable Skills in...

10. Working to meet defined objectives.
11. Researching, designing, planning, and delivering a project that can adapt to meet a strict set of industry objectives within time and in technical requirements.

PART C: RATIONALE AND DELIVERY**12. Synopsis of the Curriculum**

This module builds upon the knowledge and skills learned in the previous foundation modules. This module focused on the application of 2D and 3D tools and approaches in the context of Character and Costume Design.

Students will be equipped with the theoretical knowledge in the analysis of art styles and art direction for Characters and Cast design, approaches in reference gathering and style guides are at the heart of the module to inform clear art direction.

The use of applied AI will be considered, both in terms of use of relevant tools and techniques, and in terms of the legal and ethical context in a professional setting.

Keywords: Body Shapes and Proportions, Anatomy, Animals and Creatures, Iconography, Symbolism, Life-drawing, Costume, Fashion, Visual Storytelling, Narrative, Transitional Colour Theory, Archetypes, Story Structures, Culture, Representation

Indicative topics include:

- Character sheets
- Turnarounds
- Material callouts
- Shape Language
- Body shapes and blocking out
- Proportions
- Dynamic posing
- Silhouettes
- Symbolism
- Creating a cast
- Related props and iconography
- Costume
- Cultural influence
- Character arc / Hero's Journey
- Archetypes
- Colour and character

13. Learning and Teaching Methods

The module follows the Project module model, with tutor-directed project work the primary mode learning mode. Students are introduced to relevant theory in the context of the project, using their knowledge and understanding from the craft modules to respond to a given brief.

14. Contact Hours

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Learning Hours
30 Credits	<i>Skills sessions (60 hours)</i> <i>Studio time (60 hours)</i>	<i>Preparation for classes, guided research, assignment preparation and development 180 hours)</i>	300 hours

15. Assessment Methods**Formative Assessment**

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during the contact hours.

Summative Assessment**Assignment 1: Individual Project (75%)**

Approximately 6 - 8 weeks of development work

Assignment 2: Individual Presentation (25%)

Approximately 10-15 minutes

Re-sits

Students who fail this Module will be permitted resubmit revised assessment components in accordance with the Academic Regulations.

16. Map of Module Learning Outcomes to Learning, Teaching and Assessment Methods

Learning outcome	1	2	3	4	5	6	7	8	9	10	11
Learning/ teaching											
Skills Sessions	x	x	x	x	x	x	x	x	x		
Studio Time	x	x	x	x	x	x	x	x	x		
Self-Directed	x	x	x	x	x	x	x	x	x	x	x
Assessment method											
Individual Project	x	x	x	x	x	x	x		x		x
Individual Presentation					x			x		x	x

17. Indicative Reading List

This is an indicative list, correct at the time of publication. Reading lists will be published at least annually.

- Anatomy for Artists: A visual guide to the human form, 3dtotal Publishing. 2020
- Zbrush Digital Sculpting Human Anatomy. Spencer, S..John Wiley & Sons., 2010
- ZBrush character creation: advanced digital sculpting. Spencer, S..John Wiley & Sons.2011

- Alive character design: For games, animation and film., Su, H. and Zhao, V, Gingko Press, Incorporated, 2011.
- Artistic anatomy. Richer, P.M.L.P., Watson-Guption Publications, 1986.
- Human anatomy for artists: The elements of form. Goldfinger, E. Oxford University Press, 1991
- Anatomy for Sculptors: Understanding the Human. Zarins, U. and Kondrats, S. Exonius, LLC, 2014.
- Disney How to Draw Animals: With step-by-steps for over 20 favourite characters! Walt Disney (2020)
- Fundamentals of Character Design: How to Create Engaging Characters for Illustration, Animation & Visual Development Paperback – Illustrated, 3dtotal Publishing 2020
- Disney Pixar Character Encyclopedia Updated and Expanded Hardcover, Shari Last 2022
- Character Design Collection: Fairy Tales & Folklore, 3dtotal Publishing. 2022
- Costume Design: The Basics, T.M. Delligatti, Routledge, 2020
- Costume Design for Performance, Bettina John, (Crowood Theatre Companions). 2021

18. Inclusive Module Design

We recognise and have incorporated the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with relevant policies and support services. Furthermore, the module design has sought to embed inclusive curriculum content.

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