

UČNI NAČRT PREDMETA / COURSE SYLLABUS

Predmet:	Razvoj likov za videoigre
Course title:	Character Development for Video Games

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Razvoj videoiger in razširjenih resničnosti, visokošolski strokovni študijski program prve stopnje	-	Prvi	Drugi
Game and Extended Reality Development, first cycle Professional Study Programme	-	First	Second

Vrsta predmeta / Course type Obvezni / Obligatory

Univerzitetna koda predmeta / University course code: 4-RVRR-VS-RLV-2025-09-19

Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS
30	-	45	-	-	105	6

Nosilec predmeta / Lecturer: doc. Lidija Đikanović

Jeziki / Languages:

Predavanja / Lectures:	Slovenski / Slovenian, Angleški / English
Vaje / Tutorial:	Slovenski / Slovenian, Angleški / English

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:

Študenti predhodno osvojijo vsebine predmetov: Osnove risanja z vizualnimi principi 2D in 3D percepcije ter Fotografija za interaktivne medije.

Študenti morajo imeti pozitivno ocenjene semestrskeske projektne naloge in vaje.

Prerequisites:

Students first study the content of the following courses: Fundamentals of Drawing with Visual Principles of 2D and 3D Perception and Photography for Interactive Media.

Students are due to have positively evaluated semester project assignments and exercises.

Vsebina:**Content (Syllabus outline):**

Predmet *Razvoj likov za videoigre* nadgrajuje znanje in veščine, pridobljene v predmetu *Osnove risanja z vizualnimi principi 2D in 3D percepcije* in v predmetu *Miti in arhetipi v videoigrah in okoljih razširjene resničnosti*, ter jih poglobi v kontekstu kreativnega oblikovanja likov za videoigre.

Cilj učnega načrta je razviti temeljna konceptualna in risarska (ročna in digitalna) znanja ter jih nadgraditi na višjo raven oblikovanja likov za videoigre na podlagi anatomskih in antropoloških načel. Študenti bodo razvili sposobnost oblikovanja humanoidnih likov, živali in nadnaravnih bitij, ki so ključni in vsesplošni elementi videoiger. Študirali bodo različne vidike izražanja likov, njihovega fizičnega videza in značilnosti ter jih prenesli v končne oblike likov za videoigre. Razumevanje osnovne anatomije v povezavi s statičnim in dinamičnim razvojem likov, obvladovanje različnih stilističnih pristopov k oblikovanju likov ter ustvarjanje rekvizitov in kostumov za like v videoigrah so med ključnimi ustvarjalnimi veščinami, ki jih bodo študenti pridobili. Poleg tega bodo spoznali ključne vloge predprodukcijske faze razvoja likov, ki vključuje zbiranje referenc, skiciranje konceptov, ustvarjanje miniaturnih likov in razpoloženskih tabel. Študenti bodo eksperimentirali z različnimi programskimi orodji, jih prilagodili svojim ustvarjalnim procesom in razpravljali o različnih tehnikah in metodologijah. S pomočjo intenzivnih praktičnih vaj bodo razvili tehnike in metode, ki jim bodo zagotovile kakovostne risarske veščine pri razvoju likov za videoigre.

Na podlagi pridobljenega znanja bodo študenti ustvarili in dokončali serijo dinamičnih digitalnih likov, s čimer bodo postavili trdne temelje za nadaljnje projekte na področju 3D-modeliranja in 3D-animacije.

The syllabus *Character Development for Video Games* builds on the knowledge and skills acquired in the course *Fundamentals of Drawing with Visual Principles of 2D and 3D Perception* and in the course *Myths and Archetypes in Video Games and Extended Reality Environments*, developing them in depth in the context of creative character design for video games.

The aim of the curriculum is to develop fundamental conceptual and drawing (manual and digital) skills and elevate them to more advanced levels of video game character design based on anatomical and anthropological principles. Students will develop the ability to design humanoid characters, animals, and supernatural beings, which are key and ubiquitous elements of video games. They will study various aspects of character expression, physical appearance, and characteristics, and translate them into final video game character designs. Understanding basic anatomy in relation to static and dynamic character development, mastering different stylistic approaches to character design, and creating props and costumes for video game characters are among the key creative skills that students will acquire. In addition, they will learn about the crucial role of the pre-production phase of character development, which includes gathering references, sketching concepts, creating character miniatures, and mood boards. Students will experiment with various software tools, adapt them to their creative processes, and discuss various techniques and methodologies. Through intensive practical exercises, they will develop techniques and methods to ensure quality drawing skills in the development of characters for video games.

Based on the knowledge acquired, students will create and complete a series of dynamic digital characters, thereby establishing a solid foundation for further

TEME:

1. DEL: UVOD

- Uporaba referenc pri risanju: Tehnike za uporabo referenc za povečanje natančnosti in ustvarjalnosti.
- Razvoj vizualne knjižnice: Arhiviranje referenčnih vizualnih primerov za podporo kreativnim procesom.
- Vzpostavitev osnovnega vizualnega stila videoigre: Določanje estetskih okvirov za oblikovanje likov, specifičnih za videoigre in temelječih na zgodbi in žanru videoigre.
- Zgodovinski in sodobni slogi in tehnike razvoja 2D likov: Analiza razvoja pristopov k oblikovanju likov skozi čas.
- Vpliv zgodbe na konceptualno zasnovo 2D lika: Raziskovanje, kako pripovedništvo oblikuje ustvarjanje likov,
- Vpliv različnih žanrov videoiger na razvoj 2D lika: Preučevanje vpliva specifičnih žanrov na estetiko in funkcionalnost likov.

2. DEL: RISANJE IN KOMPOZICIJA

- Osnove risanja: Temeljni principi skiciranja in ilustriranja lika.
- Pomembne risarske črte in oblike: Razumevanje osnovnih oblik, ki definirajo strukturo likov.
- Vloga silhete pri risanju likov: Uporaba silhete za ustvarjanje prepoznavnih in vplivnih zasnov lika.
- Risanje v 3D; prikazovanje globine v risbah: Tehnike za simulacijo globine v dvodimenzionalnih ilustracijah.
- Risanje osi in asimetrije: Uravnoteženje simetrije in asimetrije za povečanje vizualne dinamike.

projects in the field of 3D modeling and 3D animation.

TOPICS:

PART 1: INTRODUCTION

- Utilization of References in Drawing: Techniques for leveraging references to enhance precision and creativity.
- Development of a Visual Library: Archiving reference visual examples to support and enrich creative workflows.
- Establishment of a Foundational Visual Style for Video Games: Defining aesthetic frameworks for character design, tailored to the narrative and genre of video games.
- Historical and Contemporary Styles and Techniques in 2D Character Development: Analysis of the evolution of approaches to character design across time.
- Influence of Narrative on the Conceptual Design of 2D Characters: Exploration of how storytelling shapes the creation of characters.
- Impact of Video Game Genres on 2D Character Development: Examination of how specific genres influence the aesthetics and functionality of characters.

PART 2: DRAWING AND COMPOSITION

- Fundamentals of Drawing: Core principles of sketching and illustrating characters.
- Key Drawing Lines and Shapes: Understanding fundamental shapes that define character structure.
- Role of Silhouette in Character Drawing: Employing silhouettes to create recognizable and impactful character designs.
- Drawing in 3D: Depicting Depth in Illustrations: Techniques for simulating depth in two-dimensional illustrations.

- Dinamično risanje: Akcija v obliki (hitre skice): Zajem gibanja in energije v hitrih skicah.
- Barve in barvne sheme: Strateška uporaba barv za estetski, psihološki in čustveni prikaz lika.
- Svetloba in barva: Razumevanje interakcije svetlobe in barve v oblikovanju lika.
- Lestvica svetlobe: Analiza svetlobnih stopenj za modeliranje oblik.
- Svetloba in zaznavanje oblik: Preučevanje vpliva osvetlitve na zaznavo oblik v prostoru.
- Sence: Uporaba senc v kontekstu ustvarjanja globine in realizma pri liku in njegovem okolju.
- Svetlobni poudarki in kontrasti: Tehnike za poudarjanje obrazne mimike preko osvetlitev in kontrastov.
- Svetloba in odsev: Simulacija odsevov za povečanje realizma okolja.
- Dinamična osvetlitev: uporaba različnih scenarijev osvetlitve za obogatitev vizualnega pripovedovanja zgodb.
- Kompozicija: Perspektiva z enim, dvema ali tremi očišči: Tehnike perspektive za ustvarjanje prostorskih iluzij in učinkovito umestitev figur v vsako od njih.
- Osrednje točke pri risanju likov: Usmerjanje pozornosti igralca na ključne elemente lika.

3. DEL: OSNOVE ANATOMIJE PRI RISANJU 2D LIKOV

- Oblike in razmerja likov: Razumevanje proporcev za realistično ali stilizirano upodobitev lika.
- Tipi teles likov: Proučevanje različnih telesnih struktur in njihovega gibanja.
- Deli telesa lika: Podrobna analiza posameznih delov telesa.

- Drawing Axes and Asymmetry: Balancing symmetry and asymmetry to enhance visual dynamism.
- Dynamic Drawing: Capturing Action through Form (Quick Sketches): Conveying movement and energy through rapid sketching techniques.
- Color and Color Schemes: Strategic use of color to convey aesthetic, psychological, and emotional aspects of a character.
- Light and Color Interaction: Understanding the interplay of light and color in character design.
- Light Value Scale: Analysis of light gradations for modeling forms.
- Light and Shape Perception: Examination of the impact of lighting on the perception of forms in space.
- Shadows: Application of shadows to create depth and realism in characters and their environments.
- Light Highlights and Contrasts: Techniques for emphasizing facial expressions through highlights and contrasts.
- Light and Reflection: Simulation of reflections to enhance environmental realism.
- Dynamic Lighting: Application of varied lighting scenarios to enrich visual storytelling.
- Composition: One-, Two-, and Three-Point Perspective: Perspective techniques to create spatial illusions and effectively position figures within them.
- Focal Points in Character Drawing: Directing the viewer's attention to key elements of a character.

PART 3: FUNDAMENTALS OF ANATOMY IN DRAWING 2D CHARACTERS

- Shapes and Proportions of Characters: Understanding proportions to achieve

- Različni položaji likov: Prikazovanje likov v različnih dinamičnih pozah, standardiziranih za poznejše 3D animacije likov – poza "A", poza "T".
- Osnove risanja gest: Ustvarjanje čustvenih izrazov za poglobljeno karakterizacijo lika.
- Razlike med spoloma, starostjo in rasami pri risanju likov: Raziskovanje raznolikosti pri ustvarjanju likov, da se odražajo različne identitete in predstavitve.

4. DEL: UPORABA DIGITALNIH ORODIJ - ADOBE PHOTOSHOP IN DRUGA PROGRAMSKA OKOLJA

- Uvod: Pregled osnovnih konceptov digitalnega risanja.
- Splošni pregled orodij – grafični uporabniški vmesnik (GUI): Seznanjanje z vmesnikom in funkcionalnostmi digitalnih orodij za risanje.
- Navodila za velikost in ločljivost zaslona: Tehnične zahteve za digitalne ilustracije.
- Namestitev čopičev za risanje: Prilagajanje orodij za specifične potrebe.
- Vodnik po bližnjicah na tipkovnici: Optimizacija delovnega procesa.
- Pretok čopiča in neprozornost: Upravljanje dinamike digitalnega risanja.
- Mešanje in izbiranje barv: Barvne sheme in njihova uporaba pri karakterizaciji lika, vzdušja in okolja.
- Sloji in načini organiziranja slojev: Razumevanje in uporaba slojev za kompleksne kompozicije.
- Prilagajanje programske opreme: Optimizacija orodij za individualne delovne procese.

realistic or stylized representations of characters.

- Character Body Types: Examination of diverse body structures and their movement dynamics.
- Character Body Parts: Detailed analysis of individual anatomical components.
- Varied Character Poses: Depicting characters in diverse dynamic poses, standardized for subsequent 3D character animation (e.g., "A" pose, "T" pose).
- Fundamentals of Gesture Drawing: Creating emotionally expressive poses to enhance character depth and characterization.
- Differences in Gender, Age, and Ethnicity in Character Drawing: Exploring diversity in character creation to reflect varied identities and representations.

PART 4: UTILIZATION OF DIGITAL TOOLS - ADOBE PHOTOSHOP AND OTHER SOFTWARE ENVIRONMENTS

- Introduction: Overview of foundational concepts in digital drawing.
- General Tool Overview – Graphical User Interface (GUI): Familiarization with the interface and functionalities of digital drawing tools.
- Guidelines for Canvas Size and Resolution: Technical requirements for creating digital illustrations.
- Brush Installation and Customization: Tailoring brush tools to meet specific artistic needs.
- Keyboard Shortcut Guide: Optimizing workflows.
- Brush Flow and Opacity: Managing the dynamics of digital drawing techniques.
- Color Blending and Selection: Color schemes and their use in characterizing characters, moods, and environments.

5. DEL: DIGITALNI POSTOPKI RISANJA 2D LIKOV ZA VIDEOIGRE

- Konceptualna zasnova 2D lika: Razvoj idejnih konceptov za razvoj lika.
- Ustvarjanje sloga lika na podlagi referenčnih raziskav: Uporaba referenčnih gradiv za oblikovanje stilističnih odločitev.
- Gradniki 2D lika: Strukturiranje elementov, ki definirajo vizualno identiteto lika.
- 2D liki in kostumi: Oblikovanje kostuma kot izraz osebnosti lika.
- Lasje – ekspresivnost, oblika, in slog las: Raziskovanje oblikovanja pričesk kot ključnega elementa izraznosti lika.
- Standardni položaji likov: Položaj "A", položaj "T": Standardizirane poze in priprava lika za 3d modeliranje in 3d animacijo.
- Idejna zasnova rekvizitov in vozil: Oblikovanje dodatnih elementov okolja za izboljšanje konteksta lika.
- Idejna zasnova okolja lika: Oblikovanje kontekstualnih nastavitev, ki dopolnjujejo oblikovanje likov.
- Ustvarjanje prostora in vzdušja na risbah: Tehnike za ustvarjanje imerzivnih prizorov.
- Postavitev lika v okolje: Integracija lika v prostorsko okolje.
- Postavitev lika za produkcijo: Priprava likov za končno uporabo v produkciji.
- Risanje edinstvenih likov: Ustvarjanje unikatnih likov z močno, prepoznavno identiteto.
- Zgodborisa na temelju izbranega mita ali zgodbe: Razvoj zgodborisa, ki vključujejo pripovedne elemente, izpeljane iz mitoloških ali pripovednih okvirov.

- Layers and Layer Organization: Understanding and utilizing layers to create complex compositions.
- Software Customization: Optimizing tools to suit individual creative workflows.

PART 5: DIGITAL PROCESSES FOR DRAWING 2D CHARACTERS FOR VIDEO GAMES

- Conceptual Design of 2D Characters: Development of initial conceptual ideas for character creation.
- Creating Character Style Based on Reference Research: Utilizing reference materials to inform stylistic choices.
- Components of a 2D Character: Structuring elements that define a character's visual identity.
- 2D Characters and Costumes: Designing costumes as an expression of a character's personality.
- Hair – Expressiveness, Shape, and Style: Exploring hair design as a key element of character expressiveness.
- Standard Character Poses: "A" Pose, "T" Pose: Standardized poses to prepare characters for 3D modeling and animation.
- Conceptual Design of Props and Vehicles: Creating supplementary environmental elements to enhance character context.
- Conceptual Design of Character Environments: Crafting contextual settings to complement character designs.
- Creating Space and Atmosphere in Drawings: Techniques for producing immersive scenes.
- Character Placement in Environments: Integrating characters seamlessly into spatial settings.
- Character Placement for Production: Preparing characters for final use in production pipelines.

VRSTE PROJEKTOV: A, B, C, D

A. Domišljajske risbe I: Ustvarjanje nadnaravnih 2D likov navdihnjenih z mitologijo, arhetipi in zgodbami, ki so jih študenti spoznali v okviru predmeta Mitologija in arhetipi v videoigrah in okoljih razširjene resničnosti. Ta projekt vključuje razvoj zgodborisa za podporo koherentnosti pripovedi.

B. Domišljajske risbe II: Oblikovanje raznolikih 2D likov, ki upoštevajo razlike v spolu, starosti in rasi, da odražajo vključnost in raznolikost pri upodabljanju likov.

C. Domišljajske risbe III: Upodobitev živali v 2D formatu z realističnimi ali stiliziranimi pristopi, da bi ujeli njihovo bistvo in gibanje.

D. Domišljajske risbe IV: Ustvarjanje edinstvenih 2D prizorov z domišljajskimi okolji, rekviziti in vozili, ki podpirajo narativno in estetsko celovitost.

OPOMBA:

Projekti A, B, C in D se izvajajo na interaktivnih tablicah Wacom Cintiq Pro.

- Drawing Unique Characters: Crafting distinctive characters with a strong, recognizable identity.
- Storyboarding Based on a Selected Myth or Narrative: Developing storyboards that integrate narrative elements derived from mythological or storytelling frameworks.

TYPES OF PROJECTS: A, B, C, D

A. Imaginative Drawings I: Creation of fantastical 2D characters inspired by mythology, archetypes, and narratives explored within the course Myths and Archetypes in Video Games and Extended Reality Environments. This project includes the development of a storyboard to support narrative coherence.

B. Imaginative Drawings II: Design of diverse 2D characters, incorporating considerations of gender, age, and ethnicity to reflect inclusivity and variety in character representation.

C. Imaginative Drawings III: Depiction of animals in a 2D format, employing either realistic or stylized approaches to capture their essence and movement.

D. Imaginative Drawings IV: Creation of unique 2D scenes featuring imaginative environments, props, and vehicles, designed to ensure narrative and aesthetic integrity.

Note:

Projects A, B, C, and D are executed using Wacom Cintiq Pro interactive tablets.

Temeljni literatura in viri / Readings:

- Sketching from the Imagination: Character Concepts; 3DTotal Publishing (2023)
- Sketching from the Imagination: Character; 3DTotal Publishing (2017)
- Sketching from the Imagination: Creatures & Monsters; 3DTotal Publishing (2019)
- Fundamentals of Creature Design: How to Create Successful Concepts Using Functionality, Anatomy, Color, Shape & Scale; 3DTotal Publishing (2020)
- Artists' Master Series: Color and Light; 3DTotal Publishing (2022)

- Artists' Master Series: Composition & Narrative; 3DTotal Publishing (2023)
- Beginner's Guide to Digital Painting in Photoshop 2nd Edition; 3DTotal Publishing (2020)
- Digital Painting in Photoshop: Industry Techniques for Beginners: A comprehensive introduction to techniques and approaches; 3DTotal Publishing (2018)

Cilji in kompetence:

Učna enota prispeva k razvoju naslednjih splošnih in predmetno-specifičnih kompetenc:

Splošne kompetence:

- Raziskovanje, dokumentiranje, analiza in interpretacija razvojnih in oblikovnih konceptov v kontekstih videoiger in razširjenih resničnosti.
- Sposobnost učinkovitega ustvarjanja projektne dokumentacije, shem, diagramov poteka in oblikovnih rešitev, primernih za razvoj in produkcijo videoiger in razširjenih resničnosti.
- Sposobnost interdisciplinarnega povezovanja in nadgradnje znanj iz drugih sorodnih kreativnih področij.
- Obvladovanje sodobnih orodij in specializirane programske opreme za obdelavo podatkov.
- Poznavanje pomena kakovosti in prizadevanje za kakovost strokovnega dela skozi avtonomnost, samoiniciativnost, (samo)kritičnost (samo)refleksivnost in (samo)evalviranje.
- Upoštevanje etičnih načel v produkciji videoiger in razširjenih resničnosti.

Predmetno-specifične kompetence:

- Poznavanje anatomije in zoologije v kontekstu videoiger: razumevanje anatomskih in zooloških načel, ki se uporabljajo pri oblikovanju likov in bitij v okoljih videoiger.
- Znanje in veščine risanja človeških figur, živali in nadnaravnih bitij: Razvijanje spretnosti pri ilustriranju različnih entitet, vključno s človeškimi oblikami, živalmi in fantazijskimi bitji.
- Teoretično razumevanje osnovnih načel percepcije v procesu ustvarjanja

Objectives and competences:

The instructional unit contributes to the development of the following general and subject-specific competences:

General competences:

- Researching, documenting, analysing and interpreting the concepts of development and design related to video games and extended reality.
- The capacity to produce project documentation, schematics, flowcharts and design solutions in a manner that is conducive to the development and production of video games and extended reality.
- The capacity to integrate and build upon knowledge from other related creative fields in an interdisciplinary manner.
- The ability to utilise contemporary tools and specialised data-processing software.
- An understanding of the concept of quality and a commitment to achieving it in professional work through the application of autonomy, self-initiative, critical self-reflection, reflexivity and self-evaluation.
- Adherence to ethical principles in video game and extended reality production.

Subject-specific competences:

- Knowledge of Anatomy and Zoology in the Context of Video Games: Understanding anatomical and zoological principles as applied to the design of characters and creatures in video game environments.
- Skills in Drawing Human Figures, Animals, and Supernatural Beings: Developing proficiency in illustrating diverse entities, encompassing human forms, fauna, and fantastical creatures.

likov za videoigre: Raziskovanje teoretičnih temeljev vizualnega zaznavanja v povezavi z oblikovanjem likov za interaktivne medije.

- Razumevanje metod in postopkov za ustvarjanje jasnih in berljivih konceptov 2D likov: Osvojite tehnike za ustvarjanje koherentnih in vizualno dostopnih konceptualnih zasnov za 2D like.
- Obvladovanje osnovnih digitalnih tehnik risanja in slikanja ter razvoj ključnih dejavnikov pri ustvarjanju dvodimenzionalnih likov za videoigre: Pridobivanje osnovnih veščin digitalnega umetniškega ustvarjanja in prepoznavanje ključnih elementov pri ustvarjanju dvodimenzionalnih likov, prilagojenih kontekstu videoiger.
- Vizualizacija likov temelječih na zgodbi in žanru; poznavanje zakonitosti zgodborisa: Oblikovanje vizualizacij likov na podlagi konvencij zgodbe in žanra, skupaj z razumevanjem načel, ki usmerjajo učinkovito pripravo zgodborisa.

- Theoretical Understanding of Fundamental Principles of Perception in Character Creation for Video Games: Exploring the theoretical foundations of visual perception as they relate to the design of characters for interactive media.
- Understanding Methods and Processes for Creating Clear and Legible 2D Characters: Mastering techniques to produce coherent and visually accessible conceptual designs for 2D characters.
- Proficiency in Fundamental Digital Drawing and Painting Techniques and Development of Key Factors in Creating 2D Characters for Video Games: Acquiring essential digital artistry skills and identifying critical elements in the creation of two-dimensional characters tailored for video game contexts.
- Visualization of Characters Based on Narrative and Genre; Knowledge of Storyboarding Principles: Crafting character visualizations informed by story and genre conventions, coupled with an understanding of the principles governing effective storyboarding.

Predvideni študijski rezultati:

Znanje in razumevanje:

Študenti se bodo naučili standardnega postopka razvoja idejne zasnove 2D likov v predprodukcijski fazi, ki je izhodišče za poznejšo produkcijsko fazo razvoja in animacije likov za videoigre.

Študent/študentka:

- razume vizualne elemente in oblikovalska načela, povezana z risanjem likov za videoigre,
- zna reševati risarske probleme, osredotočene na določene elemente lika v videoigri,
- zna narisati hitro skico pozicije lika,

Intended learning outcomes:

Knowledge and understanding:

Students will learn the standard process of concept development of 2D characters in the pre-production phase, which is the starting point for the later production phase of character development and animation for video games.

The student:

- understands the visual elements and design principles involved in drawing figures for video games,
- knows how to solve drawing problems focused on specific elements of the video game character,

<p>razume, kako tridimenzionalne žive modele pretvoriti v dvodimenzionalne risbe z uporabo svetlobe in sence,</p> <ul style="list-style-type: none"> • zna narisati dele lika v pravilnih razmerjih, • pozna skeletno, in mišično anatomijo, • razume obrazno mimiko, pozo, držo, gestikulacijo in gibanje likov v videoigrah, • raziskuje zgodovinske in sodobne sloge in tehnike oblikovanja likov in tkanin, • lahko razvije različne vrste likov (antagonisti, protagonisti, junaki, superjunaki, živali, bitja itd.) in „kartira“ njihove lastnosti, razpoloženja, osebnosti in stališča, ki so podlaga za animacijo likov v produkcijski fazi videoigre, • zna analizirati slogovne razlike pri ustvarjanju likov in jih ustrezno uporabiti • zna ustvariti 2d lik iz videoigre na podlagi zgodbe ali scenarija, • razume načela in pravila zgodborisa ter zna ustvariti zgodboris na podlagi mita ali zgodbe in vanj postaviti like. 	<ul style="list-style-type: none"> • can draw the quick poses sketch of the character, • understands how to convert three-dimensional live models into two-dimensional drawings using light and shadow, • knows how to draw the parts of the figure in the correct proportions , • knows skeletal, muscular anatomy, • understands facial expressions, pose, posture, gesture and the movement of characters in video games, • explore historical and contemporary styles and techniques of character and fabric design, • can develop different types of characters (antagonists, protagonists, heroes, superheroes, animals, creatures, etc.) and "map" their traits, moods, personalities and attitudes, which form the basis for the animation of the characters in the production phase of the video game, • can analyse style differences in character creation and use them appropriately, • knows how to create video game characters based on a story or scenario • Understanding the Principles and Rules of Storyboarding and demonstrates the ability to create a storyboard based on a myth or narrative, effectively integrating characters within it.
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Metode poučevanja in učenja:

Predmet je organiziran kot kombinacija predavanj, praktičnih vaj in semestrskega projekta. Analize in primerjalne prakse so sestavni del učnega procesa pri izvajanju predmeta, prav tako tudi objektivna presoja in vrednotenje lastnega dela na podlagi podprtih argumentov. Vaje se izvajajo na programski opremi Adobe, ki omogoča realizacijo različnih projektov predvidenih v učnem načrtu.

Learning and teaching methods:

The course is structured as a combination of lectures, and practical exercises. Analysis and comparison practices are an integral part of the learning process in the course, as well as an objective assessment and evaluation of one's work through discussion and exchange of arguments. Exercises are performed on the software Adobe which enables the realization of various projects envisaged in the curriculum.

Delež (v %) /

Weight (in %)

Načini ocenjevanja:

Assessment:

<p>Način (pisni izpit, ustno izpraševanje, naloge, projekt):</p>		<p>Type (examination, oral, coursework, project):</p>
<p>Študenti bodo ocenjeni na podlagi razumevanja postopkov in tehnik</p>		<p>Students will be assessed on their understanding of the processes and</p>

<p>razvoja likov v videoigrah. To bo vključevalo način uporabe teh spoznanj pri vsaki nalogi ter njihov tehnični in konceptualni razvoj. Pri ocenjevanju bodo odločilni dejavniki čas, vloženi trud, kakovost in stopnja dokončanosti.</p> <ul style="list-style-type: none"> • vaje • semestrski projekt 	<p>40% 60%</p>	<p>techniques of video game character development. This will include how those understandings are applied for each assignment, as well as their technical and conceptual development. The amount of time, effort, quality, and degree of completion, will be critical factors in the assessment.</p> <ul style="list-style-type: none"> • exercises • semester assignment project
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Reference nosilca / Lecturer's references:

<ul style="list-style-type: none"> • 2022-23 - FAKULTETA ZA INFORMACIJSKE ŠTUDIJE, Novo mesto; avtor plakatov in 3d modelov za promocijski material, 22/23 • 2019 – 17 - »INTERAKTIVNI CENTER POSTOJNSKEGA PRAČLOVEKA«; avtor umetniškega koncepta in 3d predstavitvene mape, v sodelovanju z arheološkim birojem »Magelan« Kranj; Postojna • 2016 - » ESMA« – 3. Mednarodna konferenca MathArta; avtor osrednjega plakata in 3d modelov za konferenco ter promotivnega materiala za vse spremljajoče dogodke konference; konferenca je bila podprta s strani Ljubljanske univerze, ter Fakultete za matematiko in fiziko; Ljubljana • 2015 - »30 – LET OBLIKOVALSKIH ODDELKOV NA ALUO« ; koordinator, soavtor in vodja projekta predstavitvene računalniške animacije, v sodelovanju s študenti ALUO, Vizualne komunikacije; priznanje ALUO; Ljubljana • 2009 - »MIPIM ARCHITECTURAL REVIEW FUTURE PROJECT AWARDS – NOVA SODNA STAVBA V LJUBLJANI « ; avtor tridimenzionalne digitalne predstavitve arhitekturnega projekta, v sodelovanju s arhitekturnim birojem Groleger; ZAPS- 2.nagrada; Cannes • 2009 - »WAF - WORLD ARCHITECTURAL FESTIVAL - MUZEJ SODOBNE UMETNOSTI V LJUBLJANI, METELKOVA« ; avtor tridimenzionalne digitalne predstavitve arhitekturnega projekta, v sodelovanju s arhitekturnim birojem Groleger; Barcelona • 2004 - »DESIGN PERSPECTIVES - CONTEPORARY SLOVENIAN PRODUCT DESIGN - SMART KITCHEN« ; avtor računalniške animacije in spletne predstavitve, v sodelovanju s oblikovalcem red.prof. J.Smerdeljem, Dizajn centrom Gorenje in AV studiom; Museum of Design; London • 2002 - »HANNIBAL - ECTS - EUROPEAN ELECTRONIC ENTERTAINMENT « -mednarodna razstava računalniških iger; umetniška vodja projekta, v sodelovanju s produkcijsko hišo Arxel Tribe in Universal Studio, USA; London • 2002 - »FINAL CUT - E3, WORLD ELECTRONIC ENTERTAINMENT«, mednarodna razstava računalniških iger; umetniška vodja projekta, v sodelovanju s produkcijsko hišo Arxel Tribe in Universal Studio,USA; Los Angeles • 2001- »HITCHCOCK AND ART: FATAL COINCIDENCES«; predstavitev projekta »Final Cut« v okvirju mednarodne razstave; umetniška vodja projekta, v sodelovanju s produkcijsko hišo Arxel Tribe in Universal Studio,USA ; Centre Georges Pompidous, Paris
