Objective: You will create a fully realized character from your imagination using the image library for reference if needed. You will draw your character in three points of view; front, back and side. All three will be full body views. You will ink the lines, and then add color with watercolor pencil..

Frameworks Objective(7.5+1.14): Students will learn how the arts are portrayed in animated films and master some traditional techniques of character design.

with the appropriate programs such as Adobe Flash (years ago, artists animated by hand). For more 3 dimensional characters in gaming (such as Fable, or World of War Craft) the characters are brought into Maya for full rendering. Character design is a process that allows the artistic team to establish who the character is and how they express their emotions- through facial expressions, posture, and even clothing.

Demos & Videos:

1. Video of an animator at work sketching character traditionally.

2. Laying out body shapes and sketching character in pencil: front, side and back.

3. Using ink and colored watercolor pencils.

Materials: Watercolor paper, felt tip pen, watercolor pencils, water, brushes

Overview:

Character Design: Every visual story starts with character design; from movies and animation to gaming and storybooks or comics. The character designs in this packet come from the animation and gaming worlds. Artists begin with a traditional sketch that is later brought into the computer to be animated

Model Sheet: Also known as a character board, or character study, the model sheet is a document used to help standardize the appearance, poses, and gestures of an animated character. Model sheets are required when large numbers of artists are involved in the production of an animated film to help maintain continuity in characters from scene to scene, as one animator may only do one shot out of the several hundred that are required to complete an animated feature film.

Contact: Questions? Email Ms. Mac at amaclure@valleytech.k12.ma.us

Character Design
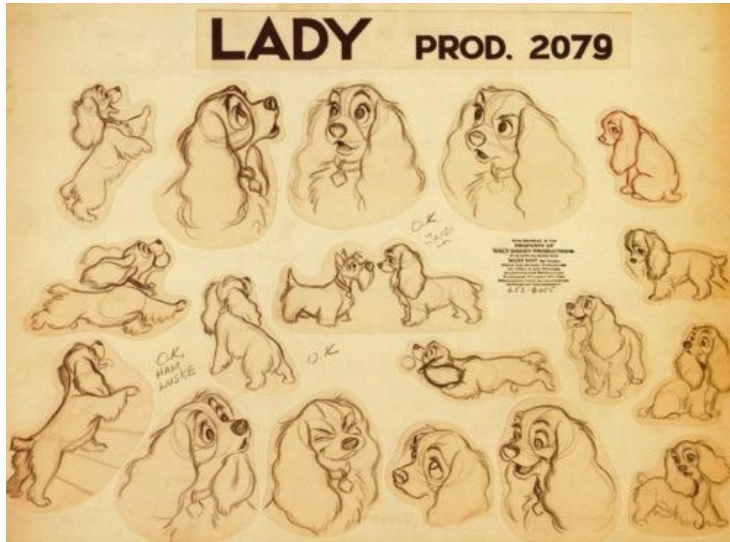
Character Style: A commonality between a company's characters. For example, all DreamWorks characters are treated with similar features and expressions. The same principle goes for Disney- many popular princesses have been created with the same body and face proportions (compare Ariel, Belle, and Jasmine for instance). Often times, this is for marketing reasons-when a customer enters a store and sees a toy produced by one of these companies, they can associate it with that particular brand.

"Ever child is an artist. The problem is staying an artist when you grow up".

-Pablo Picasso

Use the following steps...
-Sketch out your ideas in the homework using tips from class (DEMO in class).

-Draw your chosen character on the final piece of paper using 3 points of view; front, side and back- please do not label "front, side..." (DEMO in class)

-Ink your character's lines using a felt tip pen and watercolor pencils.(DEMO in class)

Assessment:
-Effort: **20 points**

-Character shown in 3 points of view- front, side and back: **10 pts**

-Shows finesse from sketch to final product: **10 pts**

-Inked lines have varied weight (thick to thin): **10 pts**

-Mastered watercolored pencils- dry and wet: **10 pts**

-Used color, line and texture to express character specifics such as clothes or hair: **10 pts**

-Mood of character is clear- is this a good, or villianous?: **10 pts**
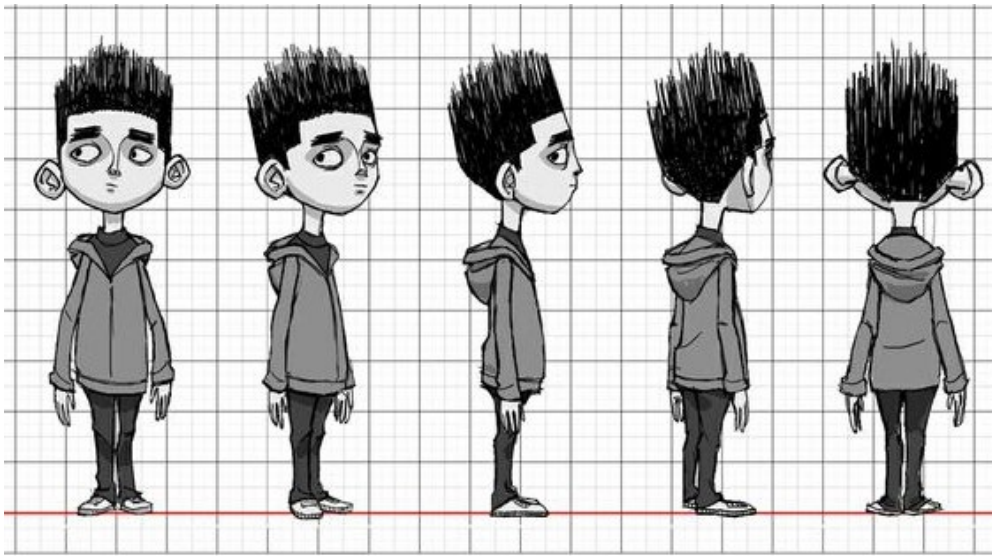
-Used care with art materials: **20 pts**

Example of a traditional character turn-around. This is what you will do for your project, except yours will only have 3 points of view: front, side, back.

"Art is the only serious thing in the world. And the artist is the only person who is never serious".

-Oscar Wilde

Example of how line weight, color, and texture can really enhance your character!

Draw along with DEMO for character sketching tips in this box.

1. What is character design, and what are model sheets used for? *20 pts*

2. What is character style, in your own words? *20 pts*

3. If you had to pick a movie studio that made a bunch of movies with the same character style, who would it be? *20 pts*

4. Who are a few characters that have the same character style from the studio you just named? *20 pts:*

5. Before beginning on the final piece, sketch out 3 different characters that you may want to use for the final. Use the space below. *20 pts*.