

Wendy Grieb

Art 487E Character Design

Video Game Character Design Assignment

Things to think about (More info is placed after the Assignment description)

Design Game Characters around the Sherlock/War of the Worlds/Alien, Aliens stories. (Sherlock dealing with an Alien invasion) Think about where is this taking place, when is it taking place, what kinds of twist can you put on the characters?

Do research and collect reference, such as textures, and maybe types of cultures you want to use in your designs.

Writing

Write up a description for your take on this idea, and about the feeling you want to have in the game (happy, depressing, hopeful, scary, etc.) What is the style? Futuristic? Steampunk? Does it occur in the USA, China, Australia, etc.?

Drawing

1. Draw thumbnails, doodles, rough shapes, etc. Do designs for 2 characters. They can be hero, villain or partners, etc.
2. Draw a minimum of 20 silhouettes, to work out your characters shape and design. (10 each or any other combination equaling 20, according to which ever is your main character) Of the 20 silhouettes, take and develop further one for each character.
3. Think about lighting and how it strikes your character. Do one value study of each chosen character design, you can add white and gray to the silhouettes.
4. Rough out a design from your silhouette studies for each of your 2 characters. Choose **one** of your characters and paint/color them. (Remember! limited palette). You may add texture reference for the costume, armor, etc. if you wish.

5. Experiment with accessories, props and costumes. Details help to tell about your character.
6. Draw each character in 5 different poses.
7. Place both or one of your characters in an environment to help tell their story (where they live, their favorite place, where something happens, etc.) No photo bashing. A vignette is fine.
8. Design **one** prop for one of your characters. The prop should help to tell something about them. (ex. The Sebastian Moran is a sharp shooter, the best in the world. What does his gun look like? Or maybe he has some other tool, maybe special glasses that help him to see over a mile away, or they help him to aim and never miss, etc.)

Completed assignment should be posted on Shotgun.

Things to keep in mind:

Line quality: thick to thin, consistent, etc.

Simplicity: Simplicity is your friend. Is the design esthetic for your story more naturalistic, more designed, flat, simple but with volume and form, etc. Were you influenced by any artists? Who are they? Who influenced them?

What shapes are being used?

What time period is the story, when is it happening?

Where does the story take place?

How old are the characters in the story? What demographic and/age are they aimed at?

What type of program is being used to animate them? Flash, Maya, drawn, etc?

What type of video game platform is your game using? (RPG-Role Playing Game, MMO/MMOG-Massively Multiplayer Online Game, App,

Aliens and Sherlock Holmes Character information for help with your design

Alien

Personality Traits:

Alien (can be either from *Alien* or *Aliens* -the first two movies)

Information about the Movie Plot and Cast

[https://en.wikipedia.org/wiki/Alien_\(film\)](https://en.wikipedia.org/wiki/Alien_(film))

<http://www.imdb.com/title/tt0078748/>

Cast:

Ellen Ripley: warrant officer aboard the *Nostromo*

Dallas: the captain of the *Nostromo*

Lambert: the *Nostromo*'s navigator (a woman)

Brett: the engineering technician

Kane: the executive officer who becomes the host for the Alien

Ash: the ship's science officer who is revealed to be an android.

Parker: the chief engineer

Mother: the *Nostromo*'s computer

The Alien

Aliens

[https://en.wikipedia.org/wiki/Aliens_\(film\)](https://en.wikipedia.org/wiki/Aliens_(film))

<http://www.imdb.com/title/tt0090605/>

Cast:

Ellen Ripley: Last remaining survivor of the *Nostromo* and civilian with information about the "alien" due to her experience on the *Nostromo*.

Corporal Dwayne Hicks: Second in command. Becomes commanding officer when Sgt. Apone is killed and Lieut. Gorman is incapacitated.

Private Hudson: technician. Goof ball and bit of a whiner until things get real serious.

Carter J. Burke: representative from the Weyland-Yutani Corporation, sent to investigate LV-426 (Planet).

Bishop (Artificial Lifeform-Android): an android serving as the executive officer aboard the *Sulaco*

Rebecca "Newt" Jorden: Last surviving colonist on LV-426. She is about 11 years old and survived for 3 months before the military arrived to check things out.

Lieutenant Gorman: The Marines' inexperienced commanding officer

Private Vasquez: smart gunner. She is a woman and tough as nails.

Sergeant Apone: One of the Marines' commanding non-commissioned officers

Alien Queen

Sherlock Holmes

Personality Traits:

Sherlock Holmes:

Master of disguise

Drug Addict

Played the violin

Smoked a pipe

Genius

Aloof

high-functioning sociopath

poor people skills

skilled fighter (boxing, defense, capable combatant)

Dr. John Watson:

Holmes best friend

Friendly, polite, patient

Excellent listener

Doctor

Loves adventure

Professor Moriarty

Villain

Genius

Crafty

Very rich
Genius in Mathematics
Has a brother named Colonel James Moriarty
He is like a clone of Sherlock, but evil

Irene Adler

Sherlock Holmes' girlfriend?
Intelligent
matches Holmes' intellectual prowess and observation skills
accomplished singer
adventuress

Mycroft Holmes

Idiosyncratic (weird)
Genius
Mindblowing analyzer of information
Super-observant
Lazy bum
asocial
Boring
Fat
Sherlock Holmes' brother
Vital to Britain
No ambition
Greater powers of deduction than Sherlock

Inspector Lestrade

Popular policeman
Brings cases to Sherlock Holmes
Watson says he is a ferret-like man, rat faced and sly looking
Tenacious
Lacks imagination

Sebastian Moran

Typically the right hand man to Moriarty
2nd most dangerous man in London
Sharp shooter

Charles Augustus Milverton

AKA Mr. Ruthless

Blackmailer

He runs a corporate style blackmailing *mini-empire*. (enjoys it)

Diabolical

Vicious

Mary Morstan

Ms. Grace and composure

Watson's wife

Calm, cool and collected.

Handles herself well (doesn't become hysterical and scream)

Not money-minded

Compassionate and sensitive to others feelings

Mrs. Hudson

Sherlock's landlady and housekeeper

Assistant

Fan of Sherlock

Tolerant

Great cook

Wiggins and the Baker Street Irregulars

Group of six street kids whom Sherlock Holmes employs on a part-time basis

Very efficient

Leader is Wiggins (bit older and taller than the others)

Billy Boy

Sherlock's boy-servant

Does errands for Sherlock

Brave

Wise

Tactful

Does his job well

<http://www.sherlockholmes-fan.com/sherlock-holmes-character.html>

https://en.wikipedia.org/wiki/Sherlock_Holmes

<http://www.sherlockian.net/canon/>

<http://sherlockholmes.com/>

https://en.wikipedia.org/wiki/List_of_Sherlock_characters

http://bakerstreet.wikia.com/wiki/Mycroft_Holmes

<http://www.sherlockholmes-fan.com/sherlock-holmes-character.html>

Victorian England