

The Hong Kong University of Science and Technology (Guangzhou)

UG Course Syllabus Template

[Course Title] Figure Drawing in Motion

[Course Code] UCUG 1507

[No. of Credits]3

[Any pre-/co-requisites] No

Name: [Instructor(s) Name] Junjie Zhang

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Office Hours: [Specify Office Hours and Location]

Monday to Friday 8-10AM; E2-506

Course Description

Students will embark on a comprehensive exploration that lays a robust foundation for their artistic prowess, with a specialized emphasis on its significance in the realm of animation making. The course commences by refining students' observational and measuring skills, providing expert tutelage in mastering various effective approaches. These encompass the art of simplifying intricate human structures into simple forms, capturing motion, and recreating dynamic poses with original character designs or visual styles. Furthermore, the curriculum introduces students to cutting-edge digital techniques for figure drawing, leveraging tools such as digital tablets and VR sketching. Through an in-depth study of the human figure, students will analyze the fundamental elements of drawing a human form and cultivate their observational drawing skills by delving into proportions, forms, and gestures. Moreover, the acquired skills and techniques form an essential foundation for animation making, enabling students to translate their artistic visions into captivating animated sequences.

Intended Learning Outcomes (ILOs)

By the end of this course, students should be able to:

1. Demonstrate the essence of figure poses through gesture drawing
2. Demonstrate confident mark making in a variety of drawing media and techniques
3. Explain the terms and conditions of figure drawing as an introduction to understanding the principles of animation, performance, and other time-related art forms
4. Evaluate own work using the vocabulary of gesture drawing and action analysis
5. Create artworks with personal expressions or original character design package

Weekly schedule & Weekly ILOs

[Include a weekly schedule and corresponding ILOs for clear, week-by-week guidance.]

Week	Topics	Weekly ILOs
1	Topic: Introduction & Gesture Drawing	CILO-3, CILO-4

	<p>LECTURE & STUDIO</p> <p>1) Introduction & Gesture</p> <ul style="list-style-type: none"> - Introduce the class, including its goals and outcomes. - Establish class rules, assignment format, and naming conventions. - Discuss the relevance of gesture and figure drawing in animation and the importance of observation skills and maintaining a sketchbook. <p>Basic perspective</p> <p>2) Gesture Drawing</p> <ul style="list-style-type: none"> - Provide an overview of the basic procedure for gesture sketches. - Conduct in-class gesture exercises involving observing a model's poses and drawing from memory. - Introduce the methodology of observing character actions and the "Solid-Flexible" basis of the human body. 	
2	<p>Topic: Shape as Tool: Spherical Forms and The Box</p> <p>In-class Exercise: Spherical Forms</p> <p>In-class Exercise: Utilizing the Box as a Tool</p> <p>Topics: Exploring the combination of box and sphere, including variations in size, material, and proportion</p>	CILO-1, CILO-2, CILO-5
3	<p>Topic: Shape as Tool: Ellipses and Cylinder</p> <p>In-class Exercise:</p> <ol style="list-style-type: none"> 1) Transforming ellipses into tubes 2) Crossing and intertwining tubes <p>Topic: Introducing the cylinder as a tool for depicting body appendages</p>	CILO-1, CILO-2, CILO-5
4	<p>Topic: The Landmarks of Anatomy/ Introduction to Different Drawing Materials</p> <p>Character Design: Utilizing Simple Shapes as a Tool for Character Design</p> <p>Topics: Introducing basic landmarks and the importance of "Symmetry"; Understanding compression and stretching; Exploring the Fundamental concept of opposites.</p> <p>Character Design Session: Exploring Various Shapes as Tools for Creating Characters. The Professor will demonstrate the process of pitching original ideas.</p>	CILO-3, CILO-4
5	<p>Topic: Line of Action</p> <p>Analyzing the Line of Action in an Animation Clip</p> <p>Introduction to the Principle of Anticipation in Animation</p> <p>In-Class Dynamic Pose Drawing:</p>	CILO-1, CILO-2, CILO-5

	<p>1) Initiating drawing with an exaggerated Line of Action</p> <p>2) Drawing the motion from a moving model</p>	
6	<p>Topic: Silhouette as a Tool for Attitude Pose Creating</p> <p>Introduction to Utilizing Silhouette for Enhancing Storytelling</p> <p>In-Class Silhouette Exercise:</p> <p>1) Drawing poses from a model and filling them with ink</p> <p>2) Attitude pose creation session</p>	CILO-1, CILO-2, CILO-5
7	<p>Topic: Key Poses for Motion – Extremes and Break Down</p> <p>Introducing the Concept of Keys, Extremes, and Passing Positions</p> <p>Basic walk cycle</p>	CILO-3, CILO-4
8	<p>Topic: The Head in Gesture and Facial Expression / Hands and Feet</p> <p>Basic shapes and structure of head drawing; hand poses as an important element in attitude poses drawing</p> <p>Figure drawing session:</p> <p>1) Fast drawing</p> <p>2) Draw model in motion</p> <p>Topics:</p> <ul style="list-style-type: none"> - Relation of head and neck - Introduction to facial expression - Showing character poses examples using hands for enhancing the storytelling 	CILO-1, CILO-2, CILO-5
9	<p>Topic: Digital Application I</p> <p>Introduction to Digital Devices and Applications to Learn Figure Drawing</p>	CILO-1, CILO-2, CILO-5
10	<p>Topic: Figure and Story: Multiple Characters in Space & Character Design Presentation</p> <p>A special session with two models with interactive poses will be hosted for figure drawing session. Original character design sharing session will be conducted, and students will experience what the artist pitching is like.</p>	CILO-1, CILO-2, CILO-5
11	<p>Topic: Clothing and Folds</p> <p>Using simple approaches to drapery</p> <p>Topics: Drawing model with cape</p> <p>Final project work-in-progress check</p> <p>Students will present their final project work-in-progress to the professor focusing on character design sketches and relevant attitude pose drawings.</p>	CILO-1, CILO-2, CILO-5
12	<p>Topic: Figure and Story: Character with Props</p> <p>Costume & Props</p>	CILO-1, CILO-2, CILO-5

	Students will practice drawing characters with props. A special drawing session with characters wearing props and costumes will be held.	
13	Final Presentation Students will present their character package to the class. Students and the professor will have comments and a Q&A session. Students will receive feedback and will work on revisions until the submission deadline.	CILO-3, CILO-4

Assessment and Grading

This course will be assessed using criterion-referencing and grades will not be assigned using a curve. Detailed rubrics for each assignment are provided below, outlining the criteria used for evaluation.

Assignments:

1. Shape Study 10%
2. character variation 10%
3. extremes of action 15%
4. attitude pose 15%
5. character package 20%

All assignments are conducted on individual basis. Assessments are based on the project quality according to assignment criteria.

Presentation 10% (Presentations for Assignment 2-5 will be evaluated; Assignment 2:2%; Assignment 3: 2%; Assignment 4: 3%; Assignment 5: 3%)

Course Participation (attendance 10%; regular in-class exercise: 10%)

[RUBRIC for Assignment1-4]:

CRITERIA	DESCRIPTION	%	SCORE
SOLID DRAWING AND THREE DIMENSIONAL	The ability to present character poses and performance in three-dimensional space with consistent volume of different part of body. Attention to variation of the use of camera and proper perspective for both character and environment.	20%	
LINE OF ACTION AND ANTICIPATION	Through the drawings, the action is presented with clear presentation of the start point and end point. The dynamics of an action is enhanced by the sense of anticipation, line of action and silhouette °	20%	
READABILITY / STORY-TELLING	With drawings, the storytelling of action is clearly presented. Visual hierarchy is clear, and audiences can read the action through drawing. The character drawings keep the consistency of volume and style of character in different panels.	20%	
ACCURACY & TIME MANAGEMENT	Attention to detail, impeccable execution. Generating, developing, and implementing a methodology that carries the work from Ideation, research, development, testing, and execution. Punctuality in class and on delivery.	20%	
VERBAL COMMUNICATION & INTERPERSONAL SKILLS	The ability to present and elaborate the work beyond simple description with appropriate language, passion and engagement. Interactivity in the classroom, active listening, contribution, and constructive critique.	20%	

[RUBRIC for Assignment 5]:

CRITERIA	DESCRIPTION	%	SCORE
SOLID DRAWING AND THREE DIMENSIONAL	The ability to present character poses and performance in three dimensional space with consistent volume of different part of body. Attention to variation of the use of camera and proper perspective for both character and environment.	20 %	
LINE OF ACTION AND ANTICIPATION	Through the drawings, the action is presented with clear presentation of the start point and end point. The dynamics of an action is enhanced by the sense of anticipation, line of action and silhouette °	20 %	
READABILITY / STORY-TELLING	With drawings, the story-telling of action is clearly presented. Visual hierarchy is clear and audiences can read the action through drawing. The character drawings keep the consistency of volume and style of character in different panels.	20 %	
CHARACTER DEVELOPMENT	The characters are fully developed; and the design strongly shows the character personality and story. All the attitude poses and key frames from action are consistent in terms of the character design. Poses and character development are based on specific character personality.	20 %	
VERBAL COMMUNICATION & INTERPERSONAL SKILLS	The ability to present and elaborate the work beyond simple description with: appropriate language, passion and engagement. Interactivity in the class room, active listening, contribution, and constructive critique.	20 %	

Assessments:

[List specific assessed tasks, exams, quizzes, their weightage, and due dates; perhaps, add a summary table as below, to precede the details for each assessment.]

Assessment Task	Contribution to Overall Course grade (%)	Due date
Assignment 1_shape study	10%	22/09/2025 *
Assignment 2_character variation	10%	13/10/2025 *
Assignment 3_extremes of action	15%	27/10/2025 *
Assignment 4_attitude pose	15%	10/11/2025
Assignment 5_character package	20%	First approach: 01/12/2025; final updated submission: 15/12/2025
Presentation (Presentations for Assignment 2-5 will be evaluated; Assignment 2:2%; Assignment 3: 2%; Assignment 4: 3%; Assignment 5: 3%)	10%	01/12/2025
Course Participation (attendance 10%; regular in-class exercise: 10%)	20%	01/12/2025

* Assessment marks for individual assessed tasks will be released within two weeks of the due date.

1. Demonstrate the essence of figure poses through gesture drawing

2. Demonstrate confident mark making in a variety of drawing media and techniques
3. Explain the terms and conditions of figure drawing as an introduction to understanding the principles of animation, performance, and other time-related art forms
4. Evaluate own work using the vocabulary of gesture drawing and action analysis
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Mapping of Course ILOs to Assessment Tasks

Assessed Task	Mapped ILOs	Explanation
Assignment 1_shape study	CILO-1, CILO-2	This task assesses students' the basics and foundation for figure drawing (CILO-1 and CILO-2).
Assignment 2_character variation	CILO-1, CILO-2, CILO-5	This task evaluates students' ability to apply in-class figure drawings and newly developed attitude poses (CILO-1 & 2) to produce original character variation (CILO-5).
Assignment 3_extremes of action	CILO-1, CILO-2, CILO-5	This task evaluates students' ability to capture model's poses into sequential poses (CILO-1, CILO-2) to demonstrate understanding to keyframe-structured animation performance (CILO-5).
Assignment 4_attitude pose	CILO-1, CILO-2, CILO-5	This task assesses students' ability to apply figure drawing fundamental skills (CILO-1, CILO-2) to imagine and generate original attitude poses for story purpose (CILO-5).
Assignment 5_character package	CILO-1, CILO-2, CILO-5	The character package emphasizes students' ability to understand to figure poses capture and its relation to story creative process (CILO-1, CILO-2). The comprehensive task evaluates students' ability to develop package that includes important components for an original character design package with story development (CILO-5).
Presentation for Assignment 2-5	CILO-3, CILO-4	Presentation assesses students' ability to share idea and progress with professional terms (ILO3) and provide valuable feedback to

		classmates' works (ILO4).
Course participation	CILO-1, CILO-2, CILO-3, CILO-4	Course participation includes two parts: in-class participation and in-class drawing. In-class participation evaluates students' engagement in discussion, critiques and in-class exercise (CILO-3, CILO-4). In-class drawing exercise evaluates students' fundamental drawing skills and improvements (CILO-1, CILO-2)

Grading Rubrics

[RUBRIC for Assignment1-4]:

CRITERIA	DESCRIPTION	%	SCORE
SOLID DRAWING AND THREE DIMENSIONAL	The ability to present character poses and performance in three-dimensional space with consistent volume of different part of body. Attention to variation of the use of camera and proper perspective for both character and environment.	20 %	
LINE OF ACTION AND ANTICIPATION	Through the drawings, the action is presented with clear presentation of the start point and end point. The dynamics of an action is enhanced by the sense of anticipation, line of action and silhouette °	20 %	
READABILITY / STORY-TELLING	With drawings, the storytelling of action is clearly presented. Visual hierarchy is clear, and audiences can read the action through drawing. The character drawings keep the consistency of volume and style of character in different panels.	20 %	
ACCURACY & TIME MANAGEMENT	Attention to detail, impeccable execution. Generating, developing, and implementing a methodology that carries the work from Ideation, research, development, testing, and execution. Punctuality in class and on delivery.	20 %	
VERBAL COMMUNICATION & INTERPERSONAL SKILLS	The ability to present and elaborate the work beyond simple description with appropriate language, passion and engagement. Interactivity in the classroom, active listening, contribution, and constructive critique.	20 %	

[RUBRIC for Assignment 5]:

CRITERIA	DESCRIPTION	%	SCORE
SOLID DRAWING AND THREE DIMENSIONAL	The ability to present character poses and performance in three-dimensional space with consistent volume of different part of body. Attention to variation of the use of camera and proper perspective for both character and environment.	20 %	
LINE OF ACTION AND ANTICIPATION	Through the drawings, the action is presented with clear presentation of the start point and end point. The dynamics of an action is enhanced by the sense of anticipation, line of action and silhouette °	20 %	
READABILITY / STORY-TELLING	With drawings, the storytelling of action is clearly presented. Visual hierarchy is clear, and audiences can read the action through drawing. The character drawings keep the consistency of volume and style	20 %	

	of character in different panels.		
CHARACTER DEVELOPMENT	The characters are fully developed; and the design strongly shows the character personality and story. All the attitude poses and key frames from action are consistent in terms of the character design. Poses and character development are based on specific character personality.	20%	
VERBAL COMMUNICATION & INTERPERSONAL SKILLS	The ability to present and elaborate the work beyond simple description with appropriate language, passion and engagement. Interactivity in the classroom, active listening, contribution, and constructive critique.	20%	

Final Grade Descriptors:

Grades	Short Description	Elaboration on subject grading description
A	Excellent Performance	[Example: Demonstrates a comprehensive grasp of subject matter, expertise in problem-solving, and significant creativity in thinking. Exhibits a high capacity for scholarship and collaboration, going beyond core requirements to achieve learning goals.]
B	Good Performance	[Example: Shows good knowledge and understanding of the main subject matter, competence in problem-solving, and the ability to analyze and evaluate issues. Displays high motivation to learn and the ability to work effectively with others.]
C	Satisfactory Performance	[Example: Possesses adequate knowledge of core subject matter, competence in dealing with familiar problems, and some capacity for analysis and critical thinking. Shows persistence and effort to achieve broadly defined learning goals.]
D	Marginal Pass	[Example: Has threshold knowledge of core subject matter, potential to achieve key professional skills, and the ability to make basic judgments. Benefits from the course and has the potential to develop in the discipline.]
F	Fail	[Example: Demonstrates insufficient understanding of the subject matter and lacks the necessary problem-solving skills. Shows limited ability to think critically or analytically and exhibits minimal effort towards achieving learning goals. Does not meet the threshold requirements for professional practice or development in the discipline.]

Course AI Policy

In this course, while the use of generative artificial intelligence tools is allowed under certain circumstances, it is of utmost importance that students adhere to strict academic integrity standards. If students choose to employ such tools, they are required to clearly credit the specific AI tools used. Moreover, it is the students' responsibility to guarantee that the final work submitted is entirely original and a true reflection of their own intellectual capabilities and understanding of the course material. The work must showcase their ability to apply knowledge creatively and independently, without any trace of plagiarism or academic dishonesty.

Communication and Feedback

Assessment marks for individual assessed tasks will be communicated via Canvas within two weeks of submission. Feedback on assignments will include [specific details, e.g., strengths, areas for improvement]. Students who have further questions about the feedback including marks should consult the instructor within five working days after the feedback is received.

Resubmission Policy

For the character package assignment (final assignment), since their final submissions are due at the end of the semester, there will be no opportunity for resubmission. Students must submit their work before the specified deadlines.

For other assignments, provided that the original submissions are not late, students are allowed to submit an improved version before Last Day of Fall Term Classes 11:59PM and notify the instructor.

Required Texts and Materials

Title: Force: Dynamic Life Drawing for Animators ; Focal Press; 2 edition (2006)

Author: Mike Mattesi

ISBN10: 0240808452

ISBN13: 978-0240808451

Title: Force: Character Design from Life Drawing

Author: Mike Mattesi

ISBN10: 0240809939

ISBN13: 978-0240809939

Academic Integrity

Students are expected to adhere to the university's academic integrity policy. Students are expected to uphold HKUST(GZ)'s Academic Honor Code and to maintain the highest standards of academic integrity. The University has zero tolerance of academic misconduct. Please refer to Regulations for Academic Integrity and Student Conduct for the University's definition of plagiarism and ways to avoid cheating and plagiarism.

[Optional] Additional Resources

Royalty free music

www.incompetech.com

<https://incompetech.com/music/royalty-free/music.html>

Free Sound library

<https://freesound.org/>

<https://www.zapsplat.com/>

Free footage and images:

<https://www.pexels.com/search/free%20download/>