

Character Design

Week 2

Professor Sara Gómez Woolley | Friday September 10, 2021

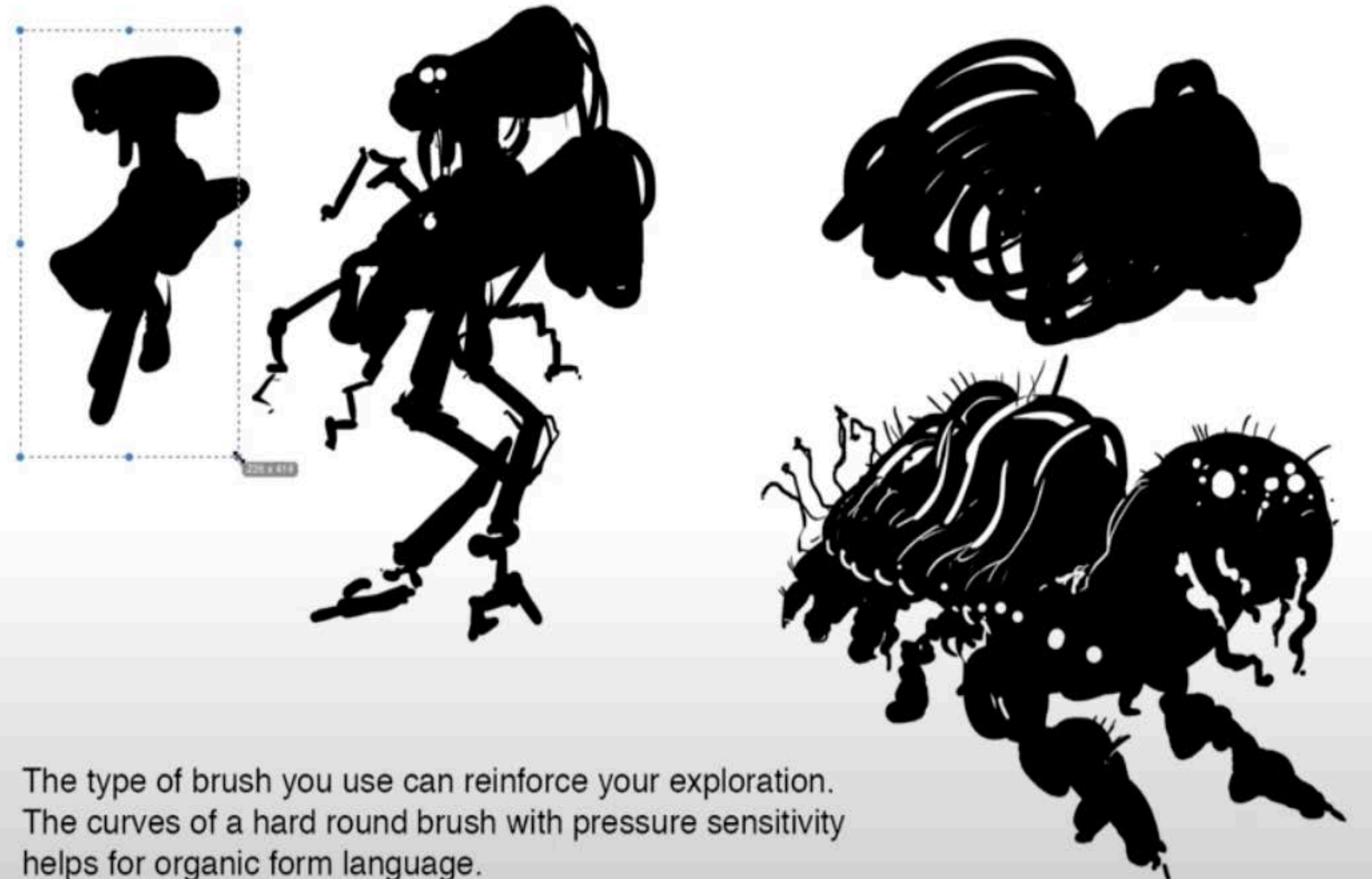
Today's Plan

- SKETCHBOOK SHARE & NEW CHALLENGE
- Introduce NEW Sketchbook Challenge
- DISCUSSION on Characters and Shape Language
- Critique Assignment 1
- Warm UP GAME
- LECTURE
 - Design by Silhouette
 - Model Sheets, Turn Arounds and Expression Sheets
- INTRODUCE ASSIGNMENT 2
- DEMO and LAB TIME

NEW Sketchbook CHALLENGE

"*LOOKING AT CLOUDS*"

- FILL at minimum 4 pages in your sketchbook with silhouette drawings based on abstract shapes. Recommendation LOOK UP! Look at clouds for inspiration and go draw outside while you **STILL CAN!** Turn the shapes into interesting characters.



The type of brush you use can reinforce your exploration. The curves of a hard round brush with pressure sensitivity helps for organic form language.

Drawing Warmup 2

Animal, Emotion, Occupation

- As a group create a list for each category.
- Then randomly choose one aspect of your character from each of the 3 lists.
- Draw that character.
- <https://tools-unite.com/tools/random-picker-wheel>



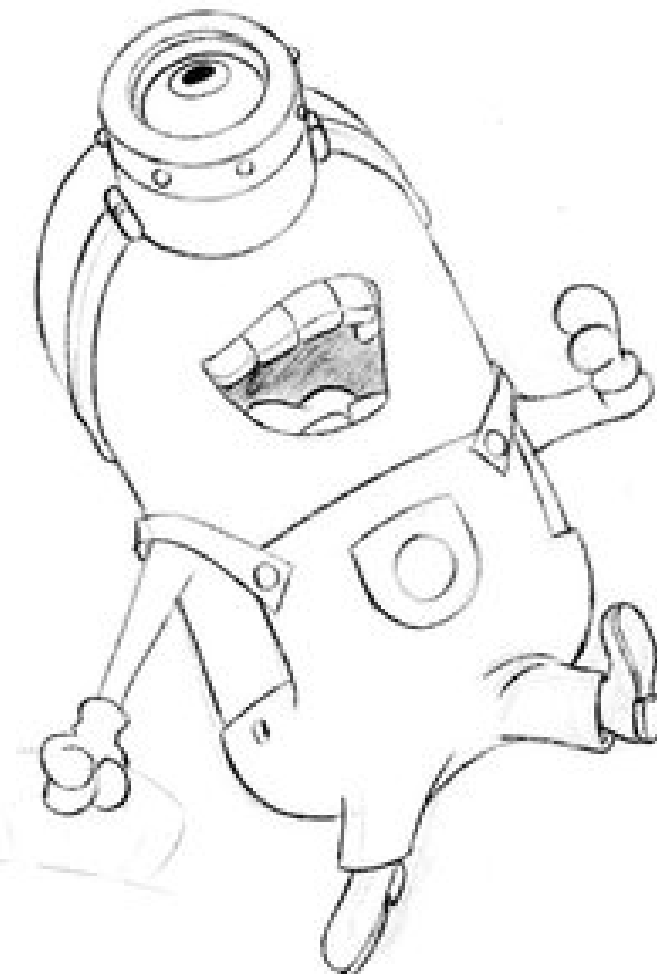
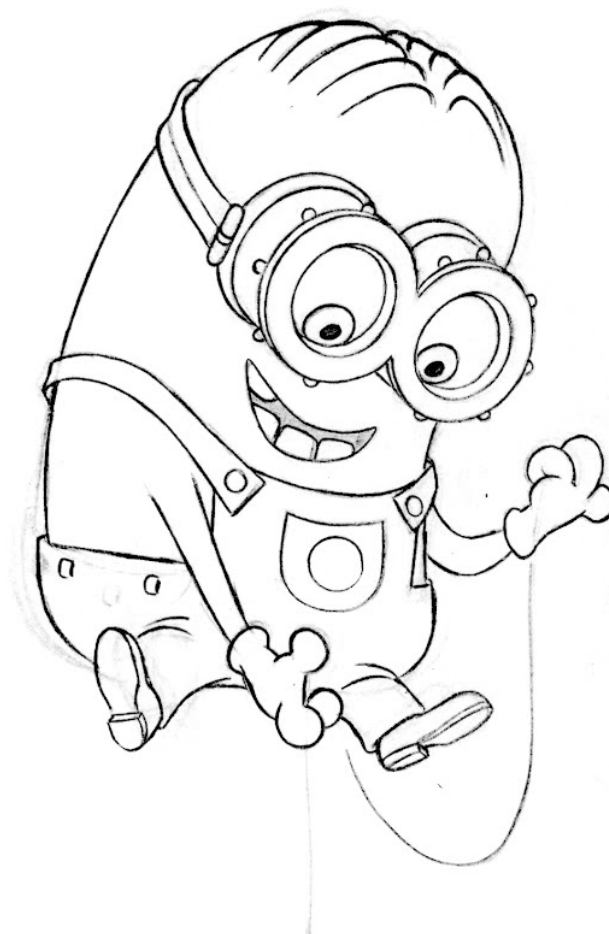
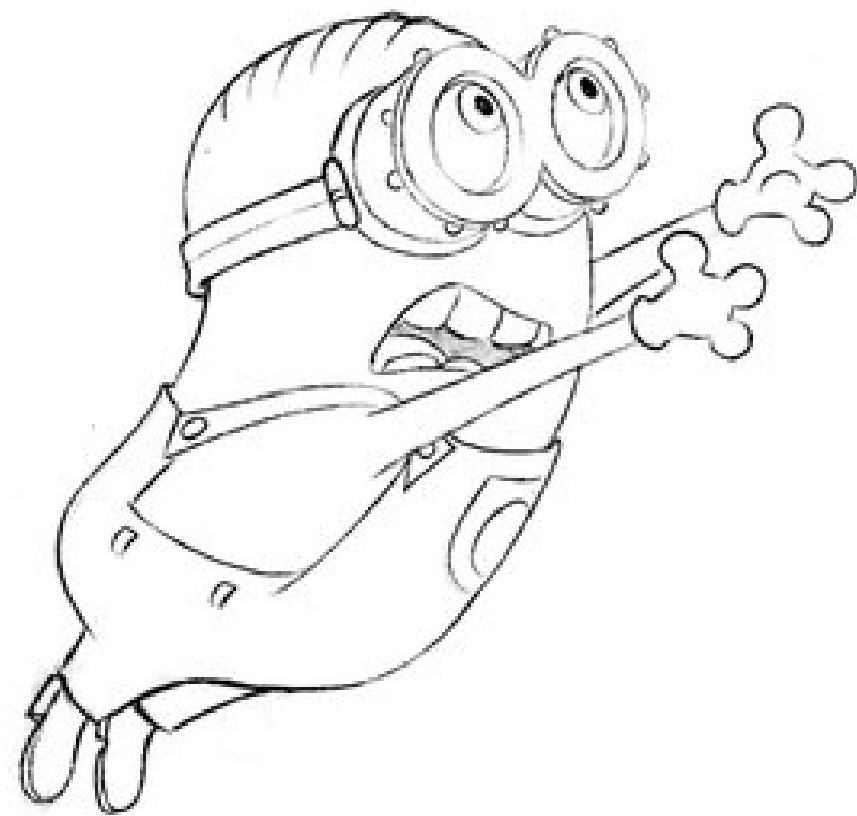
Elephant, Ballerina, Cheerful



Cat, Grumpy, Biker

Lets Discuss Characters and Shape Language

- What characters did you choose to examine?
- Are there characters you feel show the use of design by shape particularly well?
- POST your images and thoughts on our MIRO board, and lets chat!

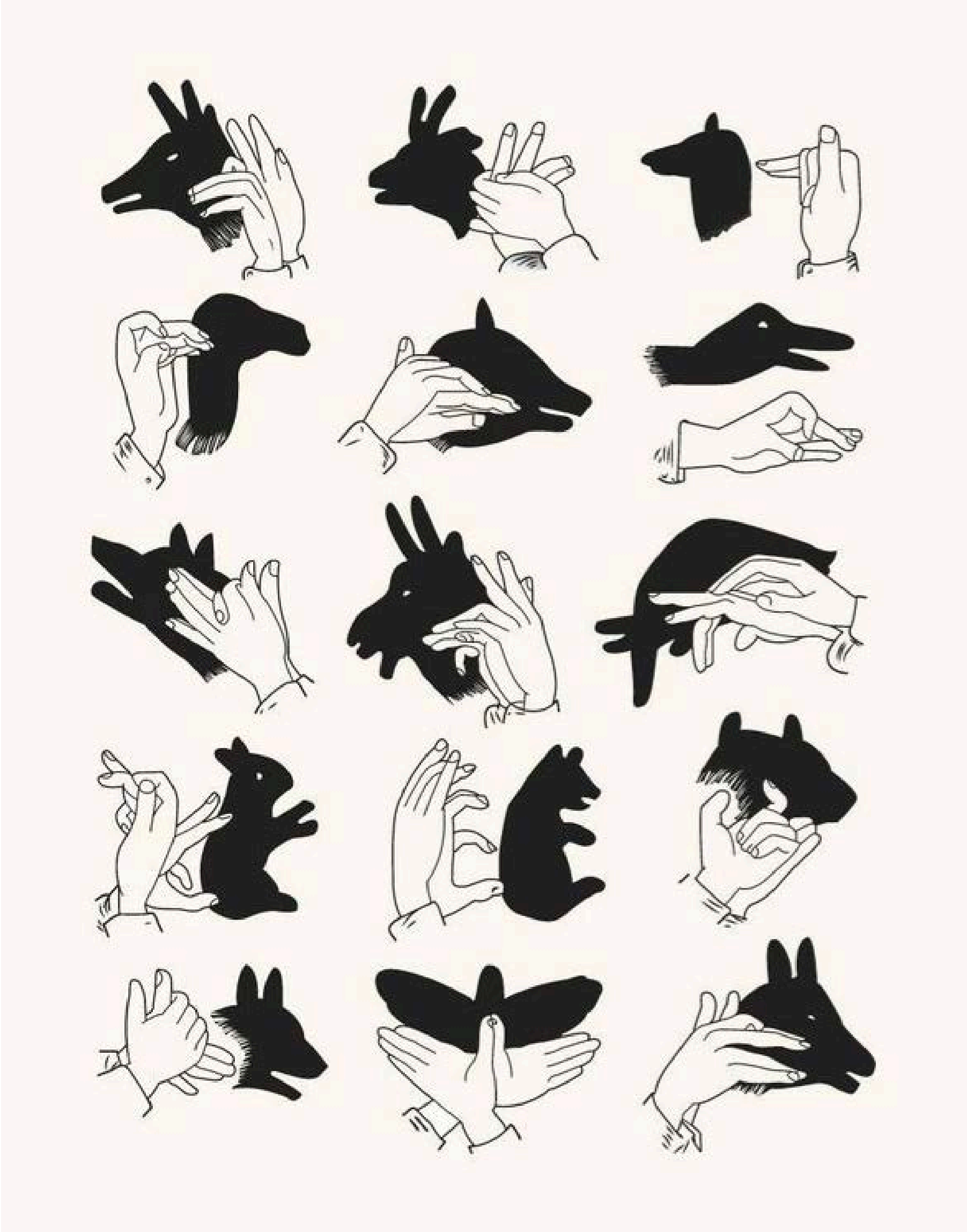


Design by Silhouette

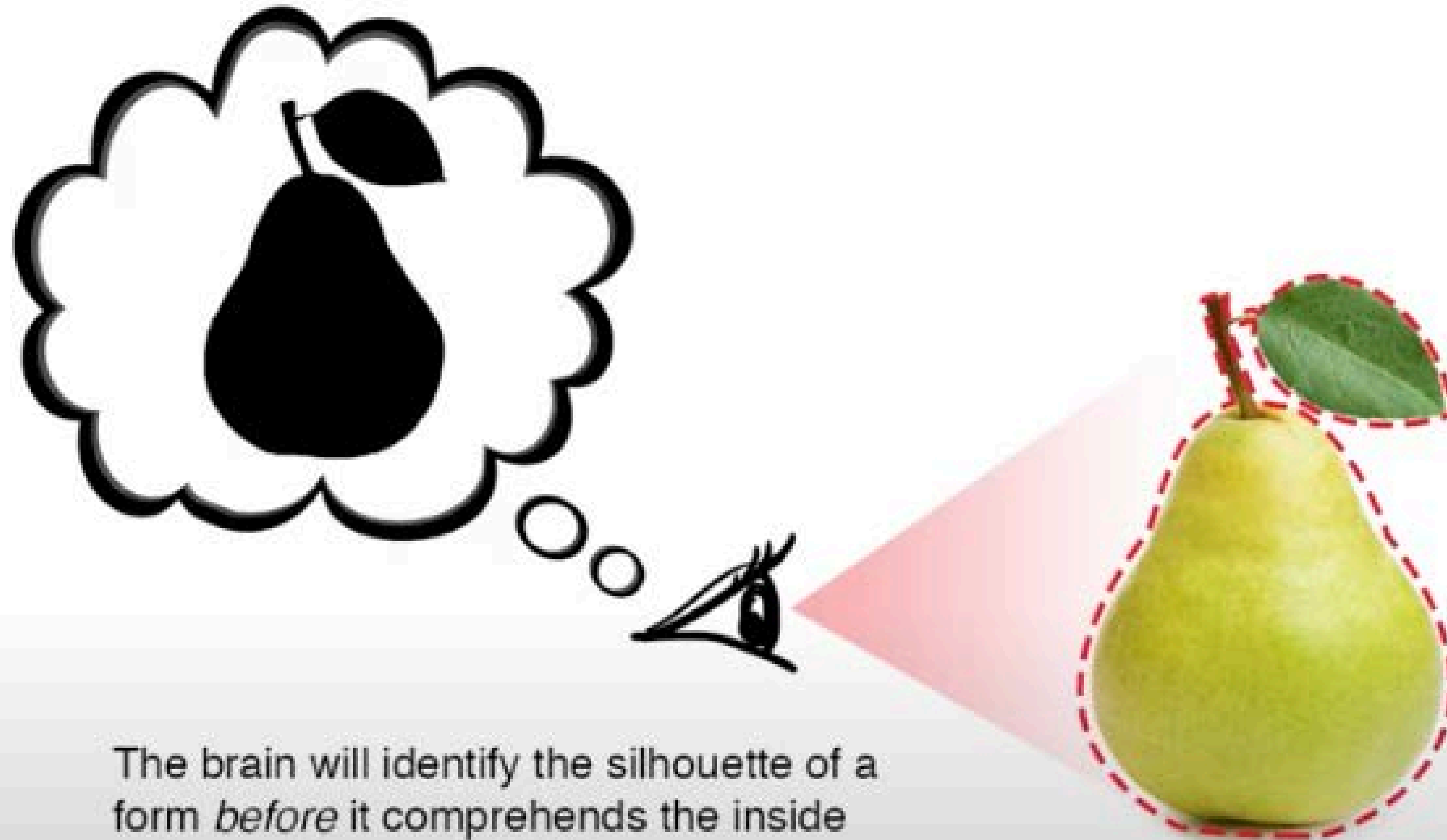
What is a Silhouette?

How is it used in design?

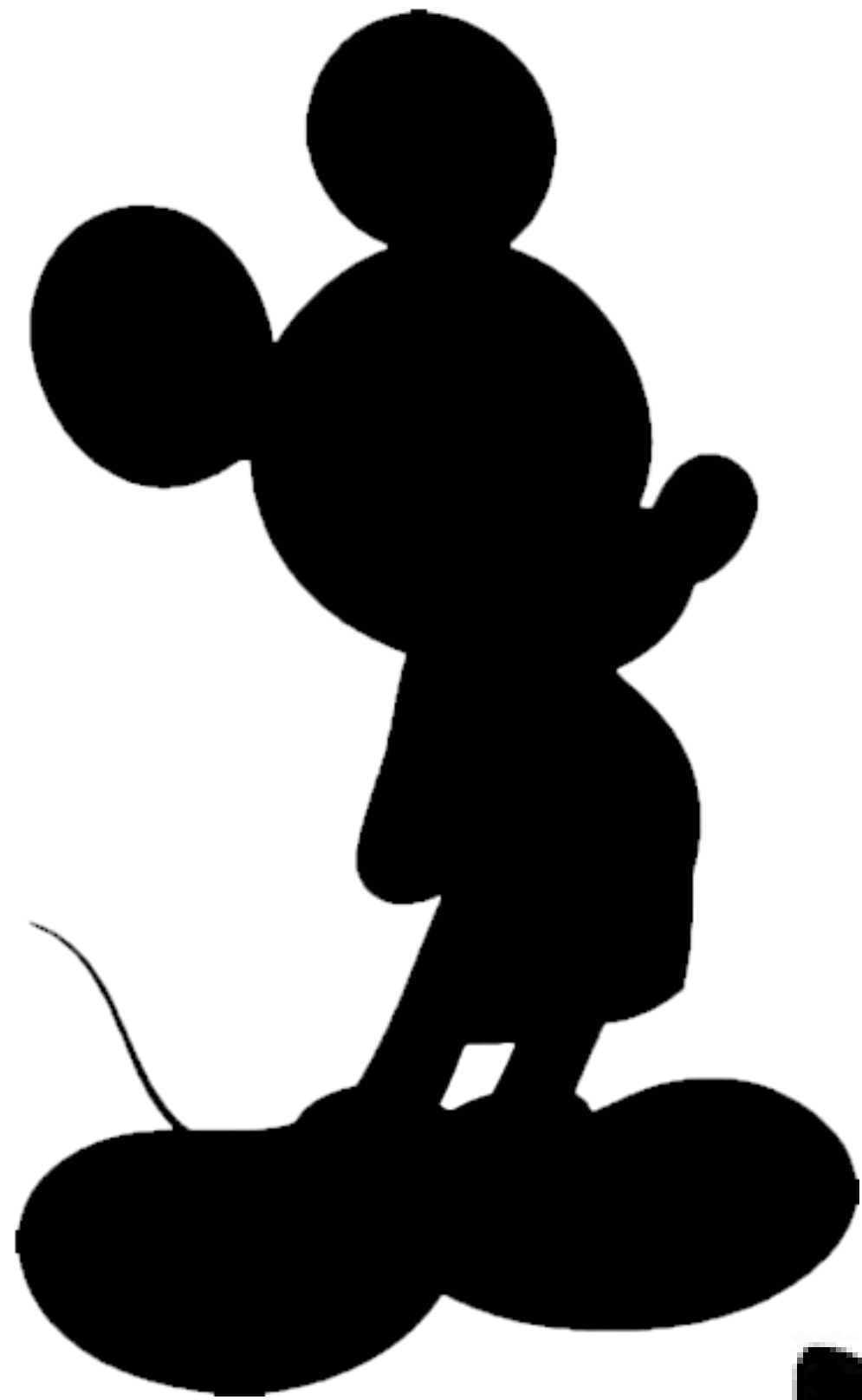
Why should we be aware of it as a design tool?



silhouette design for Coraline



The brain will identify the silhouette of a form *before* it comprehends the inside colors, values and details...



WHO AM I?



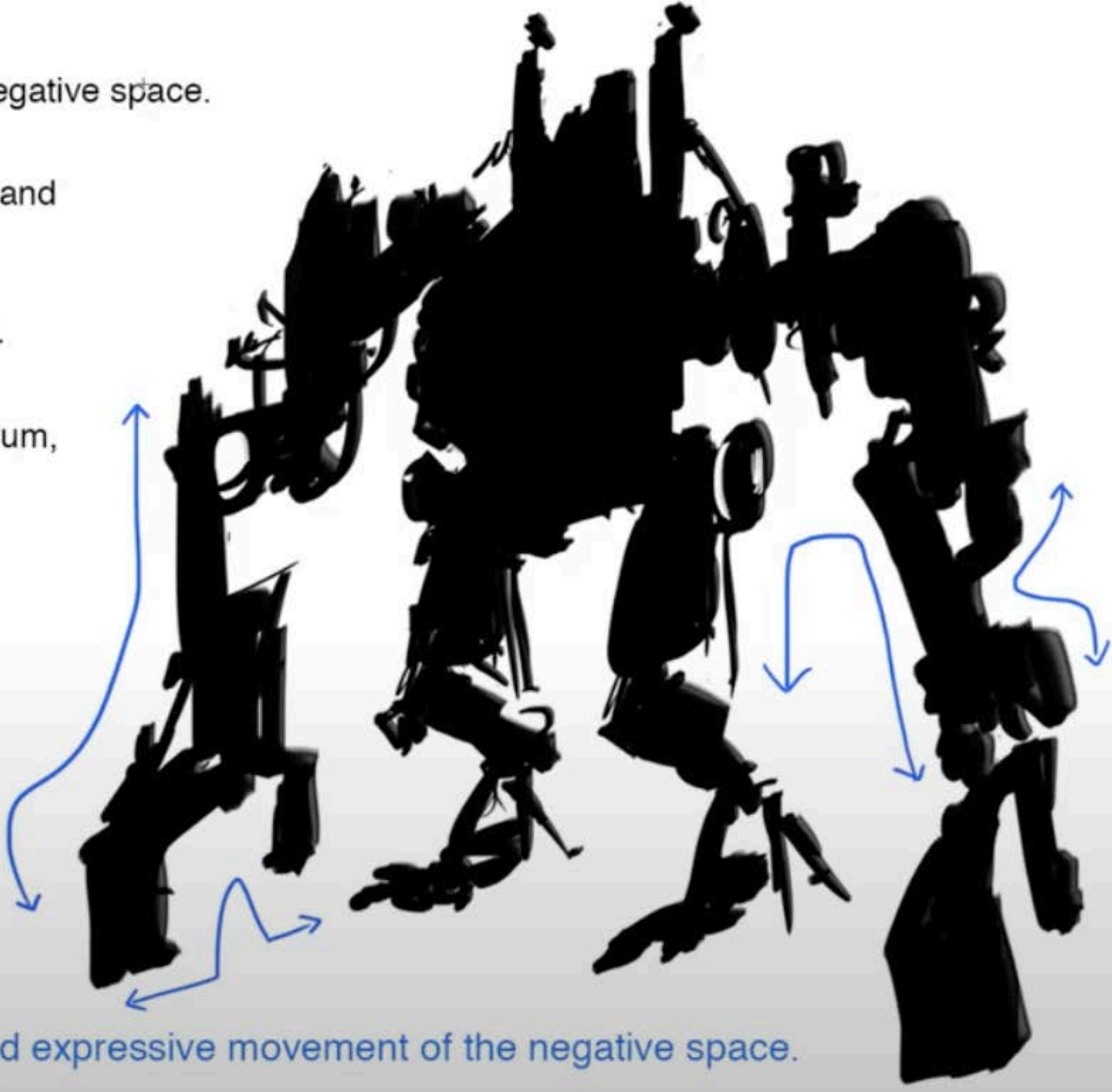


Early silhouette sketch by Shannon Tindle

Silhouette designs for characters from "Coraline." *Item 2 of 10*

HOW to begin ...

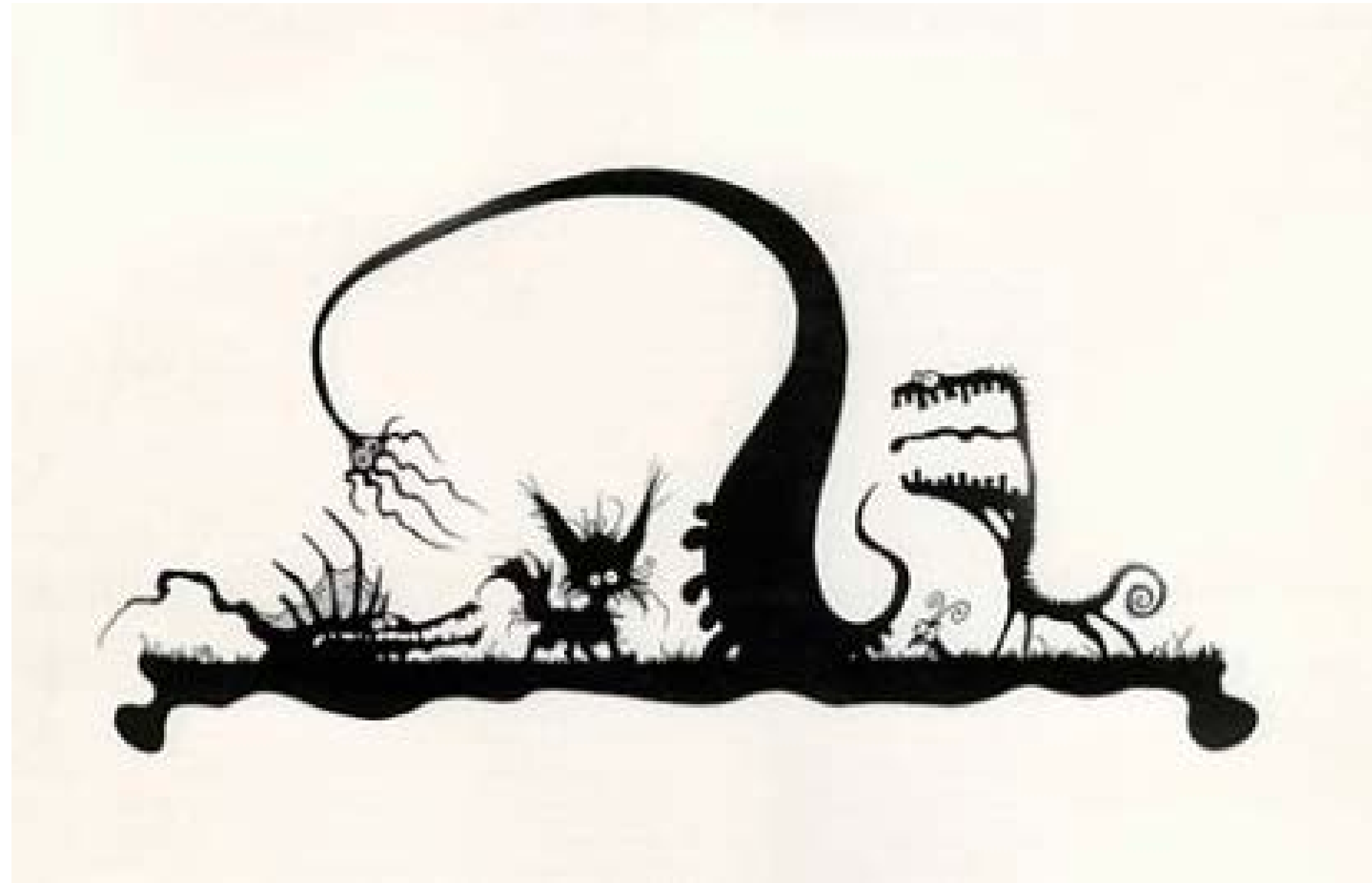
- 1. Big, medium, and small negative space.
- 2. Negative space moves in and out of the form.
- 3. Proportions that stand out.
- 4. *Design in 3's*: Large, medium, and small forms.

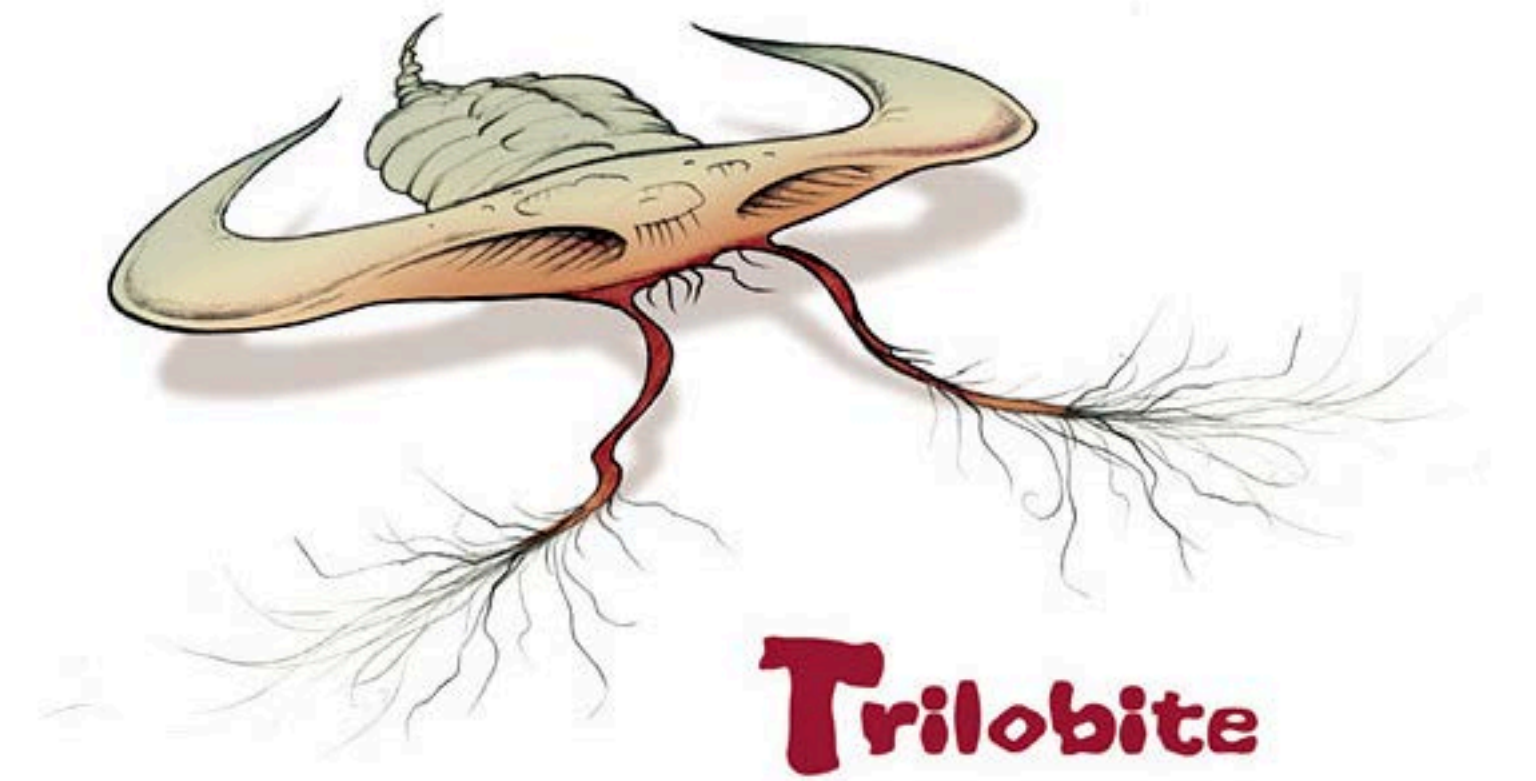


REMEMBER KEY CONCEPTS:

- Simplify
- Exaggerate
- Play with Proportion
- Use Shape Language
- Clarify
- Make Multiple Iterations

Master Artist Study: Michel Gagné





Designs based on
Elephant , Rabbits, Beaver
and Trilobites



Master Artist Study: Nico Marlet





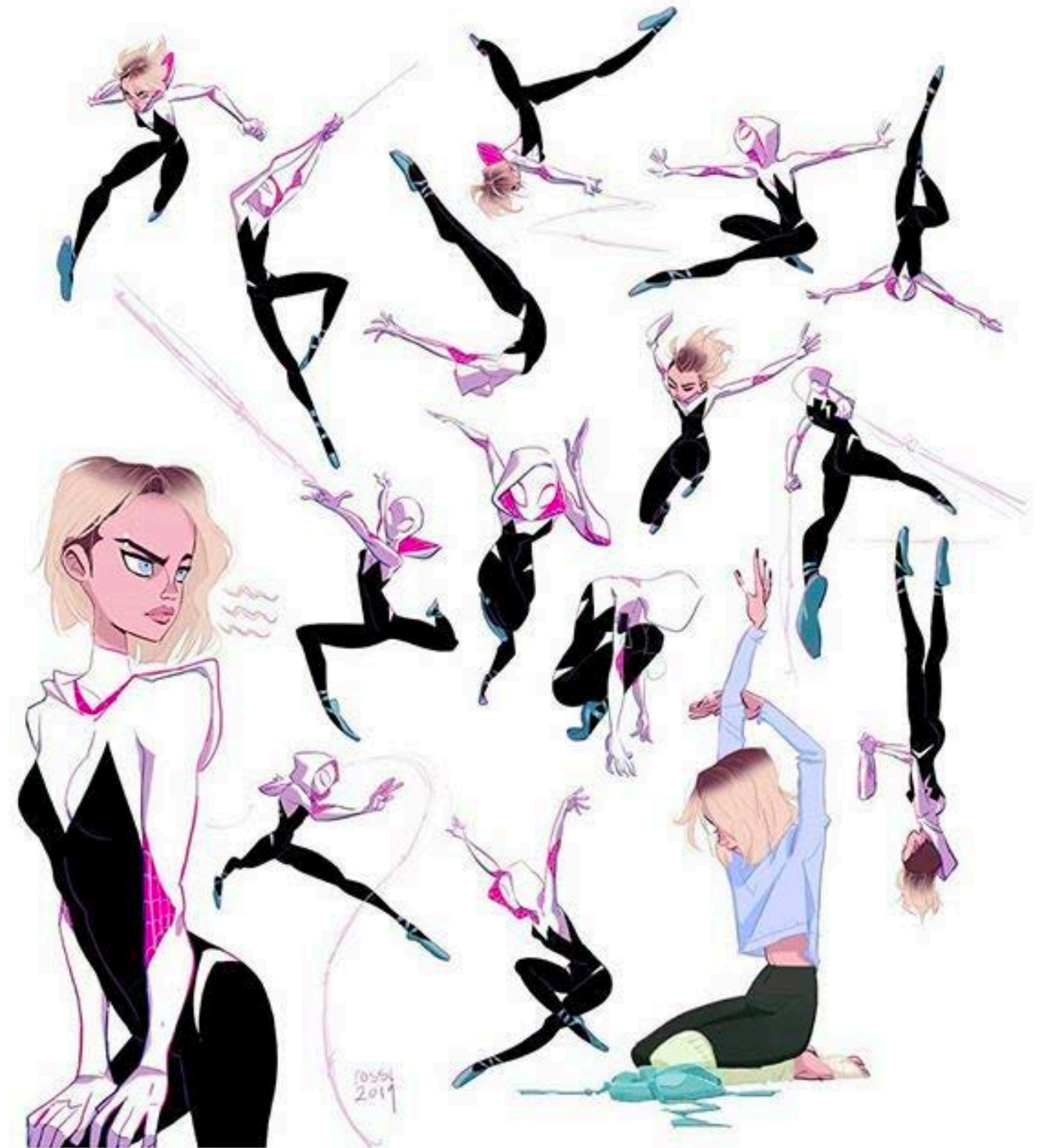
What is a Character Turnaround Or Model Sheet?

- Turnarounds show the figure/character from three or more angles, giving all the necessary details and proportions to give direction to anyone else who will need to draw it.
- These are used for animation, video games, comic books, fashion, and more.
- They help give artists a sense of what the character will look like from every possible angle and while in motion.
- These help everyone working with that character to stay “on model”.
- READ [this analysis of the character design from REAL MONSTERS](#) to get you started.

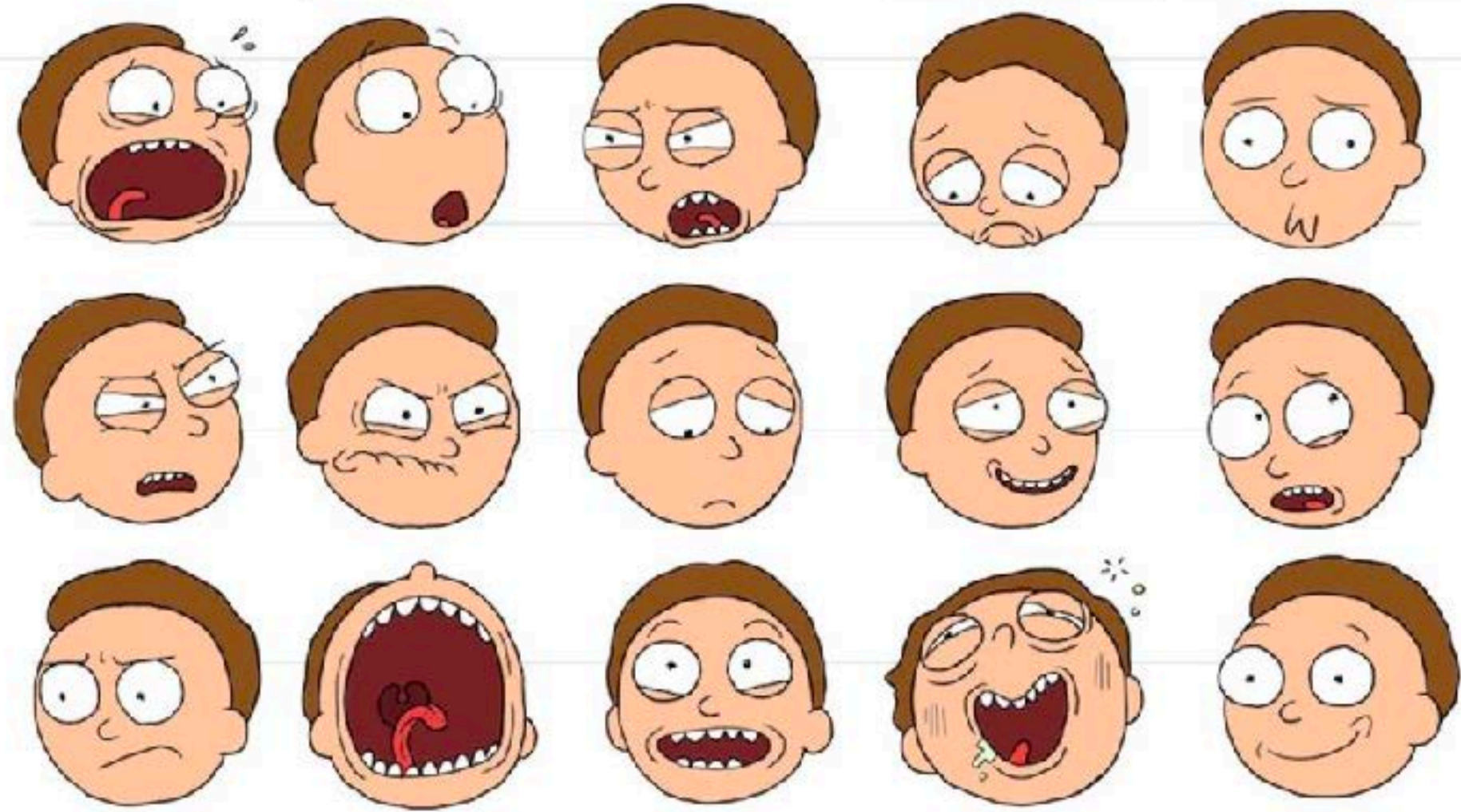


Pose Sheets and Expression Sheets

(They're different)



Rick and Morty



Morty - facial expressions

Rick and Morty - Ep. 301

Concepts by Elisa Phillips

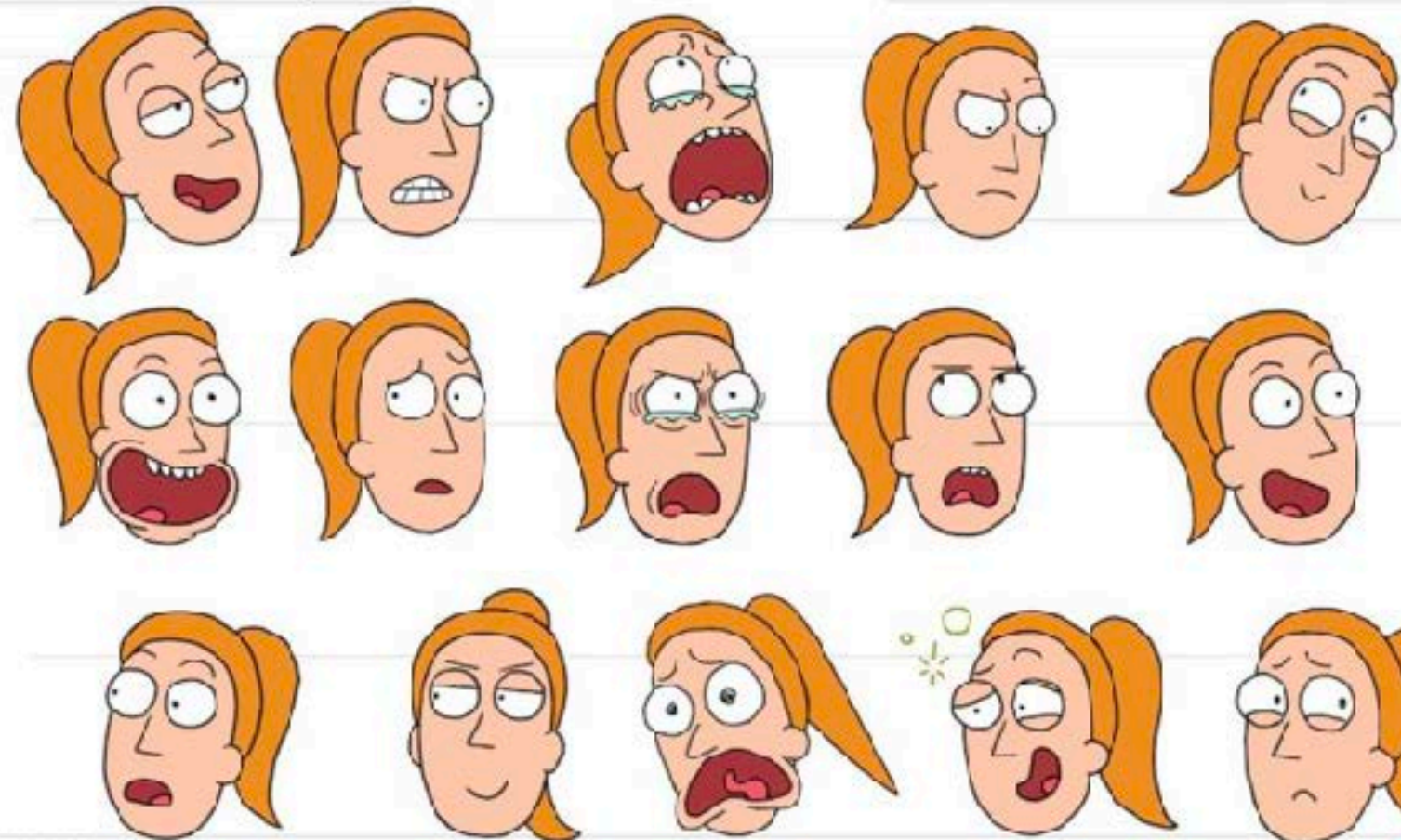
Military Personnel Ricks - Model Sheet



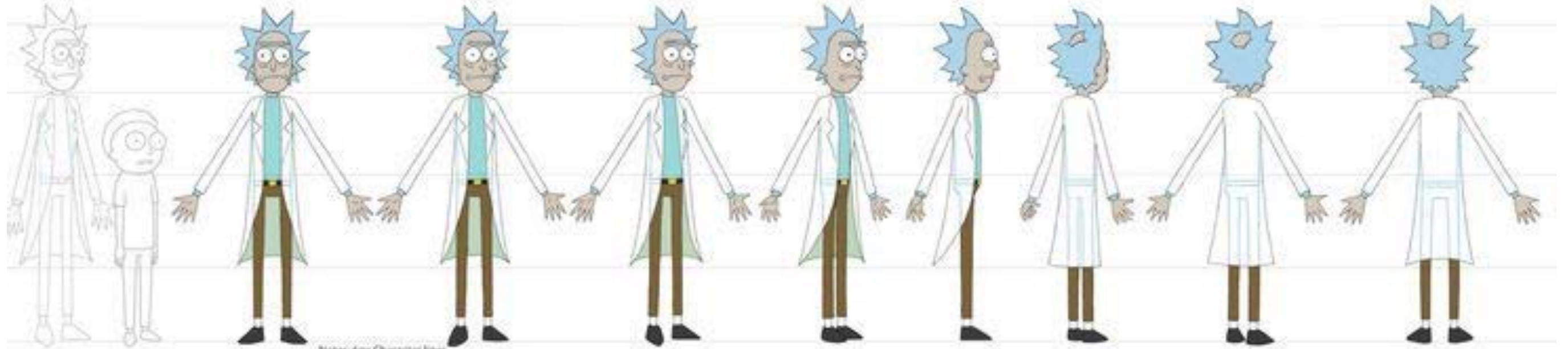
STARBUKNS INDUSTRIES

Rick and Morty

Rick and Morty



Summer - character expressions

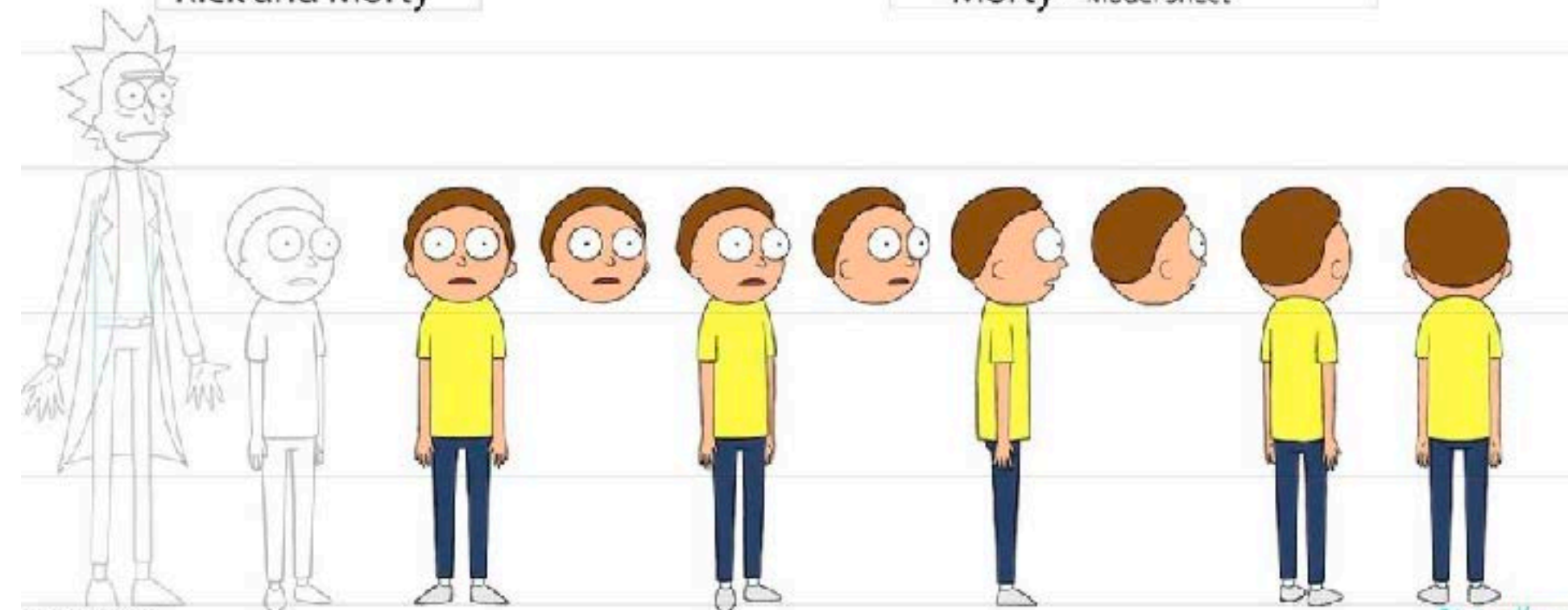


STARBUKNS INDUSTRIES

Rick and Morty

Rick and Morty

Morty - Model Sheet



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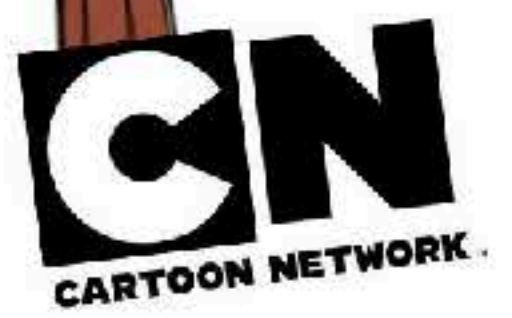
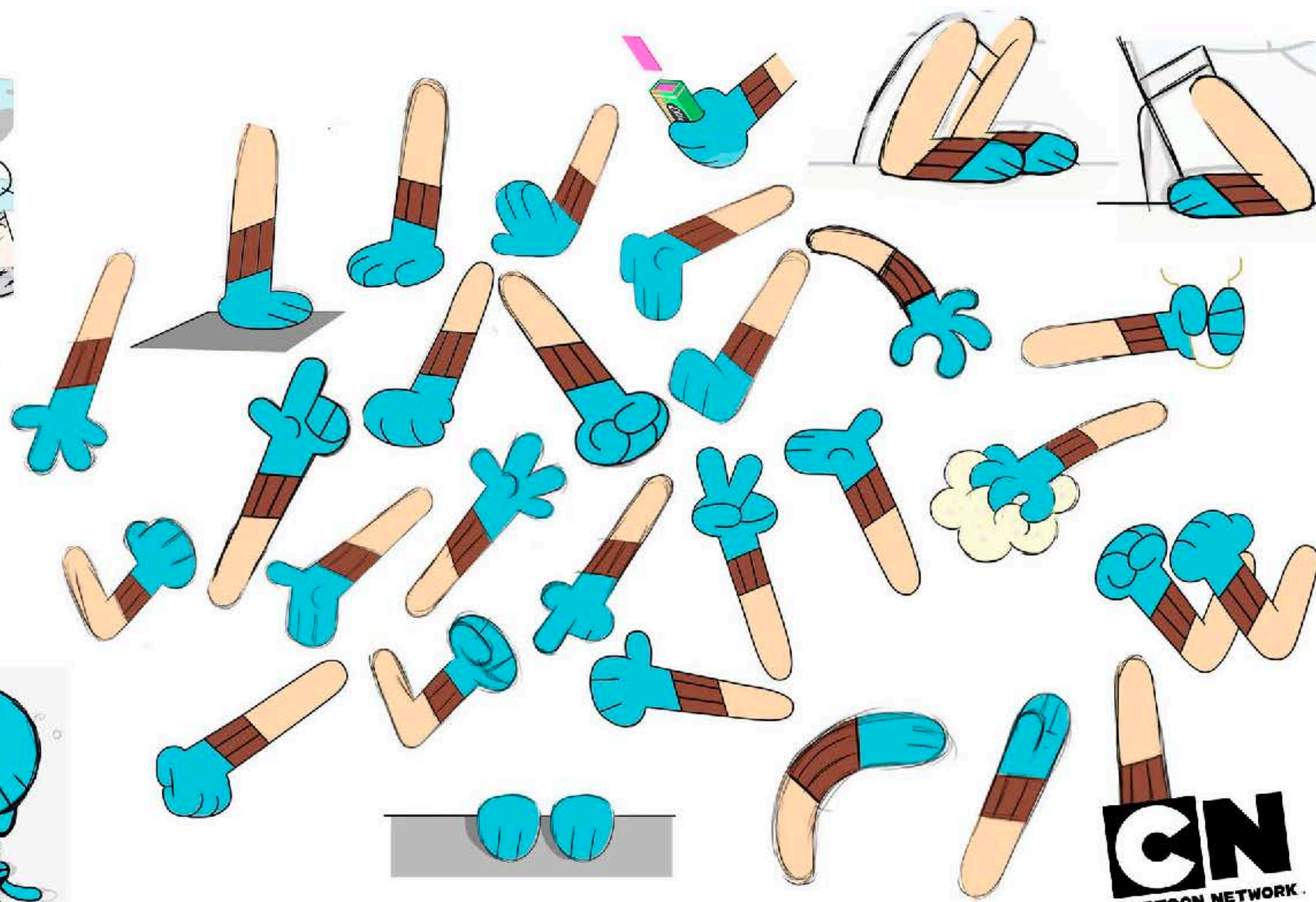
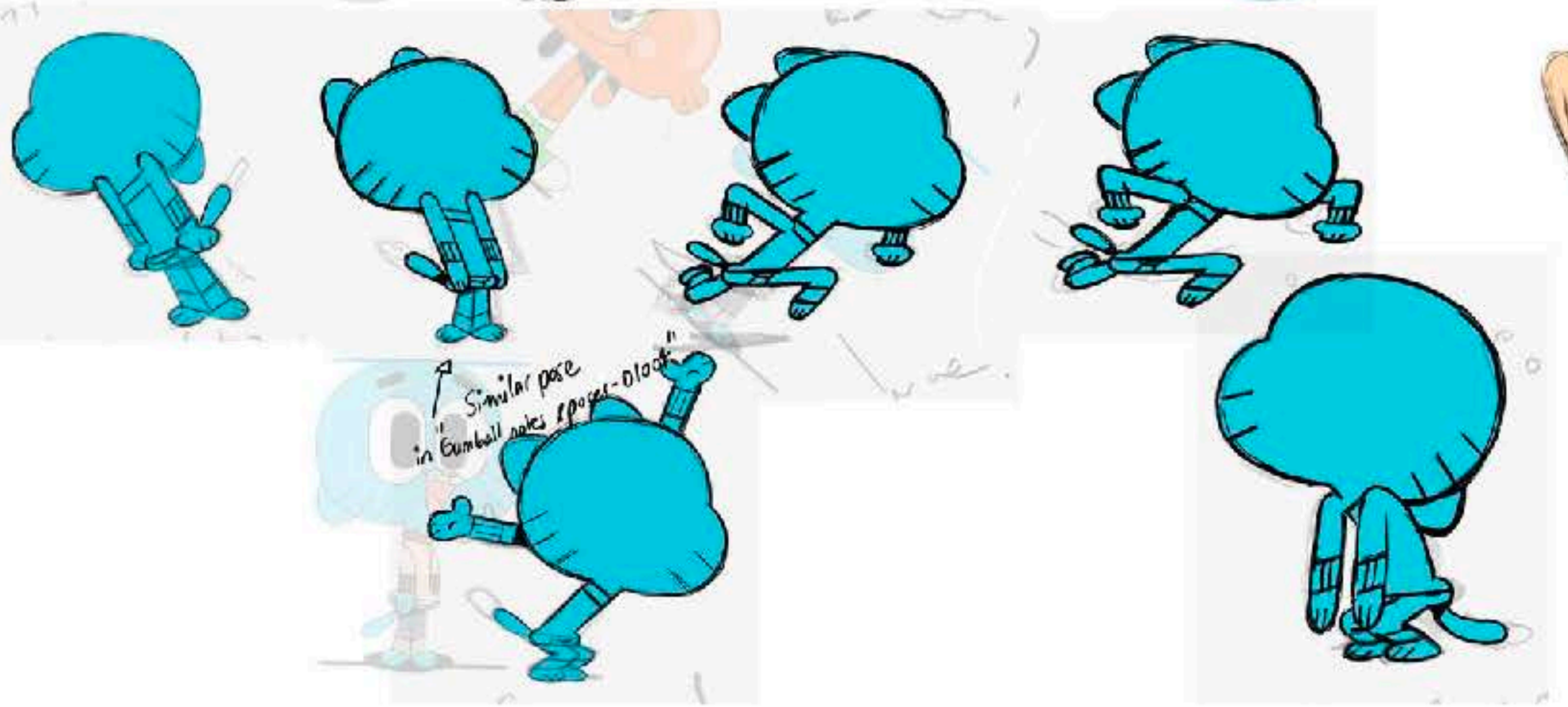
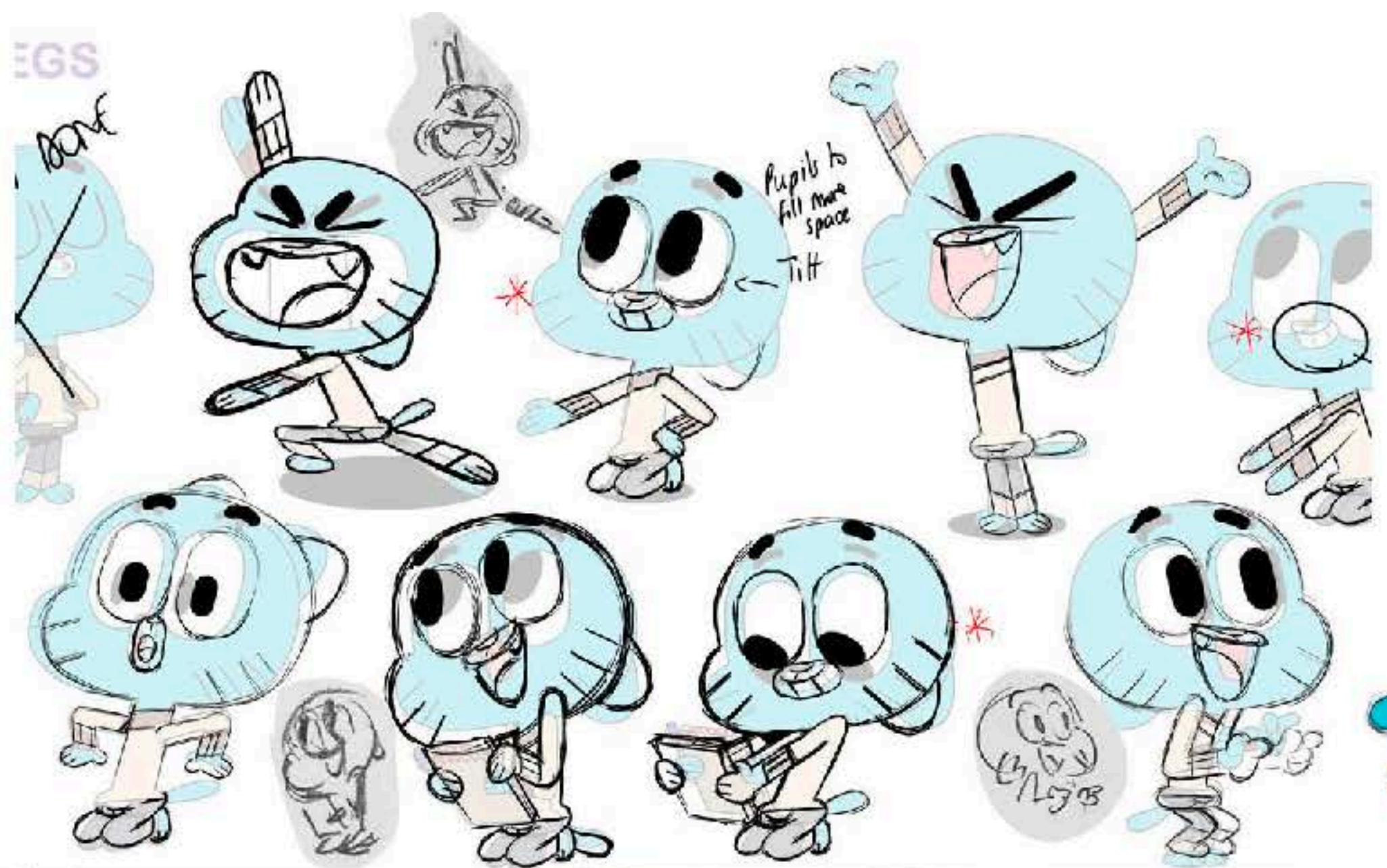
Rick and Morty

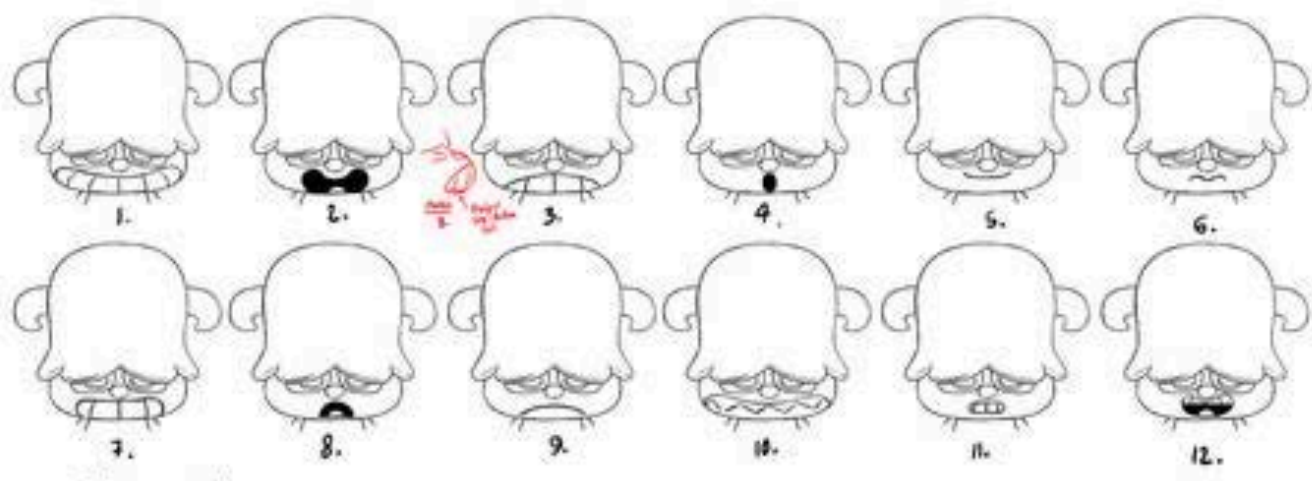
STARBUKNS INDUSTRIES

Rick and Morty

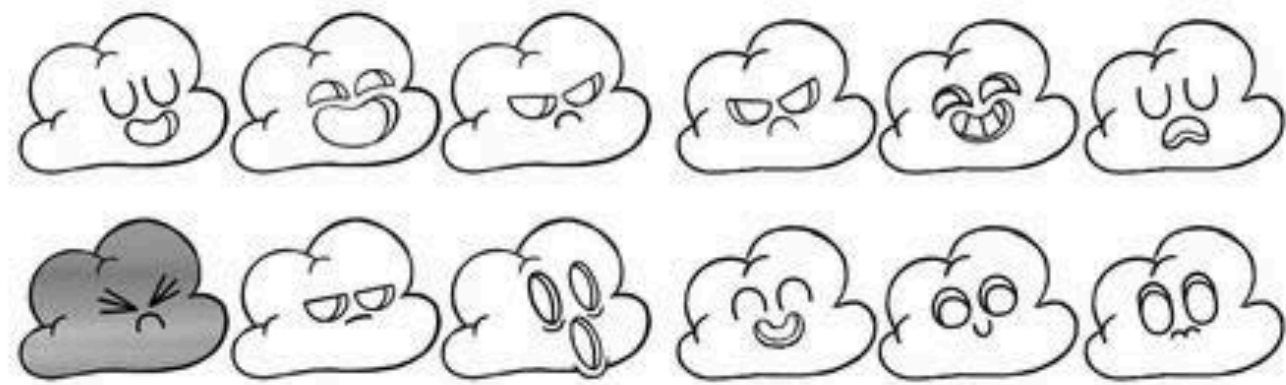
EGS

BOOF

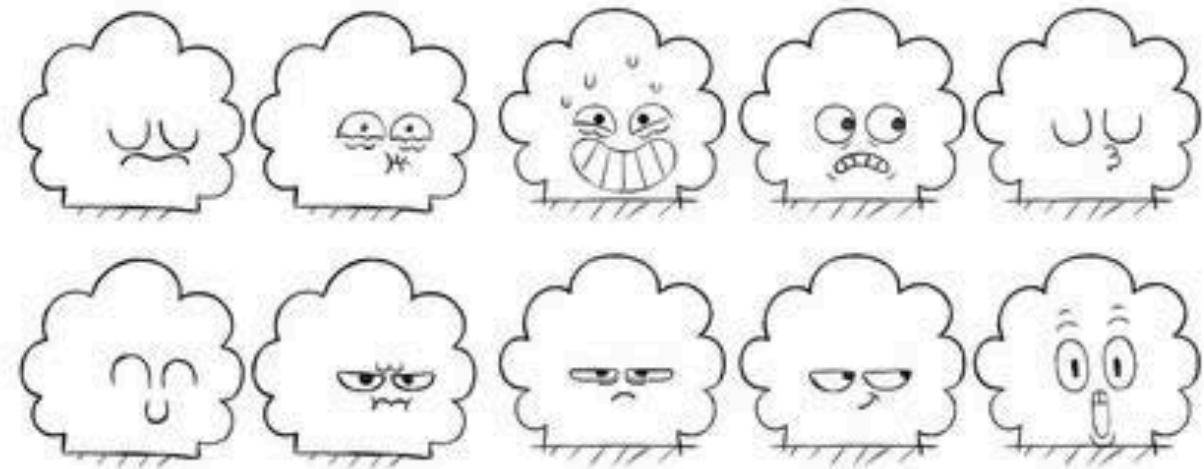




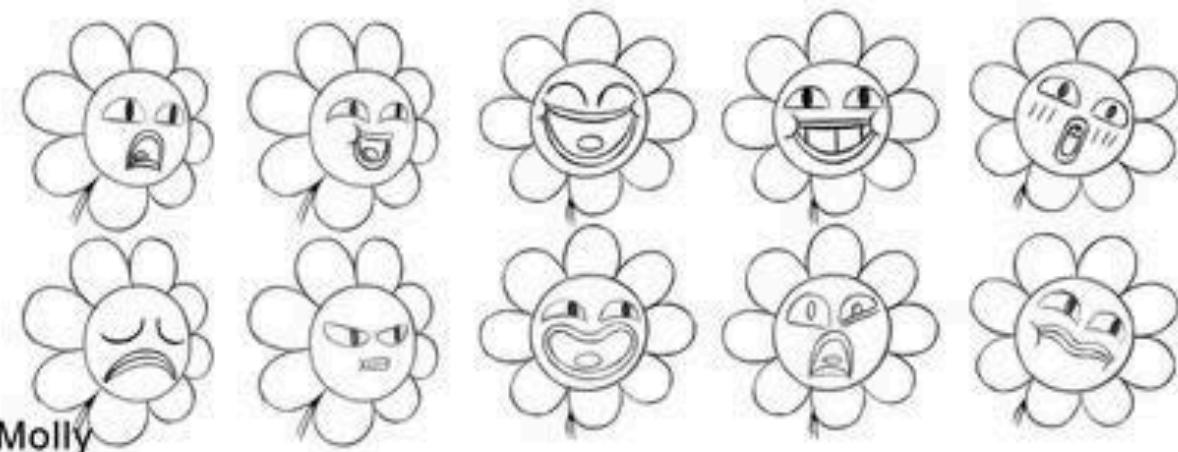
Masami



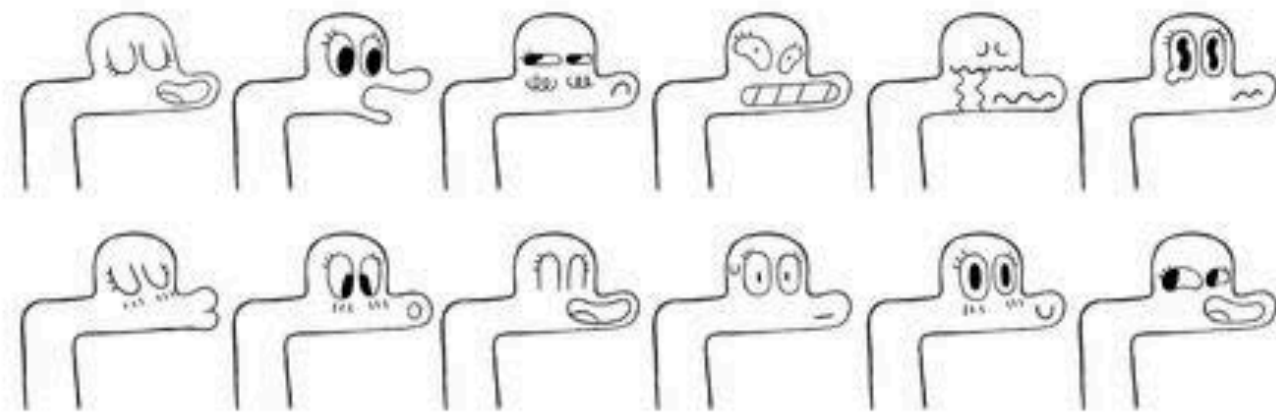
Mr Small



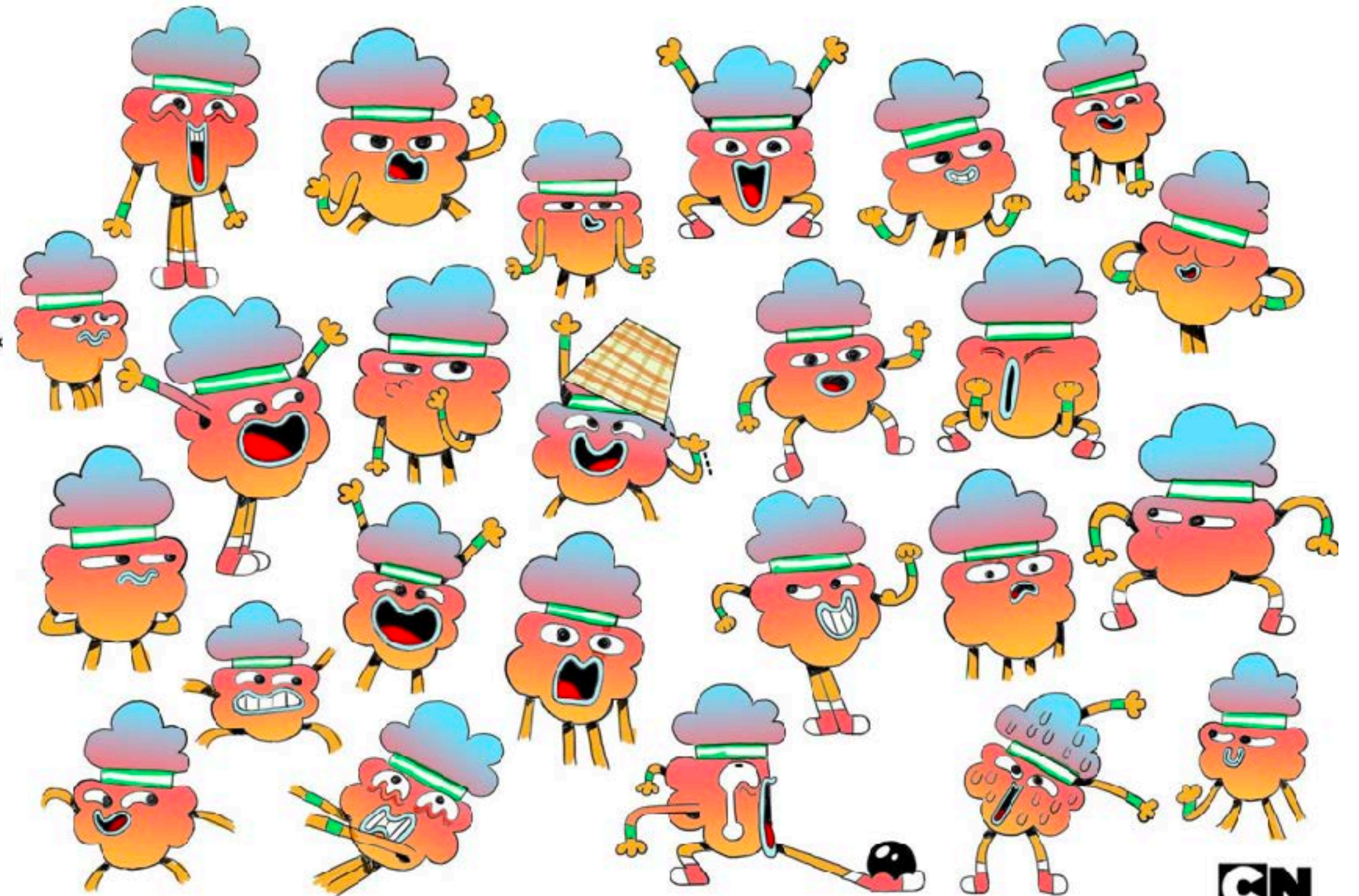
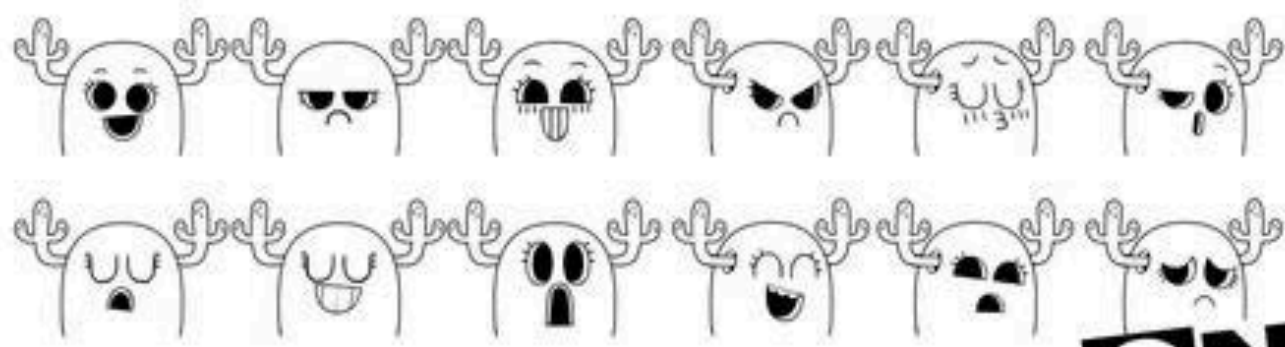
Leslie

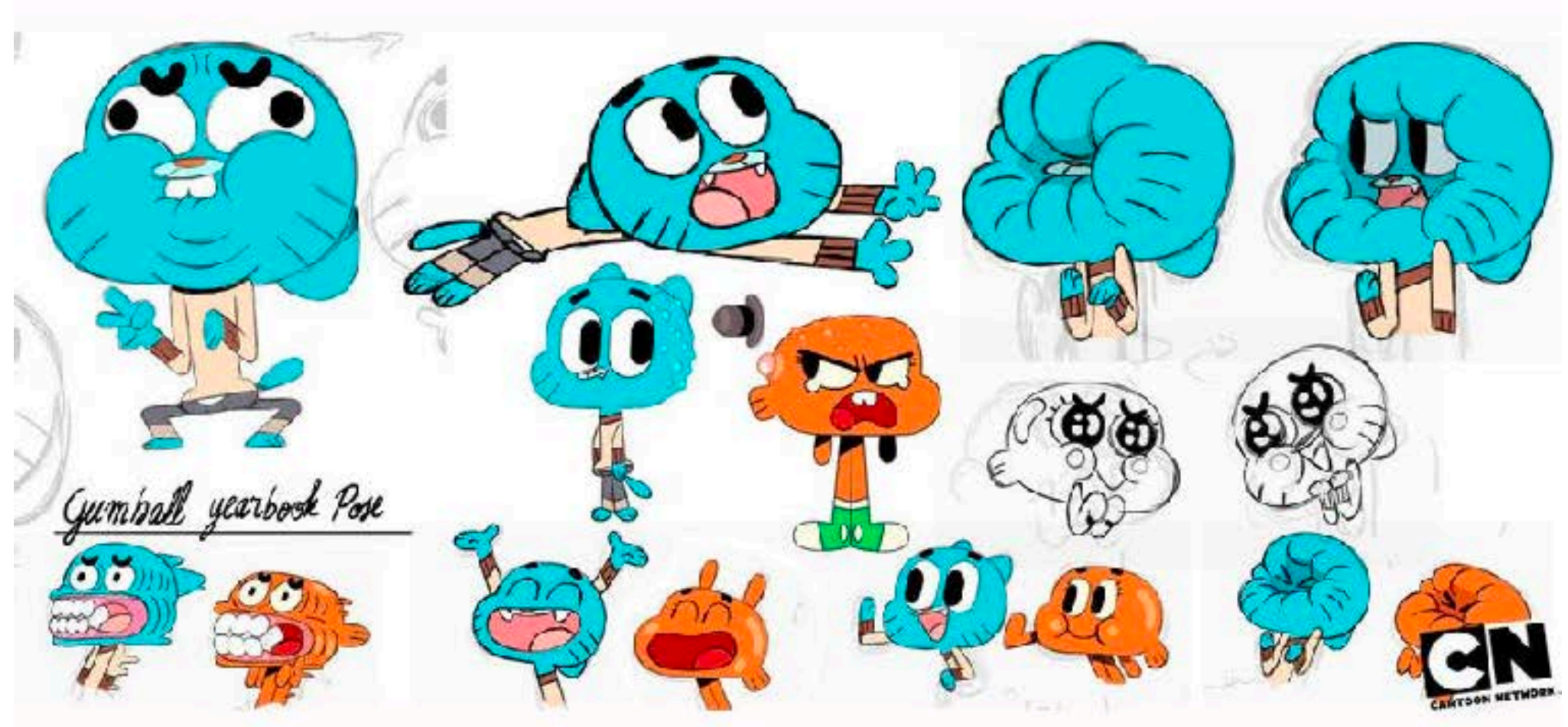
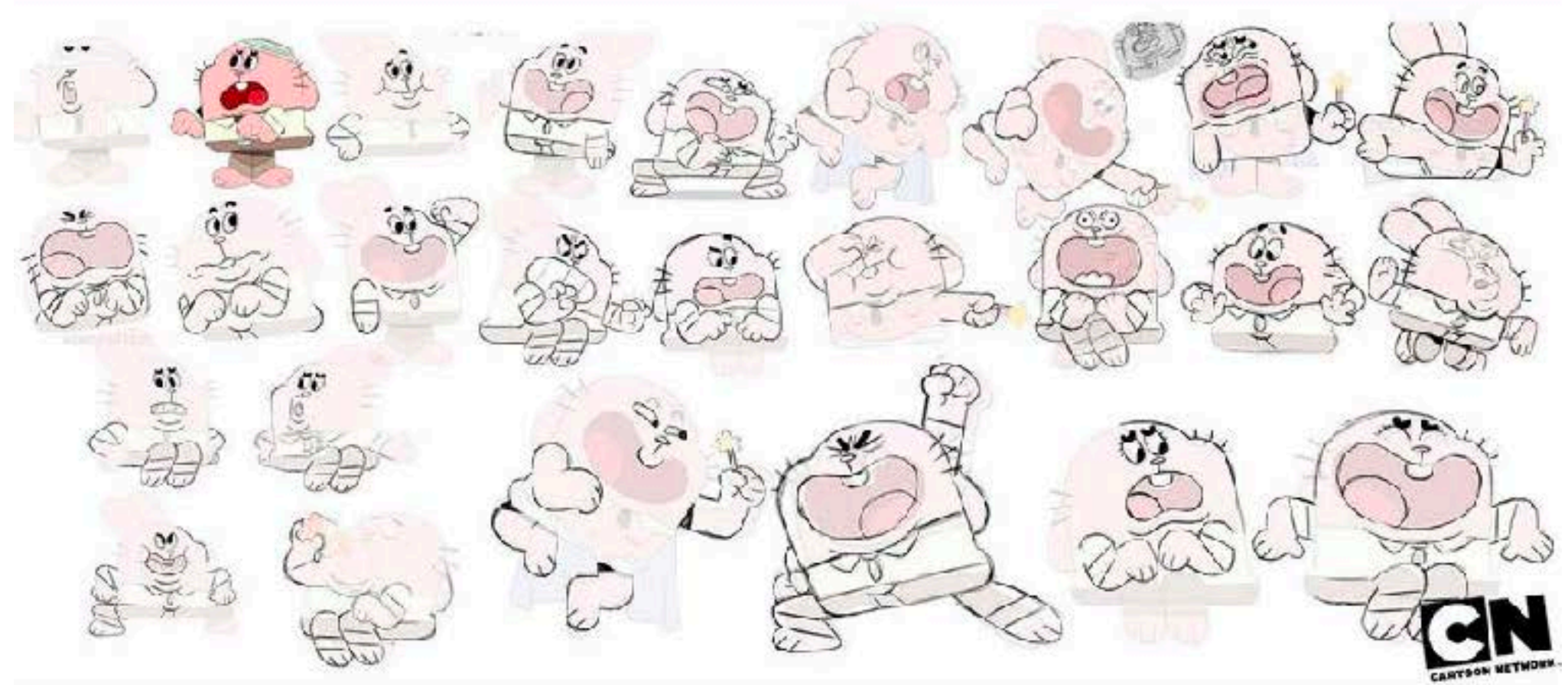
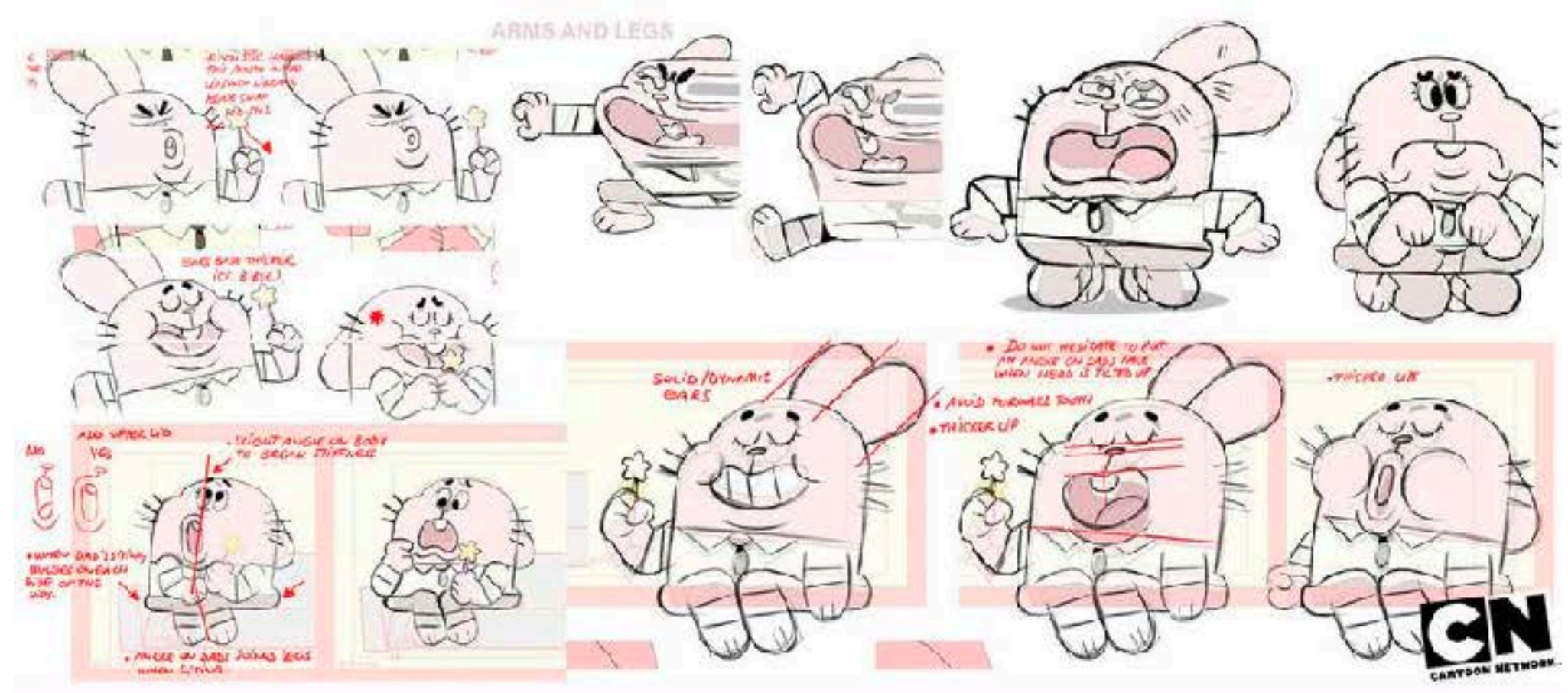


Molly



Penny

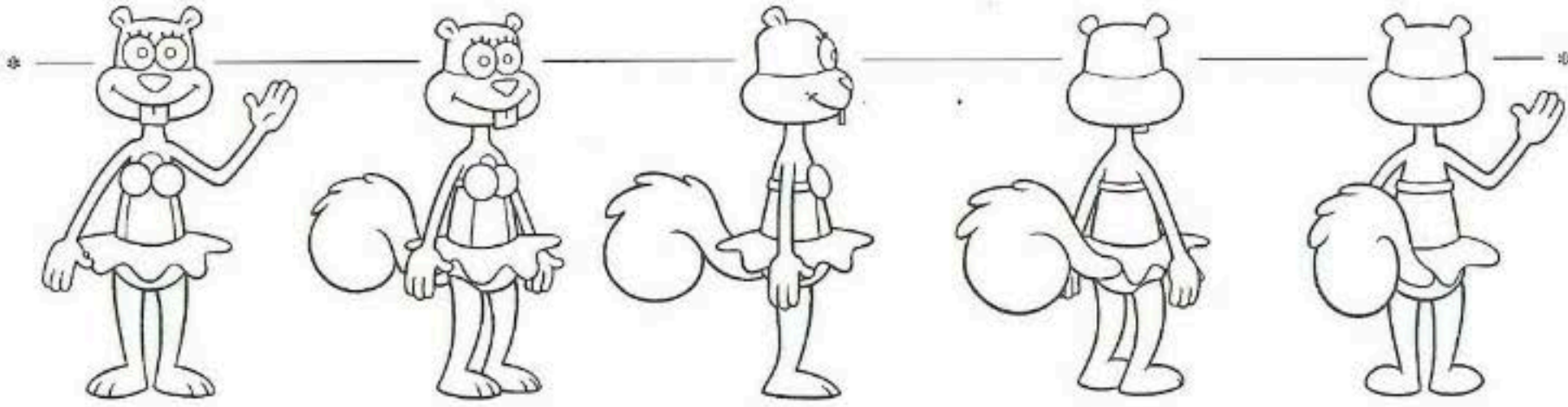






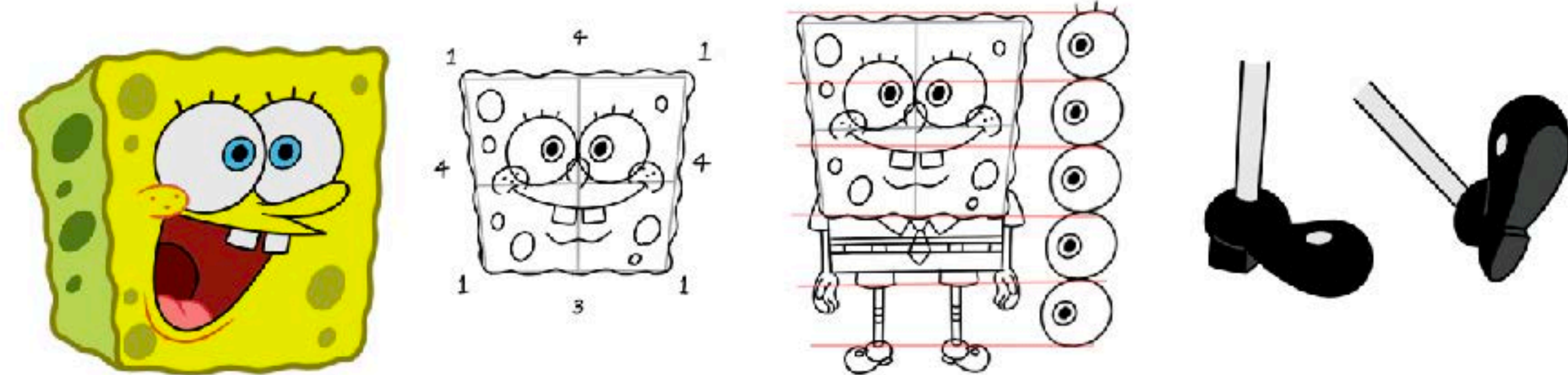
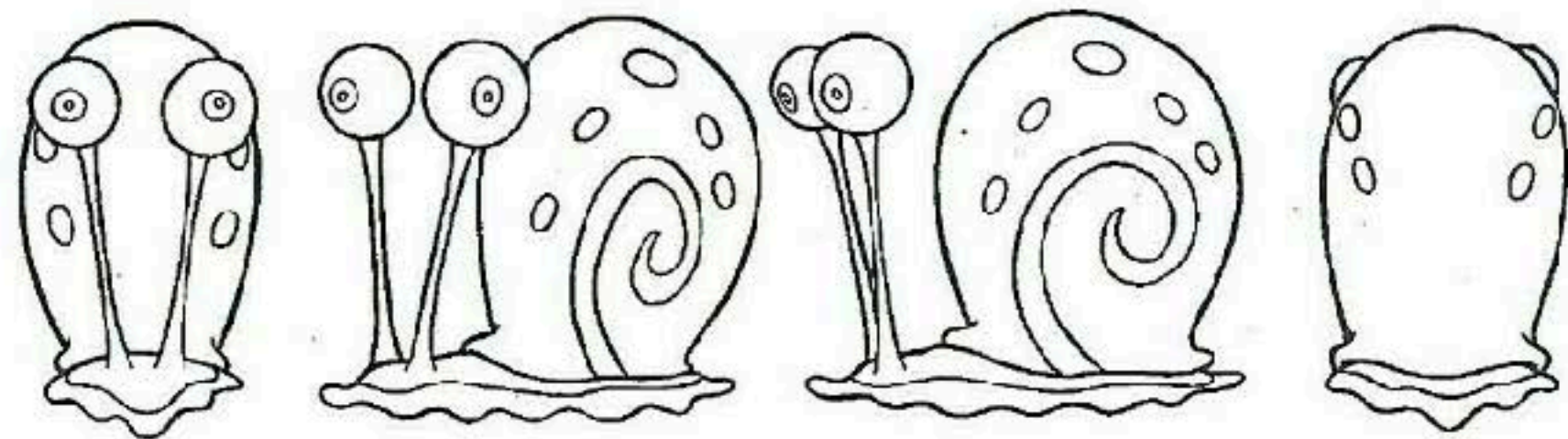
SANDY CHEEKS TURNAROUND

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GARY TURNAROUND

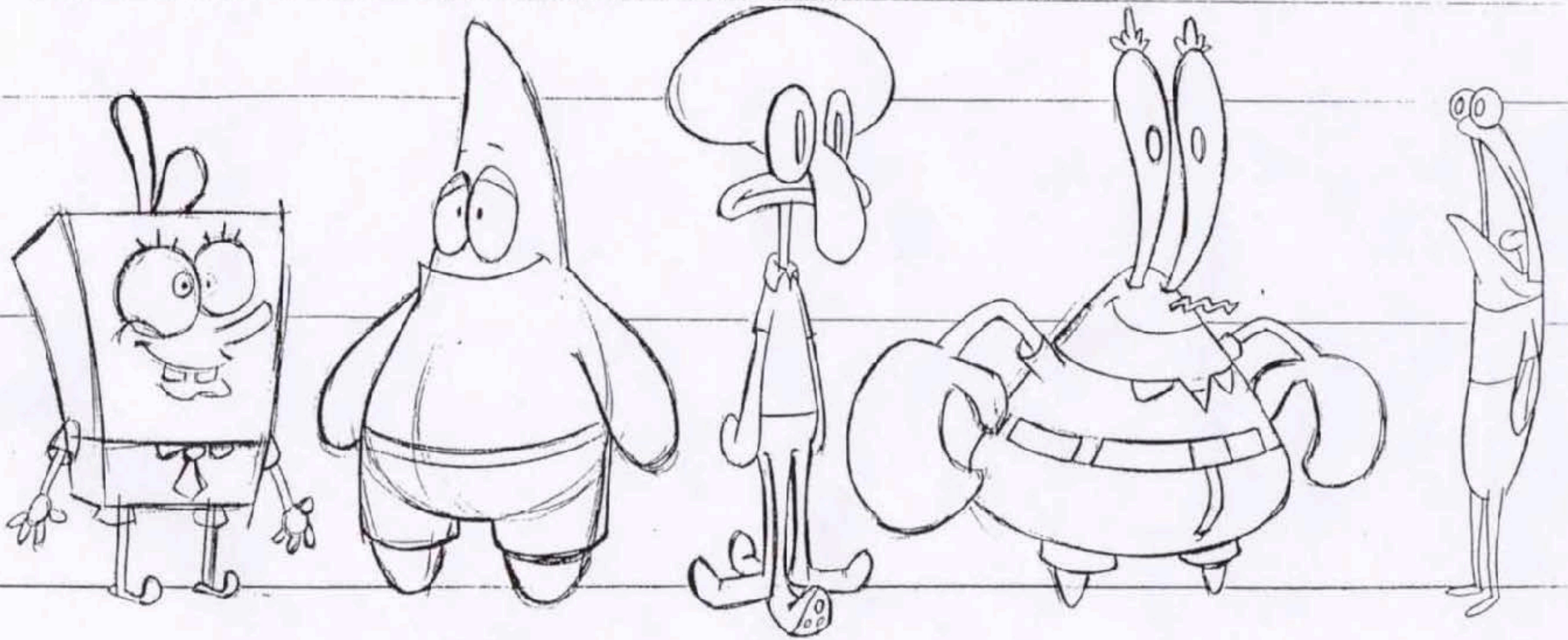
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PAGE 1

PAGE 1

SIZE COMPARISON CART



SPONGE BOY

PATRICK STAR

SQUIDWARD

MR. KRABS

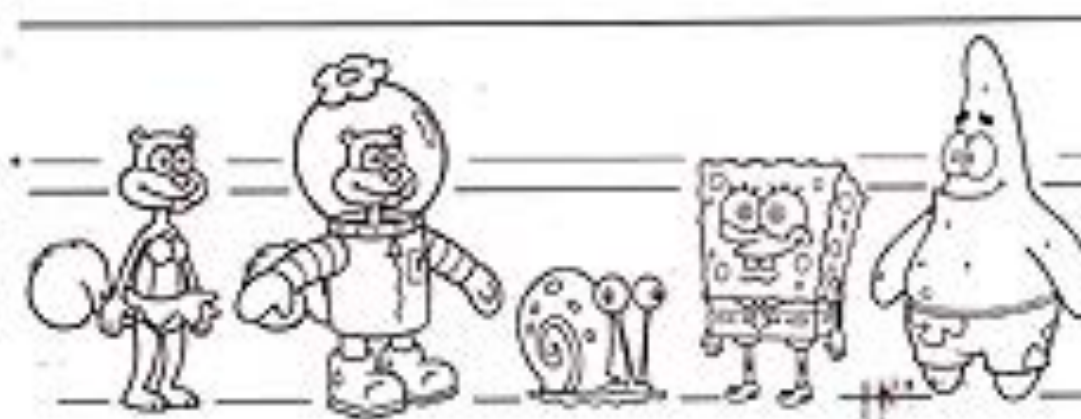
ANCHOVY

SPONGEBOB
MAIN CHARACTERS
MODEL SHEET
3-22-2008 / PAGE 1 OF 2

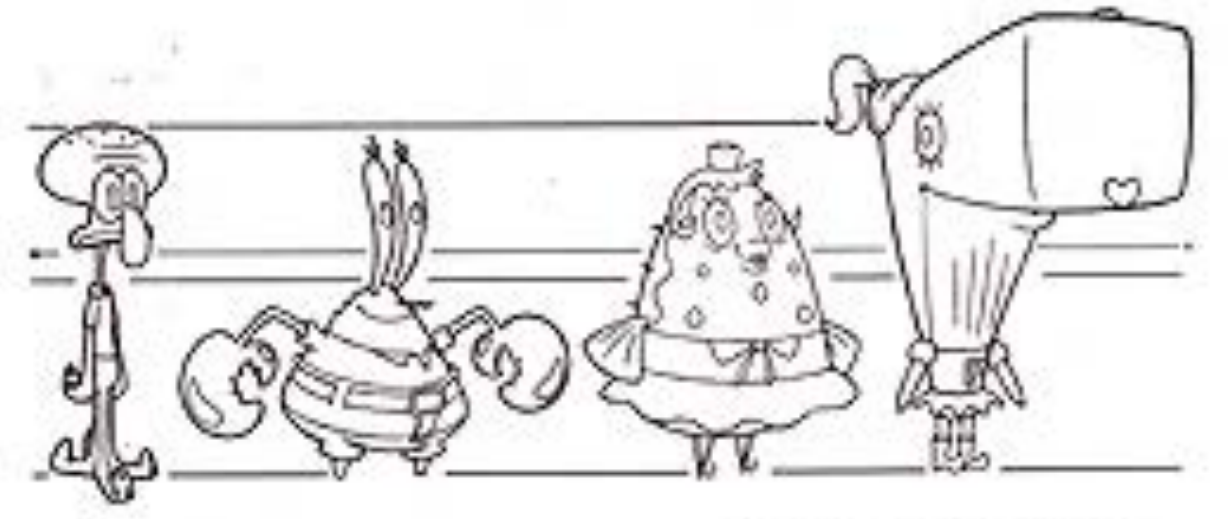
REVISED
2012.1.2012

SPONGEBOB
MAIN CHARACTERS
MODEL SHEET
3-22-2008 / PAGE 1 OF 2

REVISED
2012.1.2012

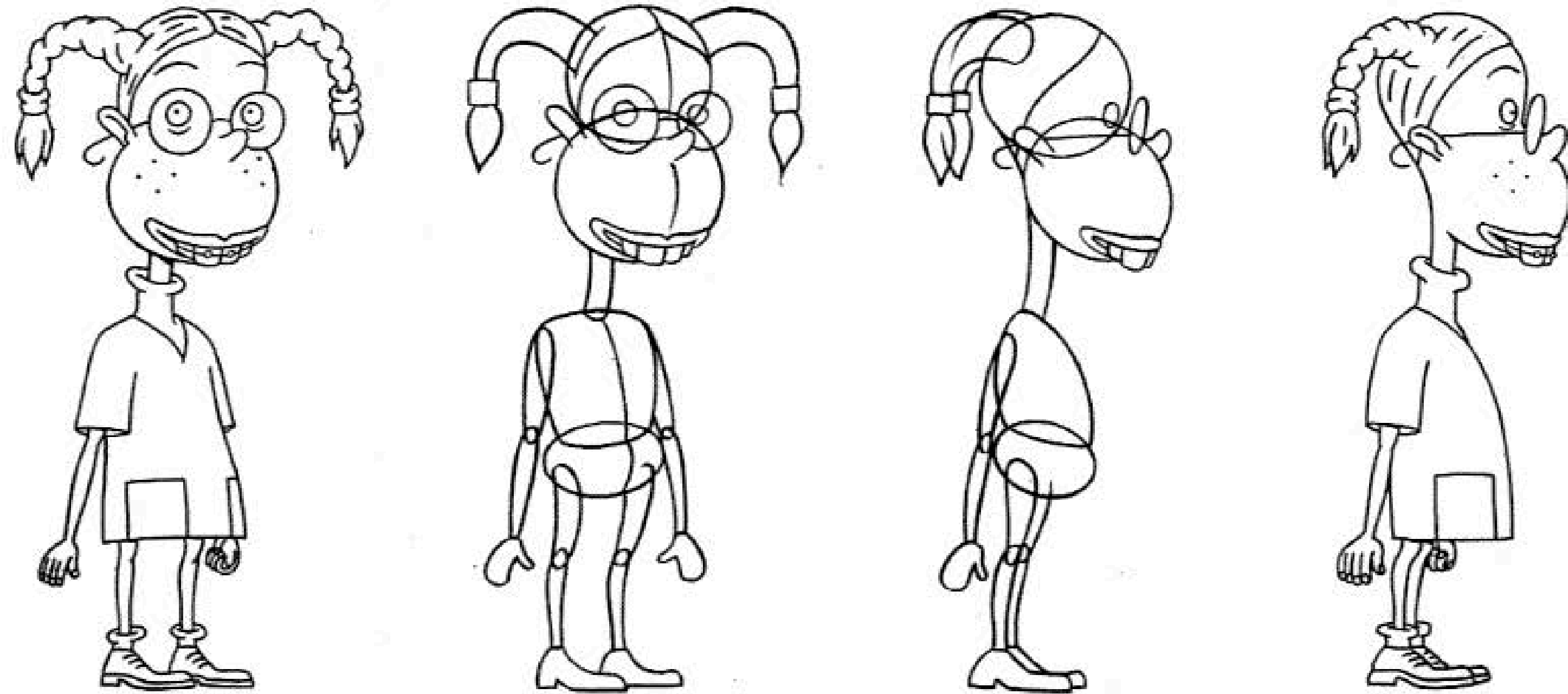


* Line indicates SpongeBob's height.



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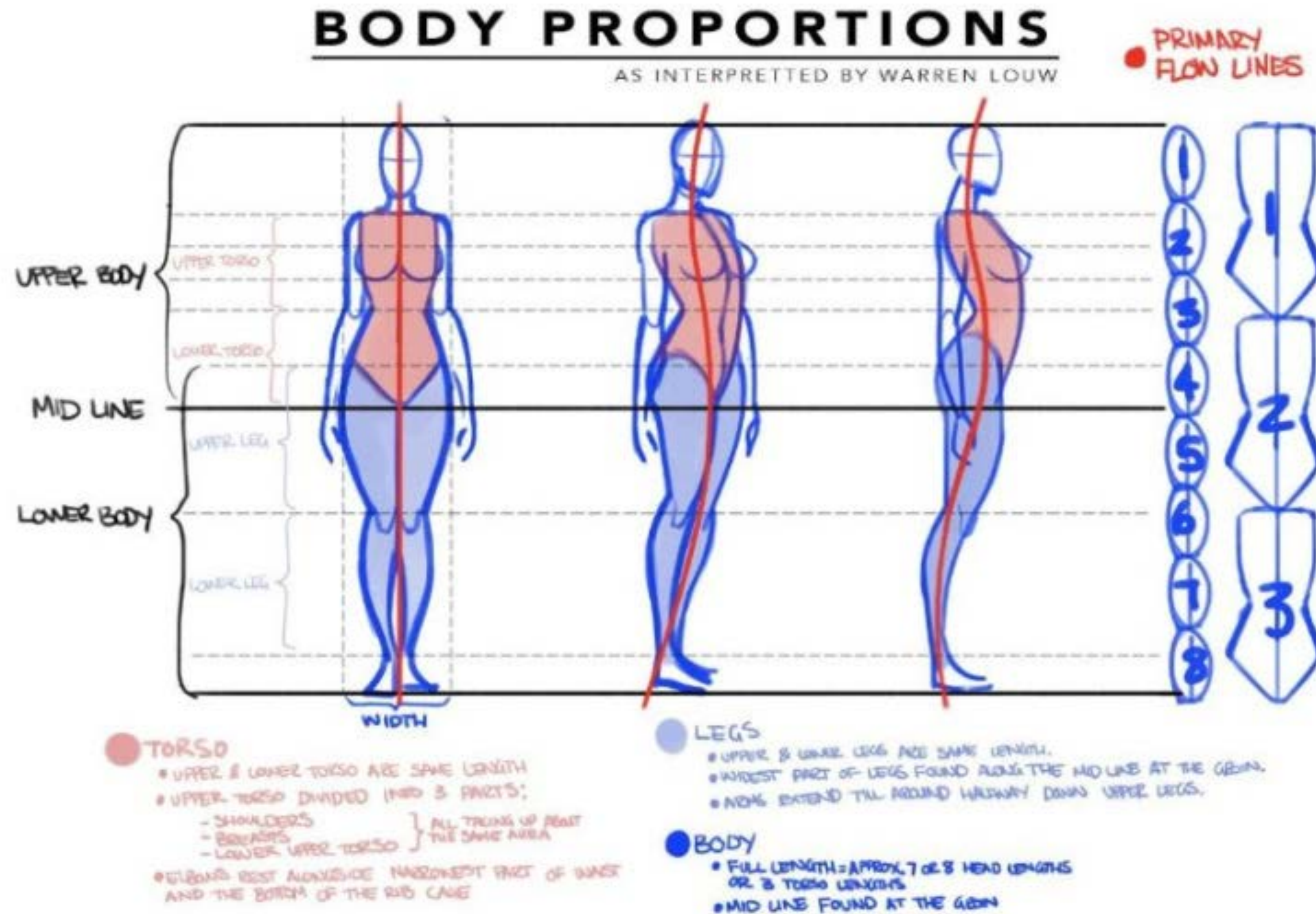
CREATING CHARACTERS OUT OF BASIC SHAPES



Note how Basic Shapes are used to help the Character Artist turn Eliza in space.

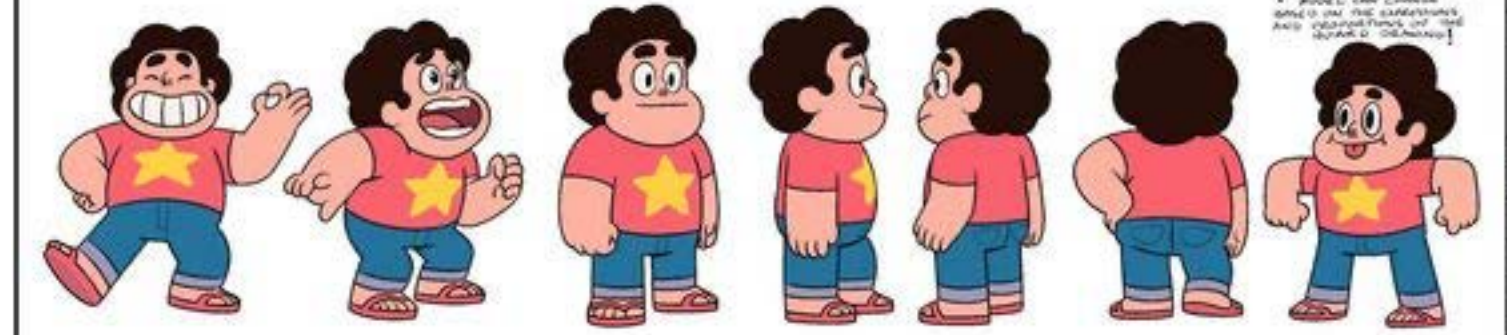
MORE REAL MONSTERS Character Analysis

Here's a guide for (somewhat heroic) proportions by Warren Louw:





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STEVEN UNIVERSE	
season: 1020	episode: 001
episode title: Laser Light Cannon	
model: Garnet	

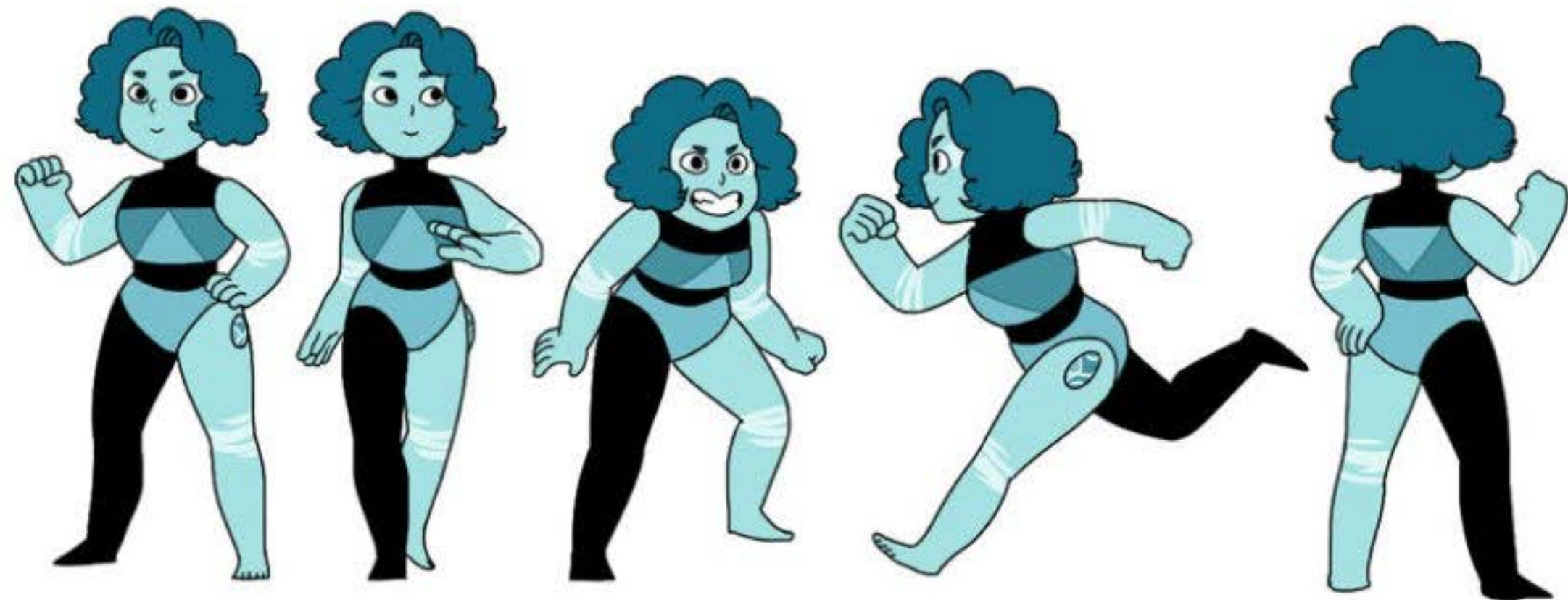


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STEVEN UNIVERSE	
season: 1020	episode: 001
episode title: Laser Light Cannon	
model: Steven Universe	
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colorist	
notes:	
revised:	



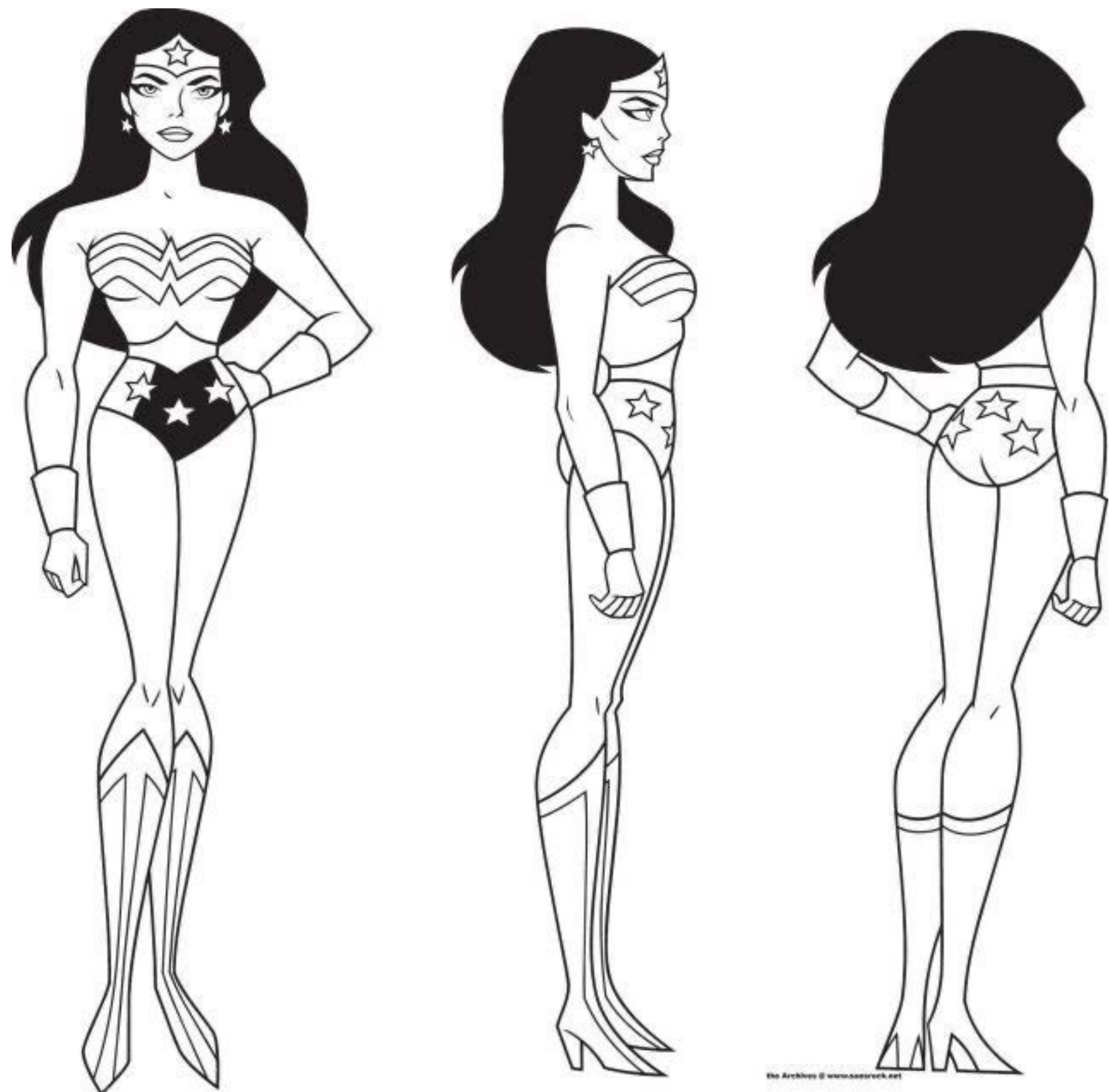
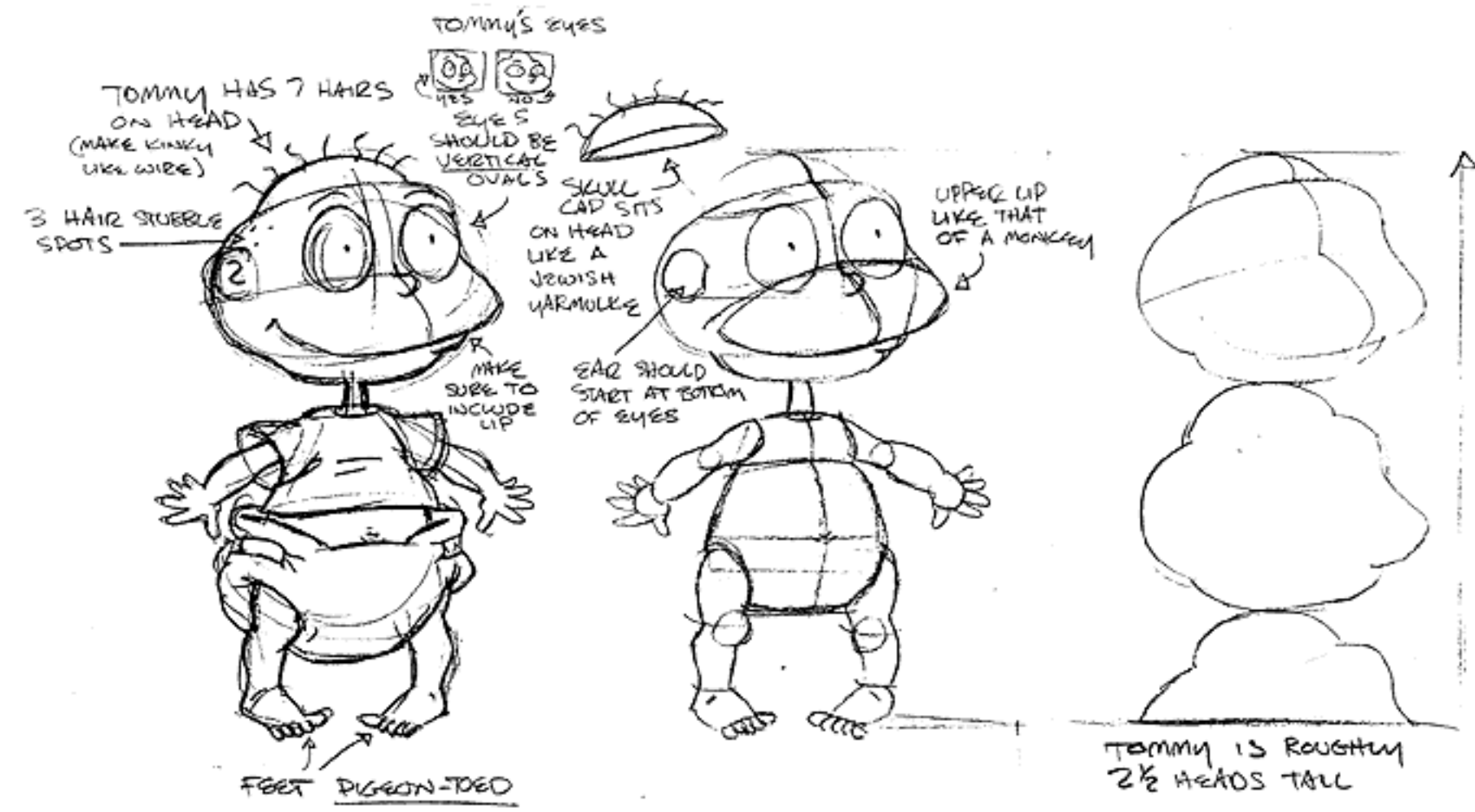
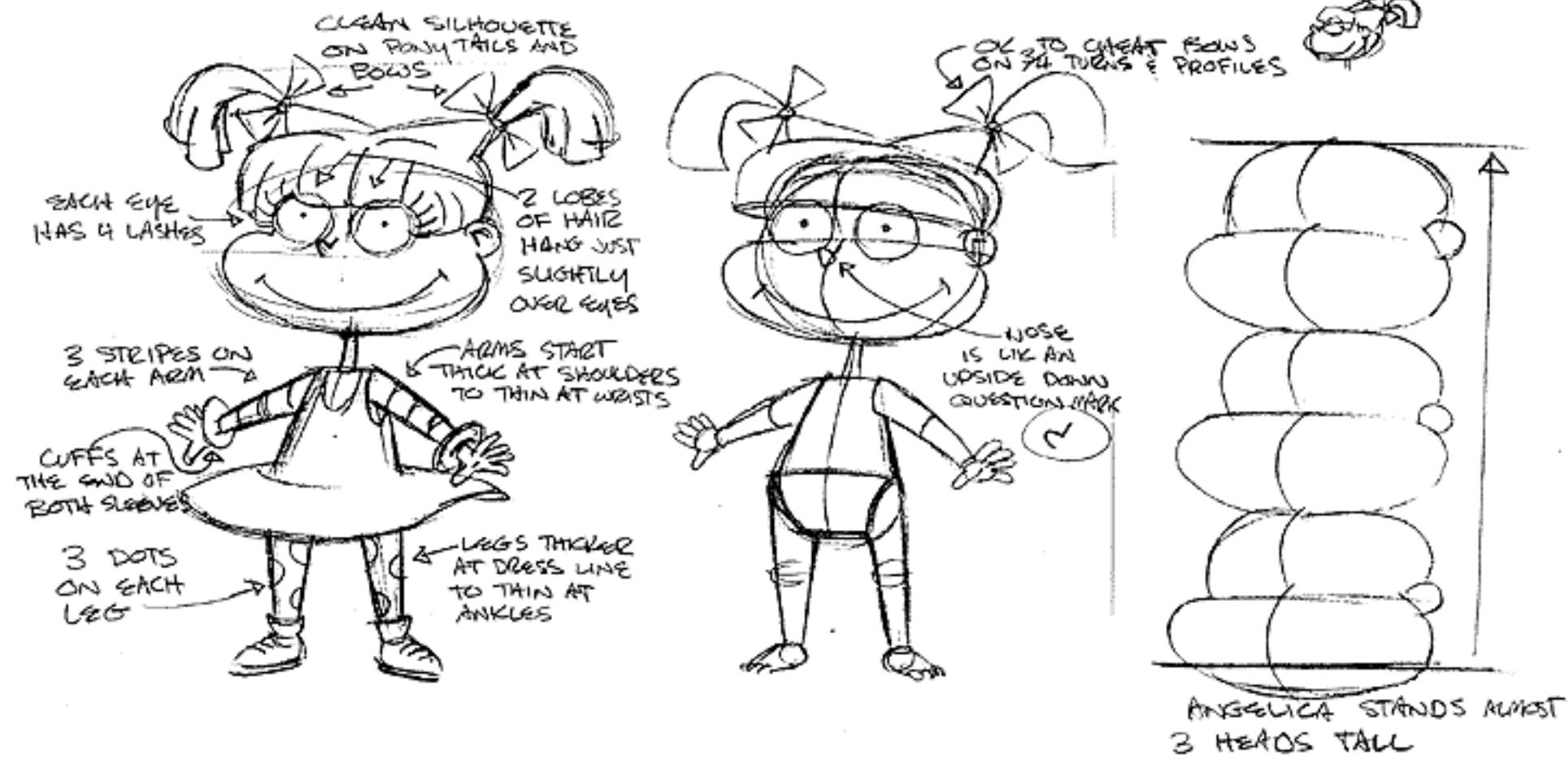
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episode title:	
model: Spectrolite	
id:	
approvals <input type="checkbox"/> xx <input type="checkbox"/> xx	
colorist	
notes:	

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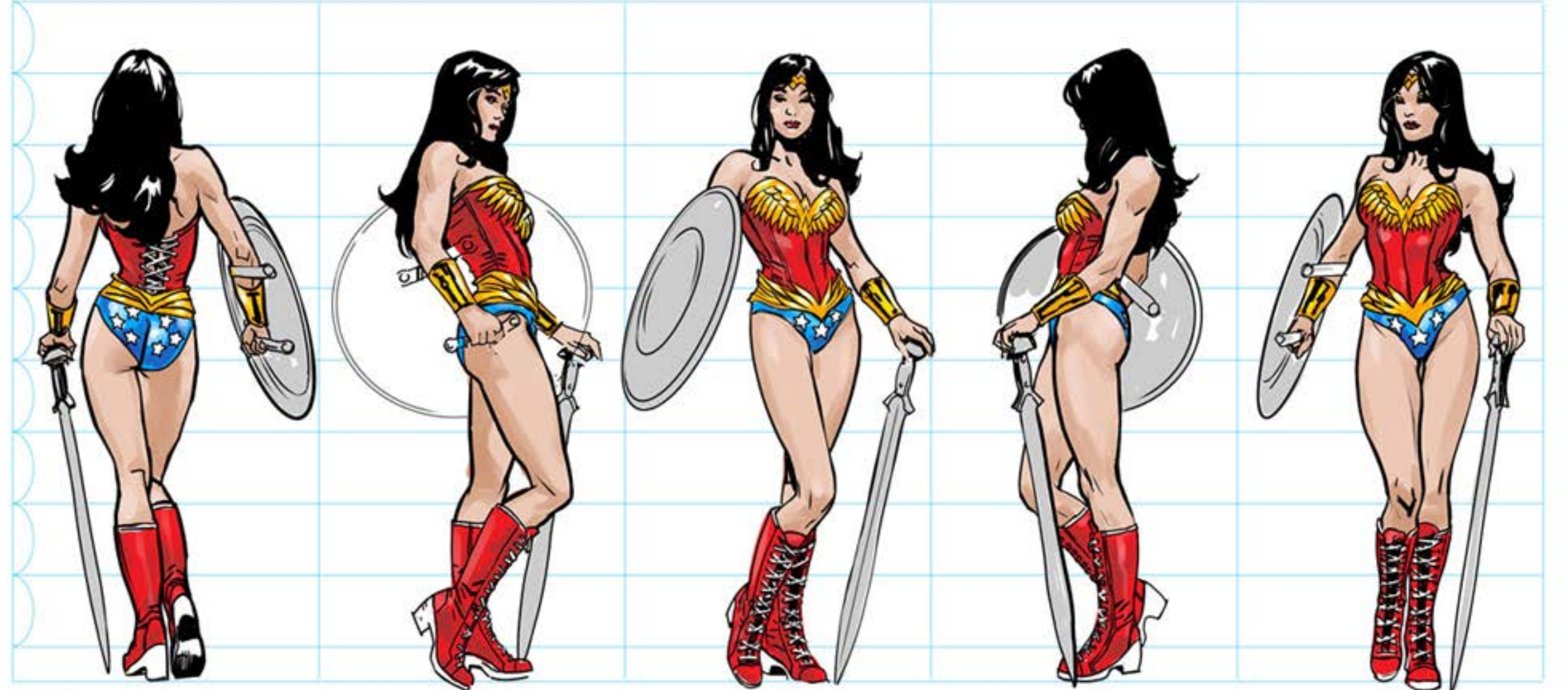


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season:	episode:
episode title:	
model: Larimar	
id:	
approvals <input type="checkbox"/> xx <input type="checkbox"/> xx	
colorist	
notes:	
revised:	





CHARACTER DESIGN: 360° Turnaround View



Notes:

CHARACTER MODEL SHEET 180°

FRONT VIEW	SIDE VIEW	BACK VIEW



Assignment 2: Frenzied Fauna

Due 9/17

Objective

Create a design for a CREATURE using silhouette effectively

Technique:

Step 1:

- RESEARCH animal forms. Choose one or two to focus on. Sketch them loosely, and examine their basic shapes and overall silhouette. Figure out a "BASE form" for your animal.

Step 2 :

- SKETCH many iterations of your creature, prioritizing the overall silhouette. As you go, try experimenting with the silhouette. Play with proportions , exaggerate, simplify, and consider shape as you go.

Step 3

- REFINE down to one creature character. Create a MODEL SHEET or Turn Around for your creature.

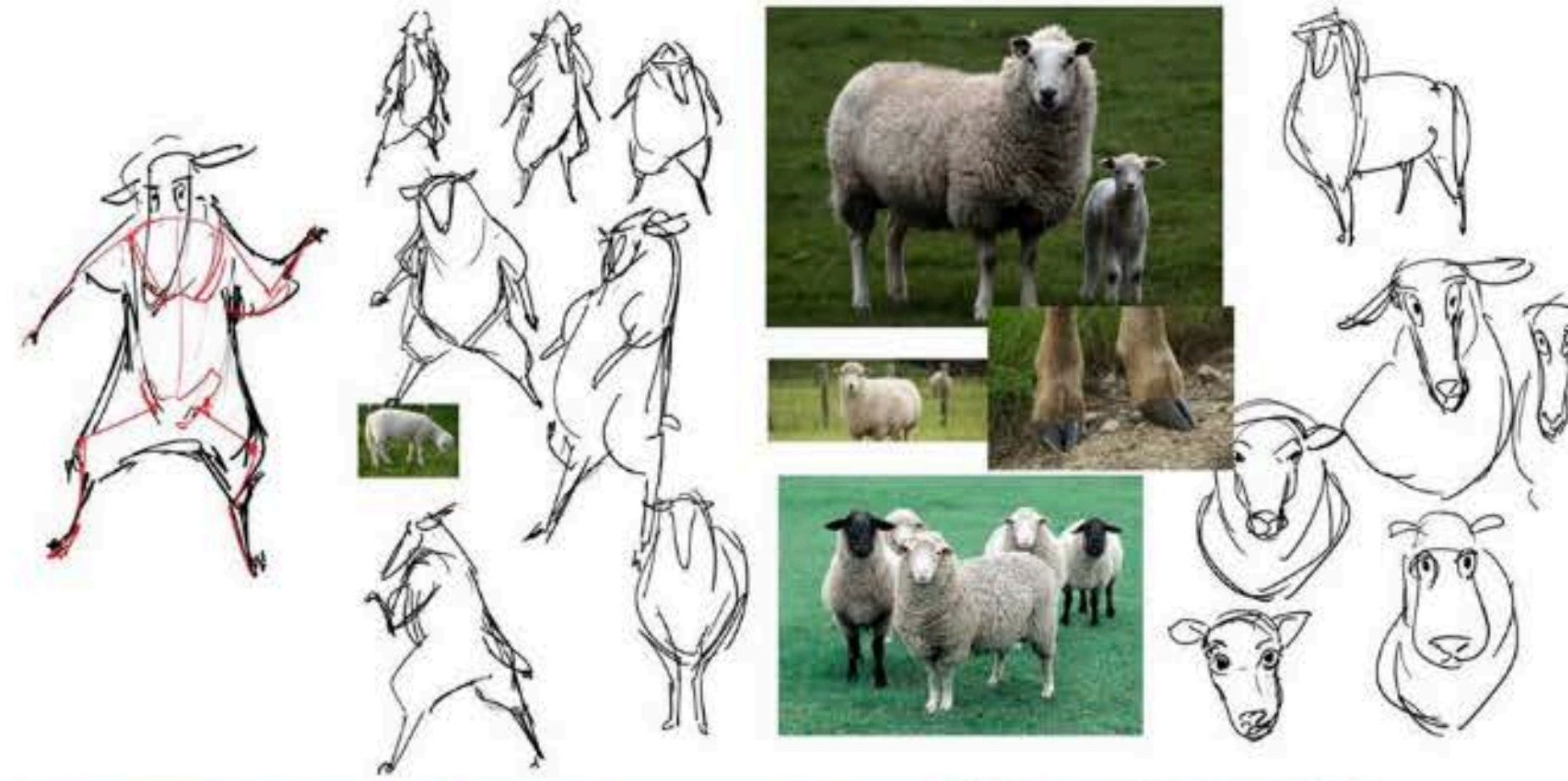
MORE on Assignment 2

- Begin By Sketching your Basic Animal Form from Reference
- Using that basic silhouette as a springboard, design your animal by creating multiple, varied, iterations of that animal. (using simplification, exaggeration, basic shapes, and changing overall silhouette)
- Refine your design into an original creature character
- Remember to WORK from Large Shapes, to Medium, to Small.
- Use your Week 1 Sketchbook Assignment, Draw your Toys as a reference point, to help you turn your creature character in space.
- Create a Character Turnaround or Model Sheet for your character.
- Draw your creature from at least three basic poses: front, side, and back. You can choose to add more poses, expressions or even add accessories!
- Work out your design in your sketch book or digitally.
- Then, FINISH your model sheet using pencil and ink on bristol. (You may also choose to do this digitally.)
- Use 1 sheet for your turn around and should you choose to do additional poses and expressions, use a second sheet.
- COLOR is entirely optional, however if you choose to do so, be sure you have the time to do it well!
- Be sure to use a RULER and keep proportions consistent.
- Check out [LIVING LINES LIBRARY](#) and look up the concept art for your favorite animated films and shows. Its a great place to start and to get inspired!



How To Train Your Dragon (2010), artist Nico Marlet. Courtesy DreamWorks Animation

ALWAYS BEGIN WITH RESEARCH



RESEARCH TOOLS:

- PINTEREST
- AMNH
- Smithsonian
- ACTUAL FOR REAL BOOKS?
- Where else?

Inktober

- Here are the official [Inktober](#) prompts from Mr. Jake Parker himself.
- There are always a ton more of these floating around, so feel free to search and find one that better suits you, or don't use prompts at all!
- Stock up on pens from [ArtSnacks](#) and [JetPens](#) or your friendly neighborhood (cooperatively owned and run) art shop, [Artist & Craftsman](#).
- Remember this is another opportunity for *Extra Credit* in this course!

The logo for Inktober 2021, featuring the word "Inktober" in a large, white, stylized script font with a registered trademark symbol, and "2021" in a smaller, white, sans-serif font below it.

OFFICIAL 2021 PROMPT LIST

- | | | |
|-------------|-------------|-------------|
| 1. CRYSTAL | 11. SOUR | 21. FUZZY |
| 2. SUIT | 12. STUCK | 22. OPEN |
| 3. VESSEL | 13. ROOF | 23. LEAK |
| 4. KNOT | 14. TICK | 24. EXTINCT |
| 5. RAVEN | 15. HELMET | 25. SPLAT |
| 6. SPIRIT | 16. COMPASS | 26. CONNECT |
| 7. FAN | 17. COLLIDE | 27. SPARK |
| 8. WATCH | 18. MOON | 28. CRISPY |
| 9. PRESSURE | 19. LOOP | 29. PATCH |
| 10. PICK | 20. SPROUT | 30. SLITHER |
| | | 31. RISK |

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