

Piedmont Community College
Digital Effects and Animation Program
Art 171 Computer Art I

Character Concept Project

Instructions:

Conceive an original character for a computer game or movie and create a drawing that conveys as much as possible about the personality and role that character will play in your story. Complete the drawing in Photoshop in full color.

Imagine that your character is a vital part of the movie or computer game. Develop a backstory and use it to make definite choices about physical attributes. Visual attributes and props like fangs, wings, or an eye patch should be relevant to the backstory and not just a stylish affectation.

You may use paper drawings scanned into the computer or use the Wacom tablets to draw directly into Photoshop. Use any techniques & media you wish as long as the final work is completed in Photoshop.

Skills:

Demonstrate your creative application of:

- Traditional Drawing Skills
- Photoshop Techniques
- Wacom Tablet and/or Scanner
- Design Principles & Elements

Goal:

Create an interesting character that is posed and placed in context of location, time, and situation to suggest a history or backstory.

Success:

The final image should be interesting, original, and convey something about the character.

Grade Criteria:

Originality _____ / 20

Character: Overall aesthetic quality _____ / 20

Overall composition – Good use of the elements & principles of design _____ / 20

Skillful use of drawing skills and Photoshop techniques _____ / 20

Developed ideas and made good use of pose, props, costume and background to tell a backstory with visual cues to the backstory. _____ / 20

Requirements Rendered Image size: 11X14 inches at 300 dpi Format: .tif