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**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
END TERM EXAMINATION - JUN 2023**

Semester : Semester IV - 2021

Course Code : DES3020

Course Name : Sem IV - DES3020 - Advanced Character Design

Program : BDG

Date : 19-JUN-2023

Time : 1.00PM - 4.00PM

Max Marks : 100

Weightage : 50%

Instructions:

- (i) Read all questions carefully and answer accordingly.
 - (ii) Question paper consists of 3 parts.
 - (iii) Scientific and non-programmable calculator are permitted.
 - (iv) Do not write any information on the question paper other than Roll Number.
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PART A

ANSWER ALL THE QUESTIONS

(2 X 5 = 10M)

1. Draw a boy: Here's a description that you can use as a reference to create your own drawing:
Character Name: Ethan
Appearance: Ethan is a 13-year-old boy with a lean and athletic build. He stands at an average height for his age, around 5 feet tall. His body structure exhibits a combination of grace and a hint of strength.
Facial Features: Ethan has a heart-shaped face with well-defined cheekbones. His complexion is fair, and his skin is smooth with a healthy glow. His eyes are almond-shaped, large, and expressive, sparkling with a curious and mischievous gleam. They are a warm hazel color, reflecting his friendly nature. Ethan's eyebrows are medium in thickness, gently arched, and convey a sense of enthusiasm. He has long, thick eyelashes that accentuate his eyes.
Hair: Ethan has a head full of wavy, chestnut-brown hair that falls just above his shoulders. His hairstyle is casually messy, as if he just finished an adventurous day outside. Some strands of hair might be slightly windswept, adding to his active and adventurous persona. (CO1) [Knowledge]
2. Draw a leg standing on a fish (CO2) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(2 X 15 = 30M)

3. Using a pencil and paper, sketch the skeletal structure of the human hand. Include the major bones, joints, and basic proportions. Label the key features of the hand in your sketch. Your drawing should demonstrate an understanding of the anatomical structure of the hand. (CO4) [Comprehension]

4. Design an Old man character for a game with a focus on intricate details and unique features. Consider the following criteria when creating your character:

- Visual Appearance: Provide a detailed description of the character's physical features, including body type, facial features, hairstyle, and any distinguishing marks or tattoos.
- Clothing and Accessories: Describe the character's attire, including the style, materials, and colors of their clothing. Additionally, specify any accessories such as weapons, jewelry, or unique items they carry.
- Abilities and Powers: Explain the character's special abilities or powers. This could include magical abilities, combat skills, or any other unique traits that set them apart.
- Backstory: Provide a brief backstory for the character, highlighting their origins, motivations, and any significant events or experiences that have shaped them.

(CO3) [Comprehension]

PART C

ANSWER THE FOLLOWING QUESTION

(1 X 60 = 60M)

5. To the jury panel, present your portfolio and explain the idea and character creation process.

(CO5) [Application]