

Assignment #6 Video Game Character Design

- 1.** Design Game Characters around the Sherlock/War of the Worlds story idea. (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?
- 2.** 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.?
- 3.** Do *lots* of research and collect reference, such as textures, and maybe types of cultures you want to use in your designs.
- 4.** Draw thumbnails, doodles, rough shapes, etc. Do designs for 2 characters. They can be hero, villain or partners, etc.
- 5.** 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 silhouette for each character. Create variations on the 2 different silhouettes chosen.
- 6.** (Optional) 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.
- 7.** Rough out a design from your silhouette studies for each of your 2 characters. Paint/color one of each of your 2 characters. (Remember! limited palette). You may add the texture reference for the costume, armor, etc. if you wish.
- 8.** Experiment with accessories and costumes. (this should fill one page)
- 9.** Draw each character in 5 different poses.
- 10.** 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.
- 11.** Design one prop for one of your characters. The prop should help to show what they are like. (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 your Blog.

Due Date: May 19, 2016

Things to keep in mind:

Line quality: thick to thin, consistent, etc.

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 primarily?

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?