

TIMELINE FOR

Visual Development and Design

Program	3D Animation and Modeling
Code	bu-3d
College	Applied College — Al-Baha University
Number of weeks	15 weeks

Weekly Teaching Plan — Week 1: Characters I

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 1: Characters I	15	Knowledge	Async	The design brief as a constraint document.
Guided reading: Writing A Concept Brief — Neil Blevins / Soulburn Studios Art Lessons	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): The Brief as Constraint	18	Knowledge	Sync	Names the personality, role, and regional-context constraints the brief sets and states which design decisions each constraint governs.
Theory (learner work): Apply The Brief as Constraint to short examples	18	Analysis	Sync	Names the personality, role, and regional-context constraints the brief sets and states which design decisions each constraint governs.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Regional Visual Record	18	Application	Sync	Assembles named Al-Baha and KSA visual material alongside mainstream anchors and traces each image to its source.
Practical (learner work): Regional Visual Record workshop	18	Application	Sync	Assembles named Al-Baha and KSA visual material alongside mainstream anchors and traces each image to its source.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 2: Characters II

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 2: Characters II	15	Knowledge	Async	The thumbnail as a quick-pass design probe.
Guided reading: Importance of Silhouette in Character Design	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Thumbnail as Design Probe	18	Knowledge	Sync	Generates a thumbnail grid that reads as distinct gestures at small scale and discards thumbnails that collapse into the same silhouette.
Theory (learner work): Apply Thumbnail as Design Probe to short examples	18	Analysis	Sync	Generates a thumbnail grid that reads as distinct gestures at small scale and discards thumbnails that collapse into the same silhouette.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Silhouette Readability Test	18	Application	Sync	Evaluates each thumbnail's silhouette filled black and names which silhouettes pass the readability test and why.
Practical (learner work): Silhouette Readability Test workshop	18	Application	Sync	Evaluates each thumbnail's silhouette filled black and names which silhouettes pass the readability test and why.
Challenge activity: Thumbnail and Silhouette Grid	18	Application & Reflection	Async	Explains how pose and gesture choices change a silhouette's readability and selects gestures that hold the character's role from the brief.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 3: Characters III

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 3: Characters III	15	Knowledge	Async	Primary shapes as personality carriers.
Theory (taught): Primary Shape Vocabulary	18	Knowledge	Sync	Assigns a primary shape vocabulary to a thumbnail set and defends the assignment against the brief's stated personality and role.
Theory (learner work): Apply Primary Shape Vocabulary to short examples	18	Analysis	Sync	Assigns a primary shape vocabulary to a thumbnail set and defends the assignment against the brief's stated personality and role.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Shape Contrast	18	Application	Sync	Demonstrates where contrasting shapes inside one character sharpen its read and where they muddle it.
Practical (learner work): Shape Contrast workshop	18	Application	Sync	Demonstrates where contrasting shapes inside one character sharpen its read and where they muddle it.
Challenge activity: Shape-Language Exploration Grid	18	Application & Reflection	Async	Generates variants that differ at the shape-language level rather than at the surface-detail level and explains the design intention behind each variant.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 4: Characters IV

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 4: Characters IV	15	Knowledge	Async	Shortlisting as design defence.
Guided reading: Character Design Sheets — Animation Career Review	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Shortlisting as Design Defence	18	Knowledge	Sync	Selects three variants from the shape-language exploration and defends each selection against the silhouette, shape-language, and brief-intent decisions it carries.
Theory (learner work): Apply Shortlisting as Design Defence to short examples	18	Analysis	Sync	Selects three variants from the shape-language exploration and defends each selection against the silhouette, shape-language, and brief-intent decisions it carries.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (learner work): Clean-Line Rendering workshop	18	Application	Sync	Takes shortlisted variants from rough to clean line in Photoshop or Krita on a digital tablet and holds the silhouette decision through the clean pass.
Challenge activity: Shortlisted Variants: Clean Line and Callout Annotation	18	Application & Reflection	Async	Annotates each shortlisted variant with callouts naming silhouette, shape-language, and brief-intent decisions in terms a modeller can build from.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.

Retrieval practice recall test

15

Assessment

Sync

Recall lesson content from memory.

Weekly Teaching Plan — Week 5: Characters Assessment

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 5: Characters Assessment	15	Knowledge	Async	Engage with the week's focus.
Guided reading: course context	15	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
1:1 Feedback session: Individual instructor review	15	Assessment	Sync	Receive feedback on submitted work and identify improvements.
Improve & revise work	15	Application	Async	Apply feedback to submitted work.
Break	15	Rest	Async	Rest and rejuvenation before practical work.
Group session 1: Peer showcase	15	Collaboration	Sync	Share work with peers and provide structured feedback.
Group session 2: Group critique and discussion	15	Reflection	Sync	Review feedback and identify key improvements.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.

Weekly Teaching Plan — Week 6: Environments I

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 6: Environments I	15	Knowledge	Async	The refinement pass as a held-decision pass.
Guided reading: Value Before Colour	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Refinement as Decision Preservation	18	Knowledge	Sync	Carries the silhouette decisions from the variation sheet through a clean-line, value, and colour pass without breaking the silhouette read.
Theory (learner work): Apply Refinement as Decision Preservation to short examples	18	Analysis	Sync	Carries the silhouette decisions from the variation sheet through a clean-line, value, and colour pass without breaking the silhouette read.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Value Structure and Silhouette	18	Application	Sync	Establishes a value structure that supports the silhouette under both flat and dimensional lighting and adjusts contrast where the silhouette weakens.
Challenge activity: Character Refinement Sheet	18	Application & Reflection	Async	Selects a colour decision that holds the brief's personality and role notes and names the modeller-facing implication of that colour decision.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 7: Environments II

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 7: Environments II	15	Knowledge	Async	The prop as a world-signal object.
Guided reading: Prop Design in Animation — Crafting the Objects That Tell Stories	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Prop as World Evidence	18	Knowledge	Sync	Designs three props whose presence reads the character's world and traces each prop's reference to source notes inline.
Theory (learner work): Apply Prop as World Evidence to short examples	18	Analysis	Sync	Designs three props whose presence reads the character's world and traces each prop's reference to source notes inline.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Scale and Construction Handoff	18	Application	Sync	Specifies prop scale and construction on a clean-line callout sheet in terms a modeller can build from.
Practical (learner work): Scale and Construction Handoff workshop	18	Application	Sync	Specifies prop scale and construction on a clean-line callout sheet in terms a modeller can build from.
Challenge activity: Three Prop Callout Sheets	18	Application & Reflection	Async	Demonstrates how each prop's shape vocabulary aligns with the refined character's shape language and identifies where a prop fights the character's read.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 8: Environments III

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Guided reading: Isometric Projection in Games	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Projection as Environment Language	18	Knowledge	Sync	Lays out an environment in isometric projection that the refined character inhabits and explains how the projection choice serves downstream previs.
Theory (learner work): Apply Projection as Environment Language to short examples	18	Analysis	Sync	Lays out an environment in isometric projection that the refined character inhabits and explains how the projection choice serves downstream previs.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): 3D Underlay Integrity	18	Application	Sync	Uses Blender or Maya to block underlying perspective where helpful and identifies where the 3D underlay carried the layout versus where 2D rough sufficed.
Practical (learner work): 3D Underlay Integrity workshop	18	Application	Sync	Uses Blender or Maya to block underlying perspective where helpful and identifies where the 3D underlay carried the layout versus where 2D rough sufficed.
Challenge activity: Isometric Environment Layout Rough	18	Application & Reflection	Async	Generates a layout rough that tests focal point and reading order before any rendering begins and revises the rough where focal point fails the read.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 9: Environments IV

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 9: Environments IV	15	Knowledge	Async	Composition as a focal-point instrument.
Guided reading: Neil Blevins — Composition Focal Points	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (learner work): Apply Focal-Point Locking to short examples	18	Analysis	Sync	Carries the isometric environment layout through a value and colour pass that locks the focal point and adjusts composition where the focal point drifts.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Environment Palette Obligations	18	Application	Sync	Establishes a palette that holds the character's colour decisions from the refinement pass and names where palette serves narrative versus where it serves readability.
Practical (learner work): Environment Palette Obligations workshop	18	Application	Sync	Establishes a palette that holds the character's colour decisions from the refinement pass and names where palette serves narrative versus where it serves readability.
Challenge activity: Isometric Environment — Value, Colour, and Previs Annotation	18	Application & Reflection	Async	Annotates the layout with composition, focal-point, and palette callouts in terms a previs lead can build from.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 10: Environments Assessment

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 10: Environments Assessment	15	Knowledge	Async	Engage with the week's focus.
Guided reading: course context	15	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
1:1 Feedback session: Individual instructor review	15	Assessment	Sync	Receive feedback on submitted work and identify improvements.
Improve & revise work	15	Application	Async	Apply feedback to submitted work.
Break	15	Rest	Async	Rest and rejuvenation before practical work.
Group session 1: Peer showcase	15	Collaboration	Sync	Share work with peers and provide structured feedback.
Group session 2: Group critique and discussion	15	Reflection	Sync	Review feedback and identify key improvements.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.

Weekly Teaching Plan — Week 11: Package I

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 11: Package I	15	Knowledge	Async	The design package as a coherence object.
Guided reading: Neil Blevins — Shape Language	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Package Coherence	18	Knowledge	Sync	Identifies what package coherence requires across two characters, three props, and one environment and states which prior decisions must hold across the package.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Variant Promotion Standard	18	Application	Sync	Takes a second character from variant material through to the same clean-line, value, and colour standard as the refined character and holds parity with it.
Practical (learner work): Variant Promotion Standard workshop	18	Application	Sync	Takes a second character from variant material through to the same clean-line, value, and colour standard as the refined character and holds parity with it.
Challenge activity: Second Character Promotion to Package Standard	18	Application & Reflection	Async	Demonstrates where the two characters share package-level decisions and where their shape-language difference is the design intent.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 12: Package II

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 12: Package II	15	Knowledge	Async	Key art as the package's narrative line.
Guided reading: Colour Scripts as Governance — Cartoon Brew	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Key Art Narrative Frame	18	Knowledge	Sync	Composes a key-art piece that frames the two characters within the environment and names the narrative line the composition is carrying.
Theory (learner work): Apply Key Art Narrative Frame to short examples	18	Analysis	Sync	Composes a key-art piece that frames the two characters within the environment and names the narrative line the composition is carrying.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Colour Script Coherence	18	Application	Sync	Establishes a colour script that holds across the two characters, the props, the environment, and the key art and identifies where the script breaks under integration.
Challenge activity: Key-Art Composition and Colour Script	18	Application & Reflection	Async	Integrates the isometric environment with both characters at key-art scale and adjusts composition where character read or environment read collapses.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 13: Package III

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 13: Package III	15	Knowledge	Async	Consolidation as the package's handoff move.
Guided reading: Neil Blevins — Mood Boards, Design Packets and Callout Sheets	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Package Consolidation	18	Knowledge	Sync	Consolidates two character sheets, three prop callout sheets, one isometric environment, and one key-art piece into a single package and identifies which sheets need re-annotation against the package's storytelling decisions.
Theory (learner work): Apply Package Consolidation to short examples	18	Analysis	Sync	Consolidates two character sheets, three prop callout sheets, one isometric environment, and one key-art piece into a single package and identifies which sheets need re-annotation against the package's storytelling decisions.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): The Callout Sweep	18	Application	Sync	Annotates every sheet with callouts naming silhouette, composition, colour-script, and storytelling decisions in terms a modeller, previs artist, and look-dev artist can each build from.
Practical (learner work): The Callout Sweep workshop	18	Application	Sync	Annotates every sheet with callouts naming silhouette, composition, colour-script, and storytelling decisions in terms a modeller, previs artist, and look-dev artist can each build from.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 14: Package IV

Subject / Topic	Time (min)	Tools & techniques	Methods	Learning objectives
Introduction to Week 14: Package IV	15	Knowledge	Async	The pitch deck as a defence document.
Guided reading: Dice Tsutsumi and Robert Kondo — The Dam Keeper World Art Book Excerpt (Tonko House)	18	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
Theory (taught): Pitch Deck as Defence	18	Knowledge	Sync	Structures a pitch deck that walks the studio audience through research, ideation, refinement, and package and defends each page against the design-direction line stated up front.
Theory (learner work): Apply Pitch Deck as Defence to short examples	18	Analysis	Sync	Structures a pitch deck that walks the studio audience through research, ideation, refinement, and package and defends each page against the design-direction line stated up front.
Break	18	Rest	Async	Rest and rejuvenation before practical work.
Practical (taught): Design-Direction Line	18	Application	Sync	States the package's design direction in one line and tests every package sheet against that line, identifying sheets that drift from the claim.
Practical (learner work): Design-Direction Line workshop	18	Application	Sync	States the package's design direction in one line and tests every package sheet against that line, identifying sheets that drift from the claim.
Challenge activity: Pitch Deck and AI-and-Reference Policy Slide	18	Application & Reflection	Async	States which package decisions were made by the artist and which used declared AI or reference assistance, named at decision grain rather than at tool grain.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.
Retrieval practice recall test	15	Assessment	Sync	Recall lesson content from memory.

Weekly Teaching Plan — Week 15: Package Assessment				
Activity	Duration	Learning Objectives	Mode	Notes
Introduction to Week 15: Package Assessment	15	Knowledge	Async	Engage with the week's focus.
Guided reading: course context	15	Reading / Discussion	Async	Introduce learners to the week's readings and the discipline language they establish.
1:1 Feedback session: Individual instructor review	15	Assessment	Sync	Receive feedback on submitted work and identify improvements.
Improve & revise work	15	Application	Async	Apply feedback to submitted work.
Break	15	Rest	Async	Rest and rejuvenation before practical work.
Group session 1: Peer showcase	15	Collaboration	Sync	Share work with peers and provide structured feedback.
Group session 2: Group critique and discussion	15	Reflection	Sync	Review feedback and identify key improvements.
Review & reflection journaling	10	Reflection	Async	Consolidate learning, highlight key takeaways, and reflect on challenges.