Project – biped character design

DUE DATE: __/__/____

Design a *stylized* biped character. Pay particular attention to your character's personality, appeal and function. Complete the attached Pre-production worksheet.

Model and texture your design. In-class and Vimeo demos on modeling and UV texturing will be provided (and added to upon request):

Character Design - modeling and texturing: https://vimeo.com/album/3811873

Then rig & pose your character. Pay particular attention to your character's personality and function. In-class and Vimeo demos on rigging and animation will be provided (specific customized rigging provided upon request):

Rigging a Biped Character: https://vimeo.com/album/3837672

Submit:
A zipped folder that includes:
1. Four of your Maya scenes (including the *last* one)
2. All research used to inspire your design
3. An HD 1080 PSD composite of your rendered pose
4. Upload a JPG version of your composite as a comment to the related post on our Facebook group page.

The rubric:
Your work will be graded upon the following criteria:

Planning & research	2
Modeling	4
Texturing	4
Rigging	6
Dynamic pose	2
Aesthetics/appeal	2
Late	(-2)
Total	20

A. Complete the following character outline: (short answers/key words)

1. Name?
2. Age?
3. Weight?
4. Physical condition? Posture?
5. Distinguishing features?
6. Skills, abilities, functions?
7. Costume props (only if applicable and necessary)?
8. Do you want your audience to like, despise or fear him/her?
9. What animal would they be?
10. What shape would they be?

B. Gather images from the Internet, magazines, film, artwork, etc., that personify your character:

C. Color scheme: (screen capture from https://color.adobe.com/)

D. Textures (http://www.textures.com/)

E. Create a T-Pose model sheet (front and side)