

Character Design

This tutorial has been designed especially for Digital Arts students, is expected to have the basic knowledge of drawing and concept for a complete design. It is not always easy to create a character that calls public attention, some remain unnoticed, others are interesting for a while, and others are always remembered and admired.

This tutorial is designed in asp.net coding, and the possibility of using html. An exclusive page has been created for the tutorial, where you can navigate through the different subjects of the tutorial, allowing the expansion of the tutorial itself in a possible future.

Contents: Introduction to character design, research and development, visual design, performance design. Explain, step by step, history, research, vital part for the concept of a character. The visual design, sketches, colors, shapes and all kinds of details will make up the final character, draw some positions and expressions that will give shape and context to the character (see Figure 1).

First we will start with a little introduction that will explain what a character design is. Then research and development will describe everything you need to know before begin to work. To know the background before doing something is really important, also to know the context, history and meanings according to the subject. Visual Design will show you everything you need to catch up with the shapes, sketches, colors, action sheets, term sheets and proportions. Performance definition describes the behavior for each character, its movements and even its voice.

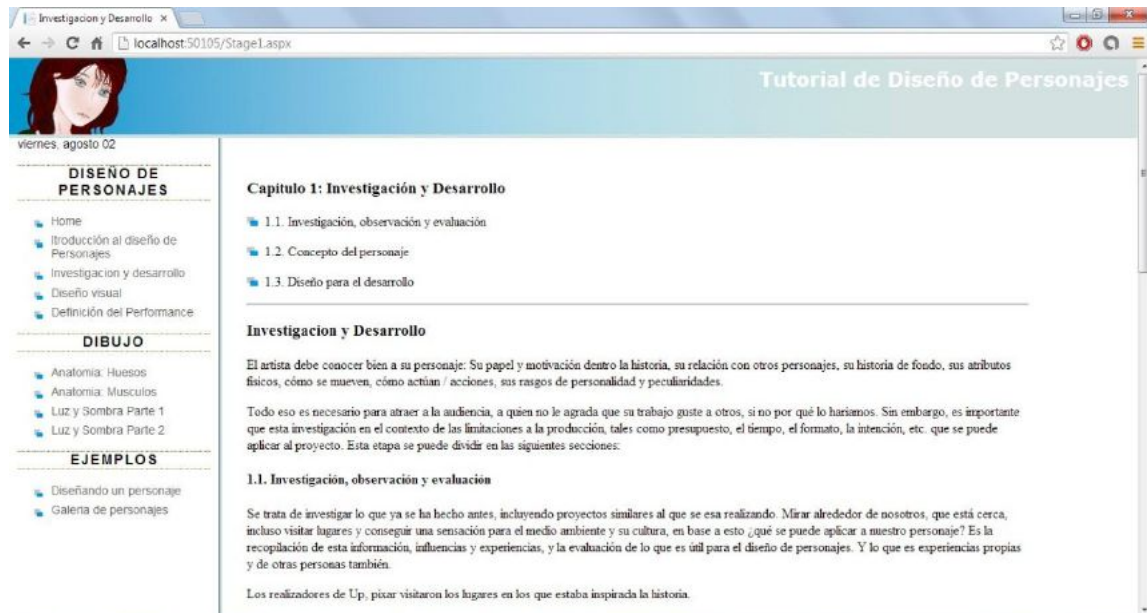


Fig. 1. Research and Development

The tutorial contains a variety of images, visual resources help to have a better understanding of what you're seeing, have sufficient standing to take what you will make referrals. Well not only to learn, it is also important that students can create.

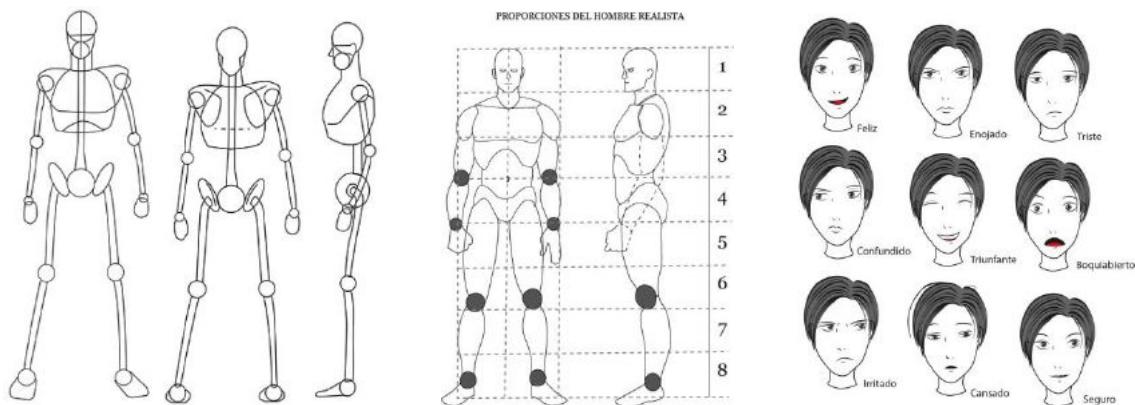


Fig. 2. Diseño visual: esqueleto, proporciones, expresiones.

Tutorials for drawing the anatomy. You can rely heavily cartoonist style, perfect anatomy or caricatured takes part in the creation of any character: will appear in two parts, bones and muscles, addressing one of the two subtopics. In drawing are included as a supplement, classes of light and shadow, divided into two parts.

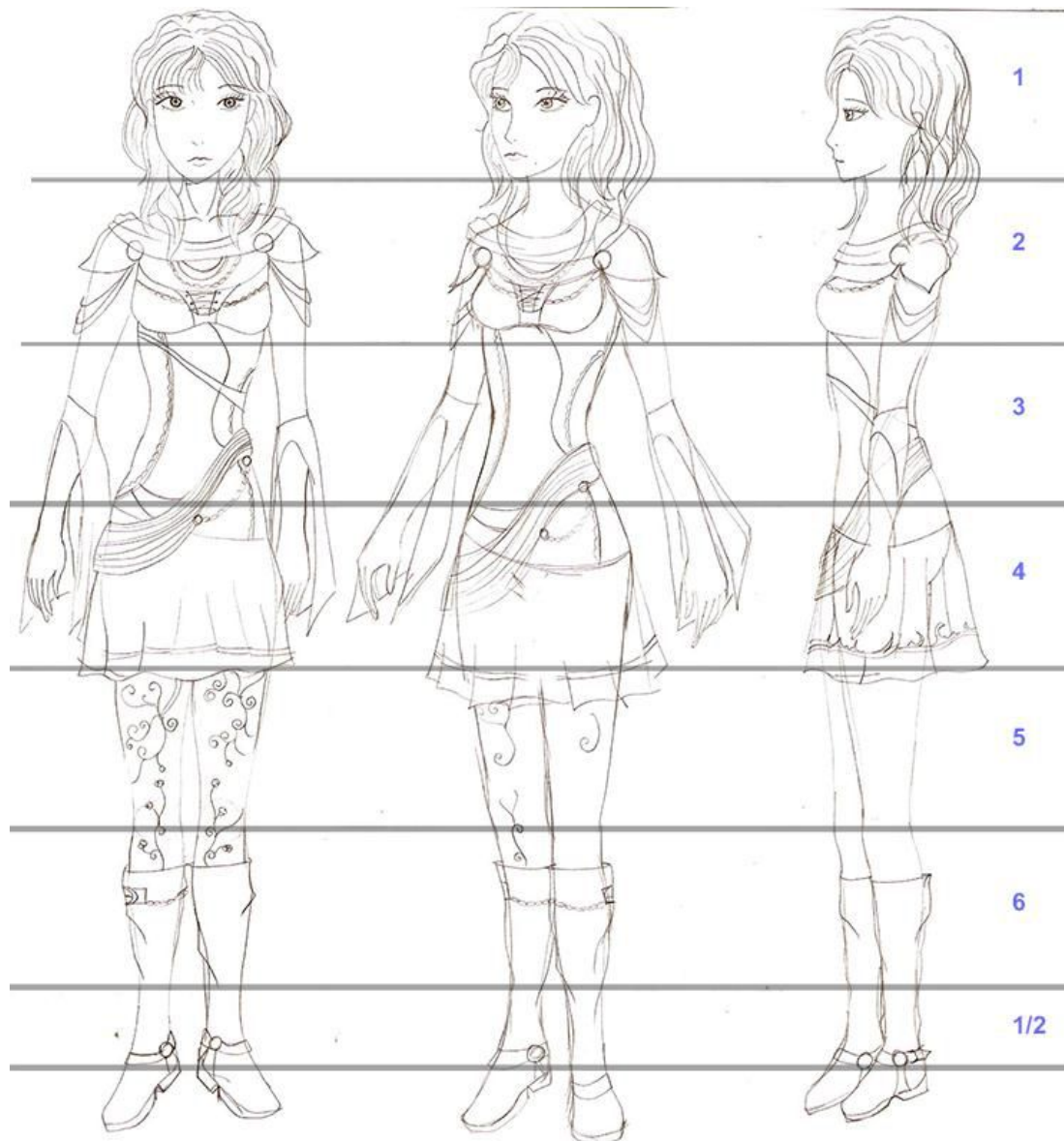
For example the topics of the bones are listed as: close to the surface Bones, The human skull, skull Canon, The rib cage, spine and pelvis; Movement collarbones, shoulder blades and arms; Top view chest, arms, elbows, core and leg bones considerations; hands, Fingers, foot, simplified skeleton. Maybe we're drawing our character in a particular pose where the shoulders or feet are noticed, the student can focus and go to the sub-theme of interest to see the art and to draw the necessary bones.

We have a button throughout the site, which will help us to return to the top and see all topics listed. This allows you to consult the tutorial in the most efficient way, perhaps you have already read everything, and you just want to review a topic, just click this subject and if you need to, you can return to the beginning to see the other subtopics.

Creating a character: This is the process where you design your own character. A demonstration of the same steps described in the tutorial to create a character, starting with sketches, done first strokes. Once the proportions are defined you will also draw a three-quarter profile. In Illustrator that character to be defining the style of strokes and colors are plotted. The first colors are not always definitive and you will have to experiment with different shades.

Then the features of the character are taken and drawings made with different facial expressions, it helps to define the character of the character.

Action templates are also important, some possible poses of the character is drawn. One is drawn in Illustrator based on a photograph, so you can combine this with the character and give that atmosphere of forest and nature shown (Figure).



Considering that the proportions of a character are part of its personality. An obese person would look strange as a hero, as this role requires physical strength, courage and agility. Similarly, a tall, lanky man cannot be seen as a nervous and clumsy character, nor can a short, thin and eccentric character, seen as a profound or wise man. Depending on how you see a character, proportions go hand in hand with the thoughts we have about him, his features help better express what you want to reflect. Figure this character is set to 6 and a half heads.



Creating a character is not just drawing, you must think of all the technical and even psychological details involved, since any creation you want to perform will be shown to an audience, depends on the work to attract the attention of the public and all to convey a concept.