



# Character project

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**In 250 words list the software and hardware most commonly used in Game Art. Their requirements and how they are used**

Software-

Photoshop

Painter

Gimp

Maya

3DS Max

Blender

Mudbox

Zbrush

In game art there are many different software that are used for many different purposes. For drawing and digital art software like Photoshop and Gimp are commonly used. Photoshop requires Windows 7 or later, at least 2GB of RAM and a 2GHz or faster processor. It is used primarily for editing photos and digital drawing with the use of a tablet. For 3D modelling software like 3DS Max, Blender and Maya are commonly used. 3DS Max requires Windows 7 or later, 4GB of RAM and a 64-bit mutli-core processor. These are used to create 3D models to be used in game and concept art. For 3D sculpting software like Zbrush and Mudbox are commonly used. Zbrush requires 8GB of RAM, Windows Vista or later and 100GB of hard drive space. These are used for sculpting more intricate, high-poly models.

In terms of hardware, a monitor, mouse and keyboard are essential. But with game art a graphics tablet it also necessary and allows the user to draw in software like Photoshop. The most common brand is WACOM. There are tablets with and without screens, varying their price and usage.

**write 250–300 words examining the role of a concept artist and detailing their duties and average salary, who the concept artist reports to and what is the difference between a freelance concept artist and a contracted studio based artist.**

A concept artist's job is to create imagery and storyboards to visualise the idea of the game. They have to use a variety of different media to achieve this. Their job is important as it's the starting point and reference for the rest of the team. They may also be tasked with other design-orientated jobs within the game. They earn around £20-70,000 a year depending on your experience and the studio. They report to the lead artist.

A freelance concept artist basically works for themselves. They have to buy all the software and hardware they use, including the space they use it in and all the other costs that come with running a business. They will advertise themselves and look for jobs from studios, which can vary massively. They have a contract with the company, but when their job is done, ties are cut. They get no company benefits.

A studio based artist will be employed by a studio under a job role. Unlike a freelance artist, they don't have a choice in the jobs they take on. As a freelancer, you can turn jobs down, but when employed, it's your job. But you don't have to buy any software or hardware as it is all provided as well as company benefits. There is also a sense of job security that a freelancer doesn't have. They don't know when they'll get their next job or how much it'll pay, but a contracted artist will have the security of being employed and having a set job. But a freelancer may make more money per job compared to a contracted artist who has a set salary.

# Concept art-

Ken Sugimori- Pokemon

This is a piece of concept art from Pokemon Ruby/Sapphire/Emerald. It shows off the anime, cell shaded style of the game with bright colours and lots going on. Using a darker sky as background means that the colourful characters stand out, whilst adding a sense of mystery and magic to the scene.

At the centre of the scene is jirachi, a special event pokemon in the game, with other in game characters watching- showing it is something special. The shadowed palm trees give us an idea of location, whilst the foreground characters give us a reaction to the event.

With a broad target audience starting at children, the bright colours and clear lines make it appealing and easy to understand.

This image was drawn digitally, which makes for more even, block colours and sharper lines.



### **Masahiro Ito – Pyramid head**

This image shows Pyramid head from the Silent Hill series. It looks like it was drawn using traditional mediums in the form of pen/ink and paper. The monochrome design really accentuates the shadows and sense of foreboding in the image, drawing your eye to the black. This is fitting since it helps induce the sense of terror you would expect in a horror game. There's a lot of detail in the visible parts, making it seem more complex and realistic against the shadow. The use of the shadows adds a sense of the unknown, which insights the same eeriness you would expect in game.

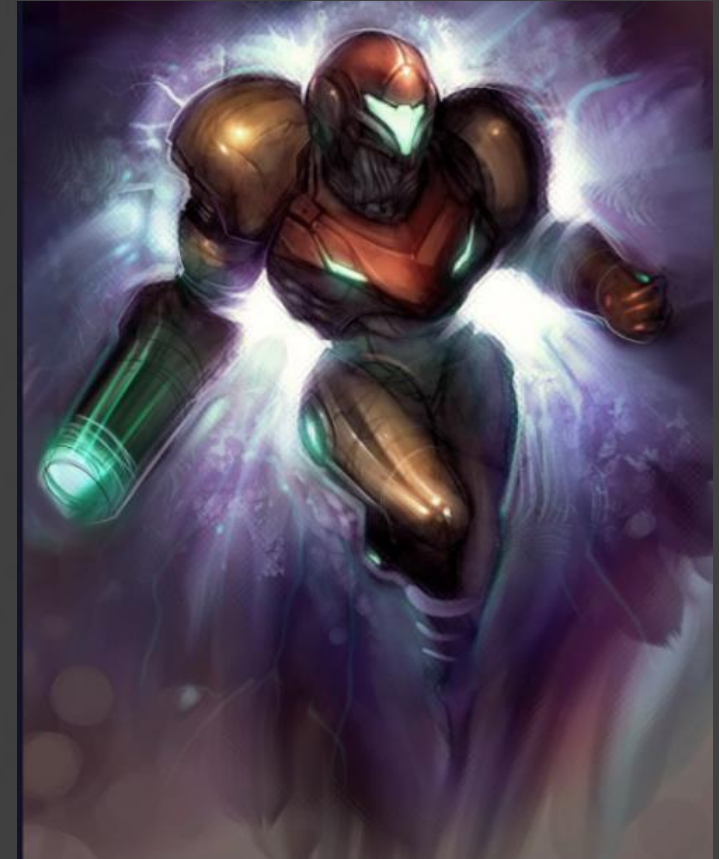
The lack of a background also focuses your attention on the creature, making it the prime subject.



## Metroid prime 2

This image shows Samus in her Varia suit from Metroid Prime 2. She is the main subject of the composition. The bright whites and purple shades behind her accentuate the more darker tones of her suit, ensuring she is the main focus as it is in the game. It also adds more depth to the image, as if she's moving forward.

The glint and shine of her armour makes the image look more realistic, even with the more blurred out background. This image was drawn and painted digitally.



# Character Archetypes

An archetype explains the stereotypical traits of characters within a narrative. The main six include-

- The hero
- The shadow
- The fool
- The anima/animus
- The mentor
- The trickster



# The Shadow

The shadow is another term for the villain of the story, or the 'bad guy'. They want to hinder the hero and stop them from achieving their goal.

An example of this would be the 'Other Mother' from the film Coraline. Her main goal is to trap Coraline (the protagonist) and take her soul, in which she goes to great lengths. She takes on the form of Coraline's mother in order to entice her into another world, where she has the advantage and create everything she wants in order to persuade and manipulate. She shows the typical 'ruthless' and 'evil' traits in that when Coraline declines the offer of staying in the world she has created, she does everything in her power to stop her leaving, including putting her life and her parent's life in jeopardy. Throughout the film she slowly becomes more and more contorted, showing her true self and adding to the sense of horror and villainy.

She is described in the film as a beldam, furthering the idea that she is evil.





# The Hero

In a story, the hero is the person labelled 'good'. They are portrayed as selfless, brave and usually depicted helping people or trying to stop the villain or shadow. They are the character the audience are cheering for, the one they want to win.

Being such a vital and common archetype, there are many examples in the media. Link from the Legend of Zelda series is a prime example. His goal is always to save the kingdom and put things right no matter the personal cost. He is the epitome of selfishness- always putting others first and being a protector.



# The Fool

The fool is a character who is perpetually confused and regularly messes up. They help show the character of either the hero or the villain. How the particular character reacts to the fool's antics reflects their archetype. For example if the fool is associated with the Shadow, then they may accidentally foil their plan and their reaction may reinforce how evil and unforgiving they are.

A well know example of a fool would be The other farther from Coraline  
He shows how much we should hate the other mother- he helps her, she abuses him when things go wrong – he doesn't know what he's doing and is perceived as clumsy and heavy-handed. In the end he ends up helping Coraline (the protagonist) because she treated him better.





# The Anima

The anima is the female counterpart for the male character. She can be the love-interest and is there to evoke an emotional connection from player to game; drawing the player into the game.

Princess Peach from the Mario series acts as Mario's female counterpart and also love interest. She also has an emotional connection to the player, since their goal is to save her you are given that connection. She also fits in with the damsel in distress cliché, as Mario, or the player are the only ones who can save her.



# The Animus

The animus, on the other hand, is the male counterpart for the female character. Like the Anima, they are the love-interest and are there to evoke an emotional connection between the player.

An example of this would be Sōhei from the animated movie Wolf Children. He shows an innocent take on the archetype, as they are both children. He starts off as Yuki's friend, who develops into a love interest through the film. Through him we get closer to Yuki as a character as we see her try and deal with her emotions towards him and try and interact with normal people, considering she's half wolf. He starts off hating her, since she accidentally hurts him, but by the end of the film, the two are close and we see this emotional bond form.



# The Mentor

The mentor's role is to make the hero see their full potential. They are usually portrayed as an older person to try and translate this idea of wisdom and experience. They can act as a parent-type character to the hero, telling them what they need to do and where they need to go.

An example would be Professor Oak from Pokemon. He is the first character the player meets at the beginning of the game, explaining the world to them. He then recognises the player's potential, giving them their first Pokemon and encouraging them to go forth on their journey. He fits the typical archetype, being older and also having a recognised profession. This could go for any of the professors in the Pokemon series, as they all play the part of being knowledgeable and being someone to look up to.





# The Trickster

The trickster is portrayed as a character that is notorious for playing tricks and can be ultimately good or evil. They want something for themselves. They are there to plant doubt in the Hero's mind, changing the outcome of the story.

The Cheshire cat from the Alice in wonderland series could be considered a trickster. He is portrayed as good though, popping up where least expected to give cryptic information and odd comments. He's a confusing character who the other character sometimes fear for his unpredictable appearances. He shows the typical traits of being mischievous and a joker, by pulling pranks.





# Colour theory

Colour theory refers to how different colours can reflect different moods and evoke different emotions.

Red represents passion, love and confidence, but also danger and action.

Orange represents mostly positive ideas like enthusiasm and creativity.

Yellow represents happiness, optimism and joy, but also sickness and decay.

Green represents nature, safety and freshness, but also envy and money.

Blue represents wisdom, confidence and knowledge, but also sadness and coldness.

Purple is often used to represent wealth, power and royalty.

Black represents elegance and formality, but also death and fear- it's often associated with 'evil'.

White represents cleanliness, simplicity and innocence- It's often associated with 'good'.



# Character analysis- Walugi (Mario)



I would say that Walugi's design is based at a younger audience of around 7. He is recognisably human, yet still has exaggerated features, like his legs and his face. The colours are also still exaggerated with them being bright and flat.

## Villain



Walugi has a triangular face, with a protruding chin. This fits his archetype as a villain as it symbolises sneakiness and aggression, both of which he displays. Other features like his ears, nose, shoes and moustache also appear pointed.



The colour purple has connotations of power, elegance, sophistication, wealth, mystery, magic and ambition. Walugi's main colour is purple. Considering he's a villain this could be to represent he is a formidable enemy with the idea of power and mystery



The colour yellow has connotations of wisdom, joy, intellect, decay, sickness, jealousy and cowardliness. His overall buttons and hat logo both appear yellow. This represents a negative view, which fits with his archetype and villainous ways. This idea that this colour is prominent on his logo furthers its importance



The colour orange has connotations of cheerfulness, attraction, determination, happiness, creativity or success. Here, Walugi's shoes are orange. This is likely to represent determination and creativity in his evil ways, since he is well known for cheating.



The colour black has connotations of power, elegance, death, evil, fear, grief, depression and mourning. His overalls appear either black or very dark navy blue. Black symbolises mystery and evil, which correlates with his archetype. It is also used to represent fear, which is fitting as his is Luigi's bad counterpart and they two are usually against one another.

# Character analysis- Link (The Legend of Zelda)



The age group this character is aimed at changed with each representation. Here I think it's an older audience of 14+ since he is shown with real world preparations and is shown with lots of detail from his clothes to his expression.

## Hero



Link has more of a square shaped face denoting trust and honesty, all traits of his archetype- the hero. Certain aspects like his hat and his ears also display the pointed edges of a square, though these may represent action and energy.



The colour green has connotations of nature, growth, harmony, honesty and youth.

Link's main colour is green shown in his shirt and his hat.

This really resonates with the character since he is associated and is commonly seen within nature and at harmony with it. A lot of The Legend of Zelda games have very rural environments, which accommodate the green.



The colour yellow has connotations of wisdom, joy, intellect, decay, sickness, jealousy and cowardliness.

Here the yellow shows the wisdom and intellect of a hero, being shown mainly in hair colour.



The colour brown has connotations of nature and the earth. Link's boots, gloves and belts are all brown, which symbolises his ties with nature and the earth, just like green.



The colour white has connotations of newness, purity, innocence, light, goodness and perfection.

This ties in with Link's hero archetype. The idea of light and goodness stems from the ideals of a hero and the goals of his quests.



# Character analysis- Professor Elm (Pokemon)



I think that this professor is aimed at 9+ since the colours are more realistic and the form is realistic. But there is little detail within the actual design.

## Mentor



Prof. Elm has more circular face, which denotes protection and comfort. Which conforms to his mentor archetype. His design as a whole seems rounded, shown from his glasses to his shoes.



The colour blue has connotations of trust, loyalty, wisdom, confidence, understanding, knowledge, healing and power.

Being a mentor, he is knowledgeable, understanding and wise, as it is his job to research Pokemon and pass that knowledge down to the player. He is also trustworthy as an ally to the player, which also furthers the mentor archetype



The colour green has connotations of nature, growth, harmony, honesty and youth.

Professors are known for doing field work and also working with Pokemon. This represents his knowledge of nature and its inhabitants, but also youth since he's one of the younger professors in the games.



The colour brown has connotations of nature and the earth. Again, like the green, this shows his connection and understanding of the earth and nature.



The colour white has connotations of newness, purity, innocence, light, goodness and perfection. The white comes from his lab coat, which denotes the idea he is a scientist. But it also shows that he represents good, which correlates with his mentor archetype.

# Example Character bio-

**Name:** Cyrus  
**Alias:** N/A  
**Age:** 27  
**Height:**?  
**Weight:**?  
**Sex:** Male  
**Race:** Caucasian  
**Eye colour:** Blue  
**Hair colour:** Blue  
**Glasses/contacts:** N/A  
**Nationality:** He's from Sinnoh

**Skin colour:** White

**Shape of face:** Square, but angular too

**Clothing:** He's often seen in his Team Galactic uniform- a grey top with long, black sleeves underneath a grey vest, showing the team Galactic insignia and black trousers.

**Mannerisms:** There are no mannerisms so to speak, but he is seen as very calm and collected.

**Habits:**?

**Health:** His physical health is good

**Hobbies:** Pokemon battling, researching Sinnoh legends

**Voice:** Stoic and monotone

**Walking Style:** Slow yet meaningful

**Disabilities:** N/A

**Greatest flaw:** A distinct lack of emotion/ god-complex

**Best quality:** Determination and persistence

**Hometown:** Sunnyside city, Sinnoh

**Current residence:** Unknown- somewhere in the Distortion World

**Occupation:** Team Galactic leader

**Income:** Though he is not driven by money, Team Galactic are a criminal organisation thus money is likely rife.

**Talents/skills:** Pokemon battling, reading other people emotions- manipulations

**Family status:** He did not live up to his parent's expectations, and his only known relatives are his grandparents

**Character as a child:** Asocial, he preferred the company of Pokemon and machines to that of people. He studied hard, but always felt rejected by his parents.

**Character as an adult:** Leader of the organisation Team Galactic, which he founded and runs. He has a large number of grunts below him as well as commanders, so he has his own empire.

**Educational background:** He is known to be well-educated, he studied hard as a child.

**Intelligence level:** He is seen as intelligent, through the way he speaks and the way he researches.



**Character's goal:** He wants to destroy the world so he can start his own and act as a god. He believes that emotions have ruined the world, and that only with the elimination of emotion and spirit can he end the fighting. To do this he needs to summon Palkia and Dialga, but also stop the player from interfering.

**Self-esteem:** He thinks highly of himself since he represents this ideal, emotionless being.

**Confidence:** He has the confidence to speak up for his beliefs, both in front of the player and loud crowds of grunts.

**Emotional status:** He displays no emotion, believing that they are the cause of suffering in the world- he is ruled purely by logic

**Emotional characteristics:** He deals with all sort of emotion with a sense of malice, but appears stoic. It's only when someone foils with his plans does he get angry.

**What would they like to change about their life:** He wants to leave this world and create another without emotion

**Introvert/extrovert:** Introvert

**Motivation:** An honest belief that humanity would be better off if the world is destroyed

**Fear:** Failure

**Happiness:** Not much, he doesn't tend to show any emotion, especially not positive ones- he believes he will be better off in this new world

**Relationships:** The only people he has regular contact with are those who work for him. With his commanders he is cold and crass, the relationship is strictly professional and even then he is constantly lying to them. It's a faux relationship if anything. It's even less of a relationship with his grunts, who he also lies to and doesn't show any concern, to him they are disposable.

**Faith:** He doesn't have faith as such, but he demonstrates a great faith in himself as god of the new world, showing his narcissism

**Archetype:** Classic Villain or shadow. His role is the antagonist in the game.

**Environment:** When he is in the is at the top of Mount Coronet at Spear Pillar, he becomes much more confident and powerful -hungry, being the closest he can be to his goal.

**Timeline:**

- He didn't live up to his parent's expectations despite exhaustive studying. He becomes closer and more comfortable around machines

-He decides that emotions are the cause of all strife in the world due to his social distance

-He sets up Team Galactic an organisation under the guise of creating a new world

-He spends time collecting and piecing together ancient books and scriptures and finds he needs to summon both Palkia and Dialga in order to create this new world.

-He sets his Team towards this goal, which is when he first meets the player.

# Character bio- Elsie

## Archetype: Hero

After the zombie apocalypse, the humans fell. The zombies rose and evolved into a superior race, who don't need to eat flesh or brains. Now earth is ruled by a new breed of zombie who have become more competent than humans- they're immortal, they have better structures both physically and socially, they can reproduce (so no need to recruit), which is why they rule the world. The humans didn't like this. They rebelled in an attempt to take their world back, but failed at the hand of the living dead. But the zombies didn't want to hurt anyone, they wanted to live peacefully. The humans were stuck in their ways and still saw them as a threat, creating a rift between man and zombie alike.

If you ask Elsie her age she'll tell you 12  $\frac{3}{4}$ , the  $\frac{3}{4}$  being paramount. She was born a zombie. Zombies grow until they're adults where they have the potential to live forever if not mortally wounded (children, whilst they're still growing they have the ability to heal any wounds, when they're older this is less so). She's an imaginative kid, she enjoys living in her head.

When she was little, she had a habit of mentioning random colours. Zombies aren't a colourful race, they still have affinities with boring colours and prefer greys to yellows. She was mentioning shades that a zombie didn't have a chance of recognising. It wasn't until she pointed to a zombie, who would later be dubbed Whiskey, and swore against his integrity that they realised she was on to something. Whiskey was a human spy, the leader of one of the resistance movements. He ended up attacking her, which is how she got the zombie-esque scar on her face. He was quickly detained. It was found that Elsie had the ability to see what humans labelled 'auras'. She saw the true colours of someone like a perpetual mist. It was recognised that this was crucial in spotting enemies and thus Elsie became the young hero the zombie race needed.

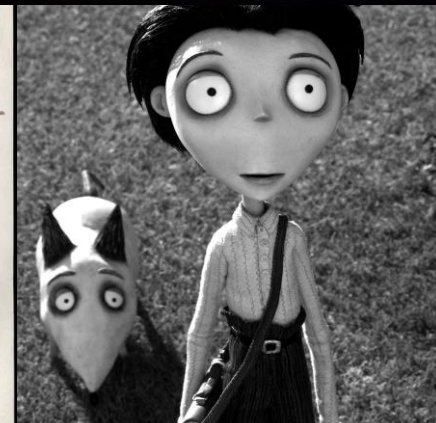
### Timeline:

- 1- 250 years ago- the zombie apocalypse. The zombies took over and in time slowly evolved to be superior to humans. They took the world and reshaped it, making things more efficient and effective.
- 2- The surviving humans decided that the zombies have to be bad, by default they have to be the enemy thus refuse to work with them- they become enemies, a few years later Elsie is born.
- 3- Elsie comes across a zombie who has a different aura to the rest of them, she swears to the authorities that this man as bad motives and isn't what he seems. This is whiskey, a human in disguise. It is then reckoned she can see auras
- 4- The humans in the Dimpsey region, lead by Whisky, have been planning a covert attack for a while with the intention to destroy the Zombie infrastructure
- 5- It is reckoned by higher ups that she is the only one who can stop them

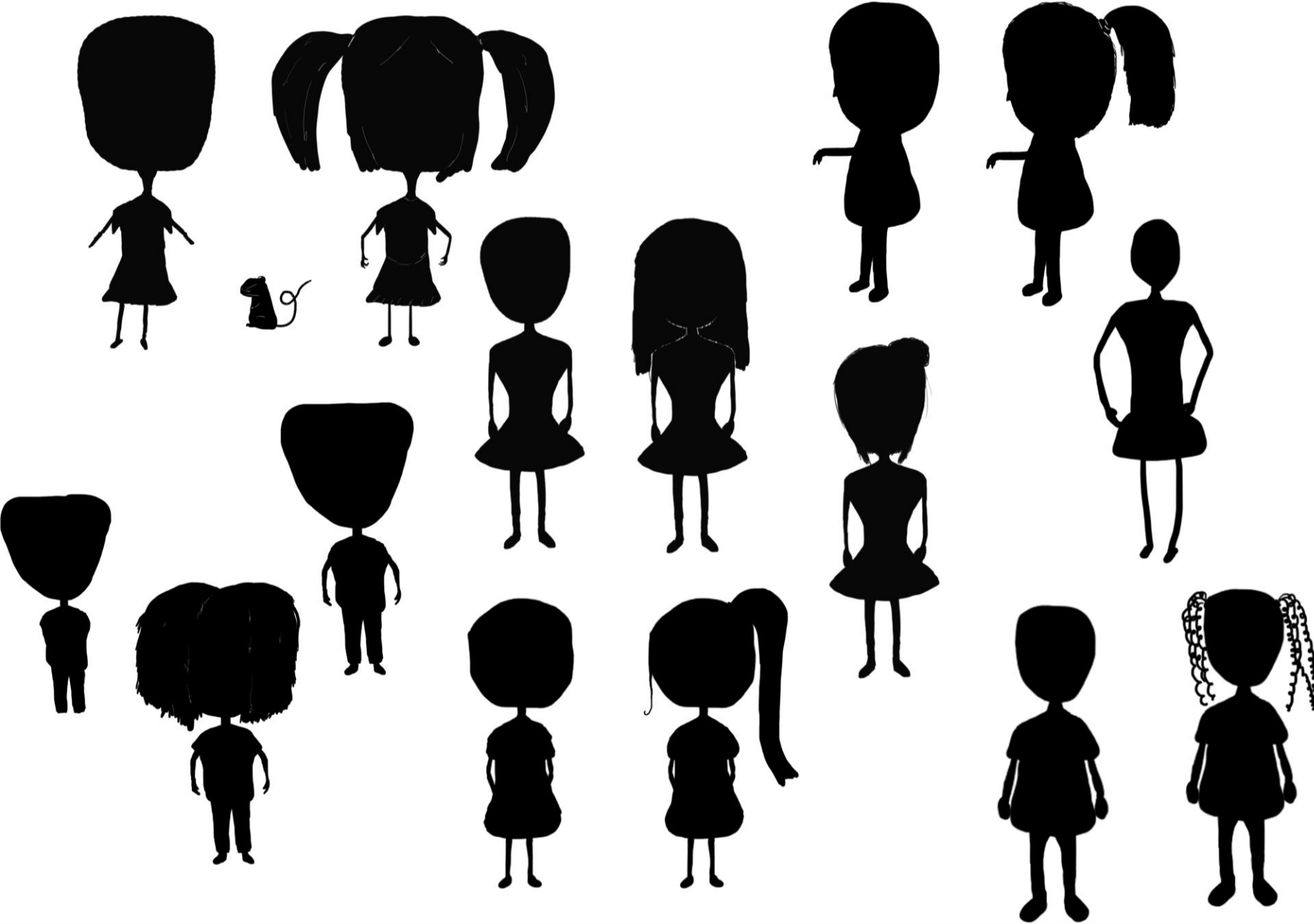


<b>Name:</b> Elsie	<b>Clothing:</b> Dungaree dress with a striped long sleeved shirt underneath. Small black boots on her feet.	<b>Current residence:</b> Dimpsy	<b>Self-esteem:</b> As a child she doesn't worry about her appearance
<b>Alias:</b> N/A		<b>Occupation:</b> None, she's a child	
<b>Age:</b> 12 <sup>3</sup> / <sub>4</sub>	<b>Mannerisms:</b> She uses big gestures to try and explain her points	<b>Income:</b> N/A	<b>Confidence:</b> She can appear confident when she needs to be.
<b>Height:</b> 5ft	<b>Habits:</b> Picks at hands and nails	<b>Talents/skills:</b> She has an affinity with animals and a great hold over her own mind and imagination, she can see the aura of people and zombies alike	<b>Emotional status:</b> She deals with negative emotion immaturity because of her age. She is prone to moods and strops if she doesn't like something.
<b>Weight:</b> 90lb	<b>Hobbies:</b> She enjoys playing with the sewer rats, and playing in her mind	<b>Family status:</b> She is an only child, with no other children in her family at all. She has a good relationship with both her parents, even if she can be a handful	<b>What would they change:</b> Sometimes she doesn't want to be the important one, sometimes she just wants to be left alone
<b>Sex:</b> Female	<b>Favourite sayings:</b> "It wasn't me"		<b>Introvert/extrovert:</b> Introvert
<b>Race:</b> Zombie	<b>Voice:</b> Sweet, high and innocent	<b>Character as a child:</b> When she was younger she had a cheeky streak and liked to push the boundaries. In school she was a daydreamer	<b>Motivation:</b> Herself and her family
<b>Eye colour:</b> Grey	<b>Walking Style:</b> Full of energy, bouncy even	<b>Character as an adult:</b> N/A	<b>Fear:</b> The dark, her mum shouting, monsters under bed
<b>Hair colour:</b> White	<b>Disabilities:</b> N/A	<b>Educational background:</b> Equivalent to high school	<b>Happiness:</b> Time to herself and getting her own way
<b>Glasses/contacts:</b> N/A	<b>Greatest flaw:</b> Her naivety and inability to understand her own importance	<b>Intelligence level:</b> She's clever for her age- she is logical whilst keeping the childhood charm of innocence	<b>Relationships:</b> She's liked by the community and is known as a nice kid. She has a lot of friends, but some avoid her because of the unknown nature of her gift
<b>Nationality:</b> Dimposion	<b>Best quality:</b> Her imagination and aura sense	<b>Character's goal:</b> She wants to grow up and be an adult. But for now she wants to do what she can to save her race.	<b>Faith:</b> Zombies have no faith, it's a concept which only the humans have kept
<b>Skin colour:</b> Grey	<b>Hometown:</b> Dimpsy region (Somewhere in what was once England)		
<b>Shape of face:</b> round/square			
<b>Health-</b> Good, zombies cannot be ill, which is one of the reasons they are superior to humans			





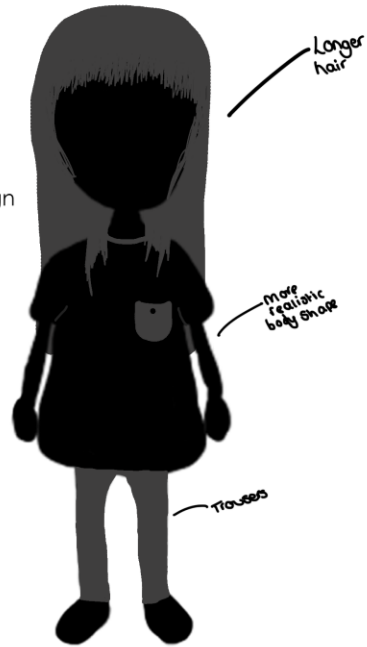




Here I experimented with different body/face types in the form of silhouettes, with the only detail being hair and the basic shape of clothes. From here I can see which shapes work best.

Here I started to add more subtle detail to the designs

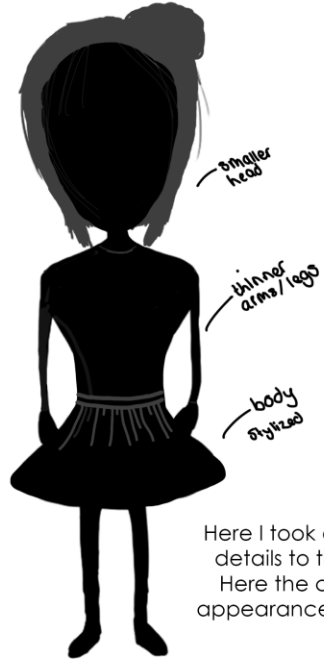
Here I have added detail to define the trousers and the oversized shirt. This design has an overall rounded appearance showing the childlike, innocent nature.



Here I have added detail to the dress in the form of a collar and belt, but also the hair. Here I used mostly rounded shapes as seen in the hair and the bottom of the dress, but I complimented this with a more angular design on the arms and sleeves. The thinner arms and legs convey the horror style.



I then took four of the designs and added more detail in the hair and the clothes with a dark grey.



Here I took a more realistic body shape and added details to the dress as well as coloured in her bun. Here the circular head denotes a more child-like appearance while the pointed dress adds a sense of mischief



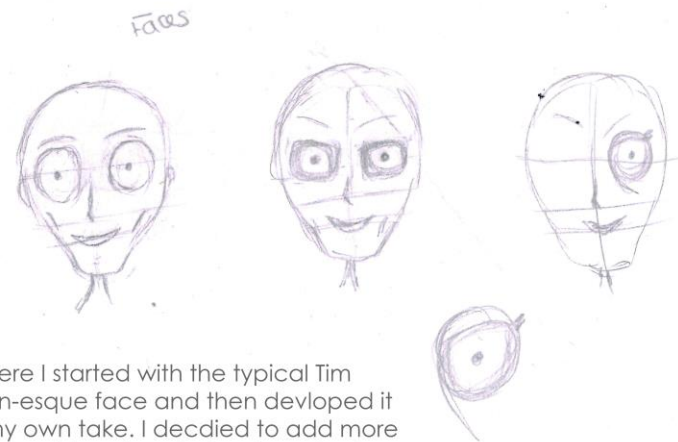
Here I have added detail to the tights and her hair. I gave her a loose hair, which curls unlike the rest of her hair to not only add a circular feel, but also an interesting horror look. I gave her a more square-like face in order to show her hero status

# Initials

# Development



Here I started with one of my initial designs, it had the features I was looking for- thin, long neck and skinny limbs. I then started to add clothing and then changed the hair style until I was happy



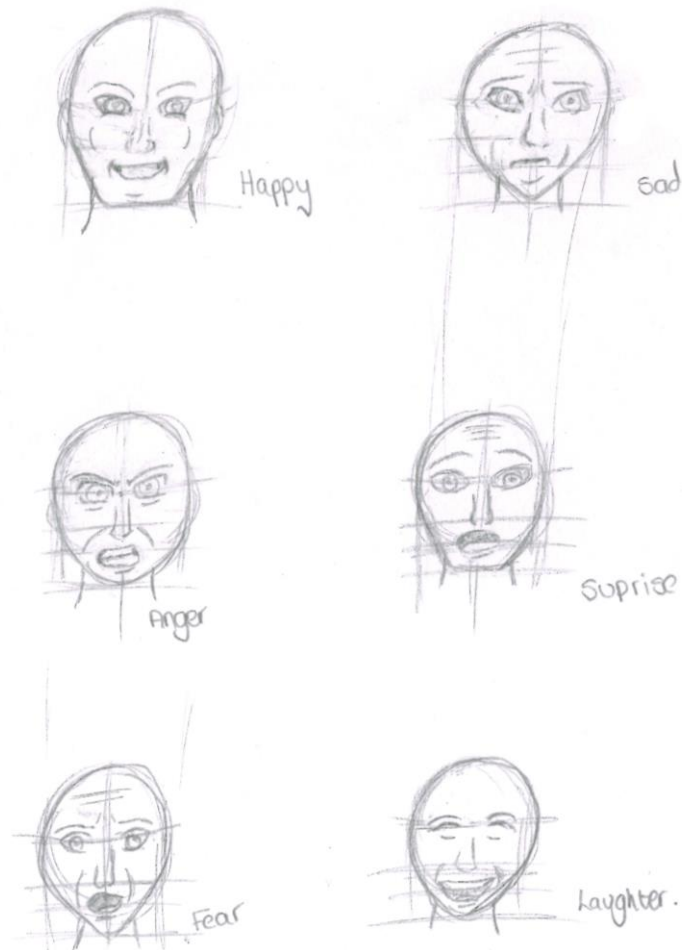
Here I started with the typical Tim Burton-esque face and then developed it into my own take. I decided to add more of an eyelid and eyelashes to make her look more feminine, but kept the circular shape.

Final



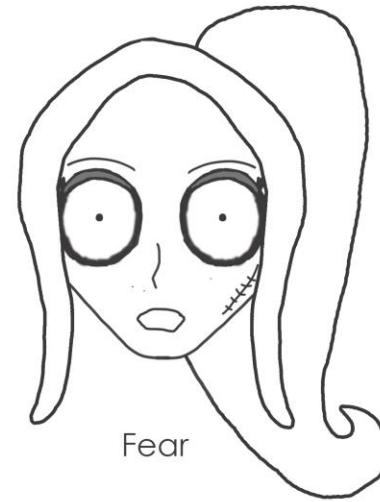
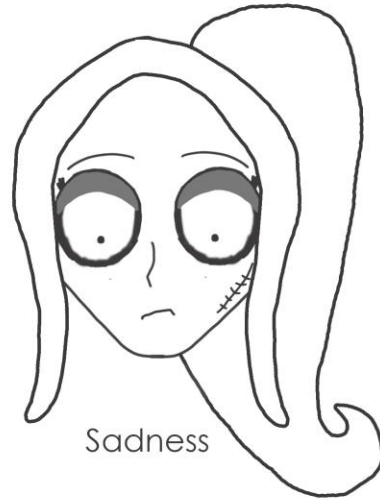
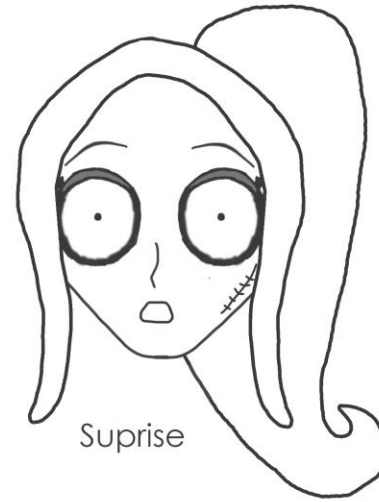


# Expressions



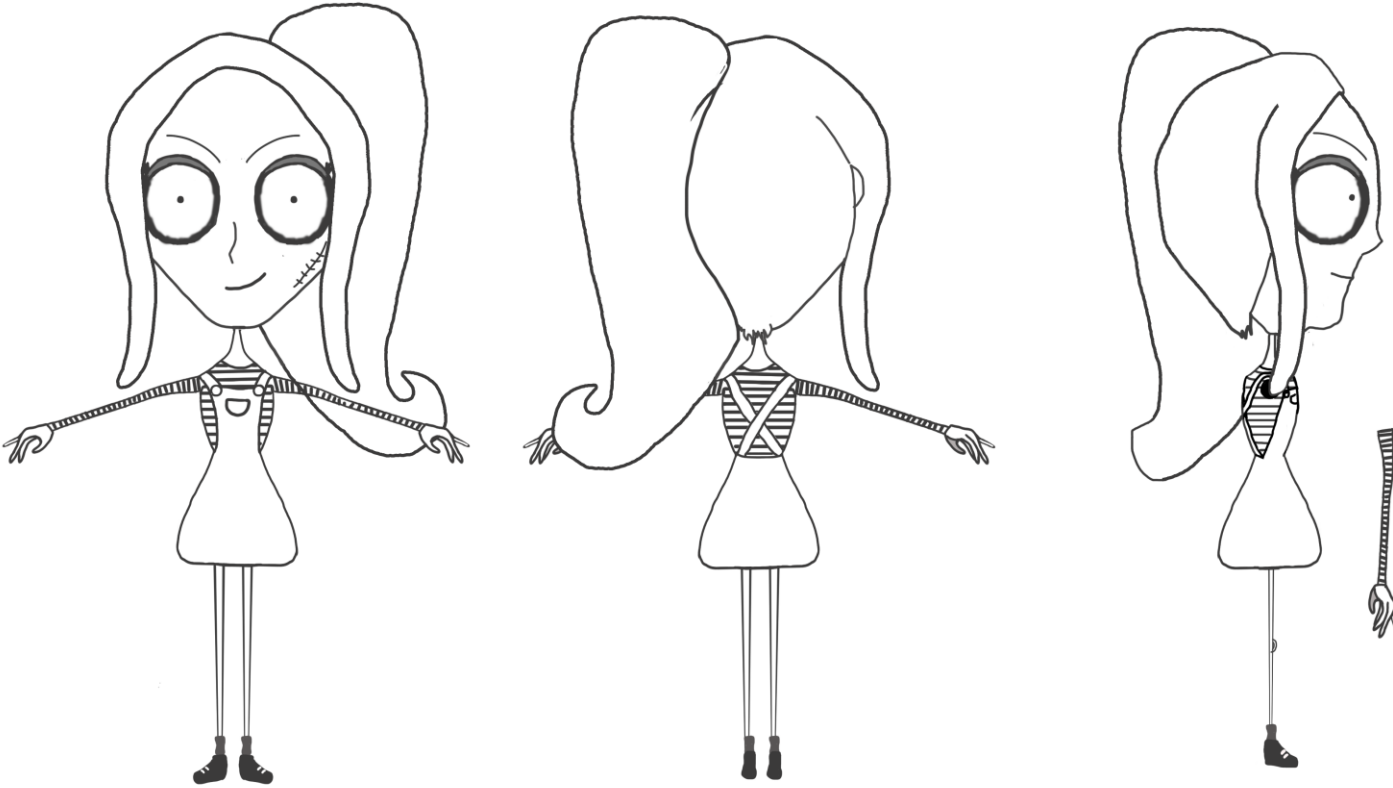
Here I experimented with six different expressions, happy, sad, angry, surprised, scared and laughter.

# Character expressions



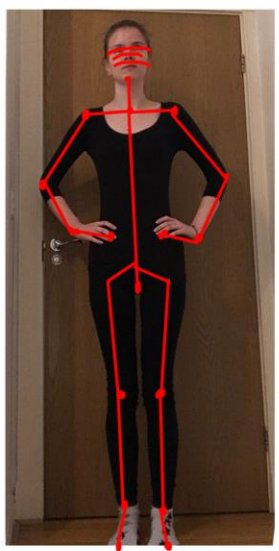
# Final t-pose

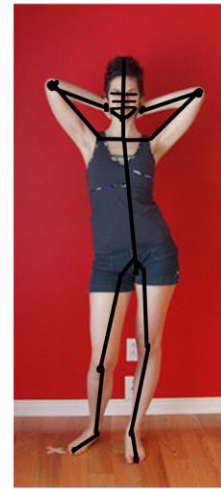
This is my final T-pose, where I drew my character from the front, side and back in order to model from it.



# Primary poses

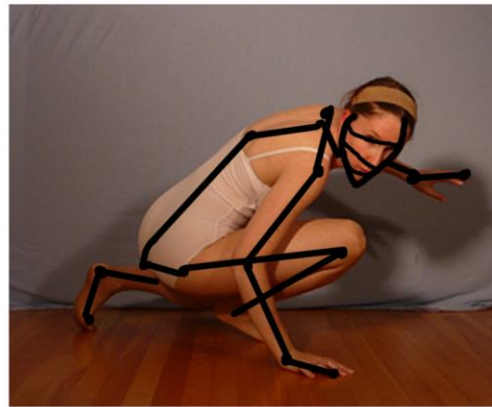
Here I took photos of myself and then drew a skeleton onto it in photoshop. I then printed this off and traced it on paper where I then drew my character.





# Secondary poses

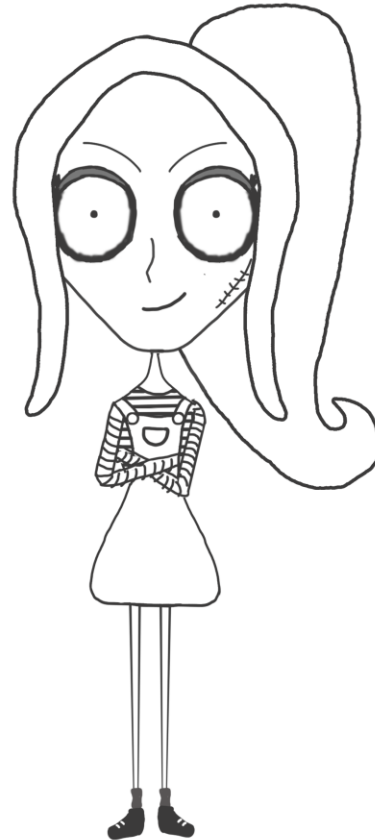
Here I followed the same process only with secondary images found online.





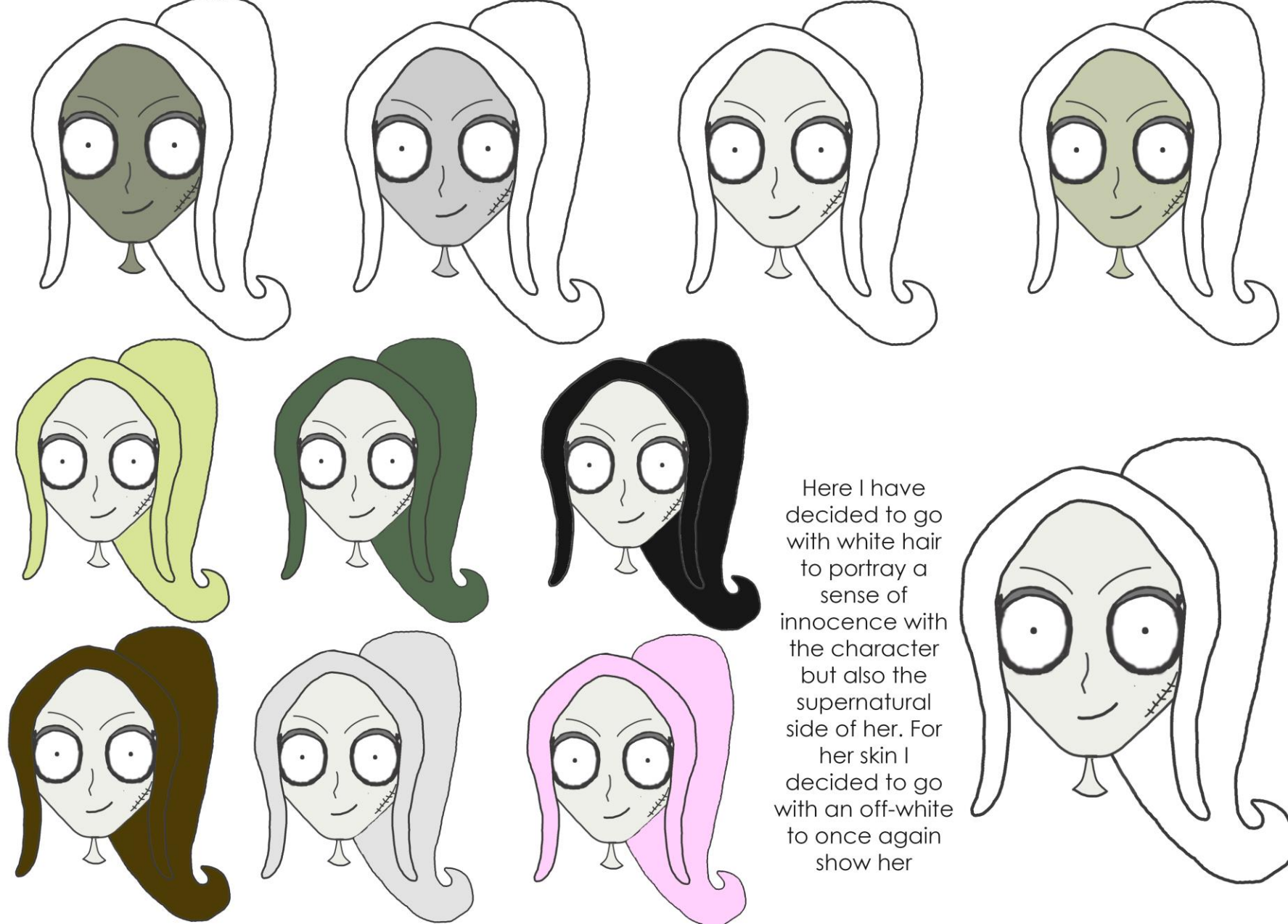
# Primary poses

I then scanned these  
images in and traced over  
them in Photoshop

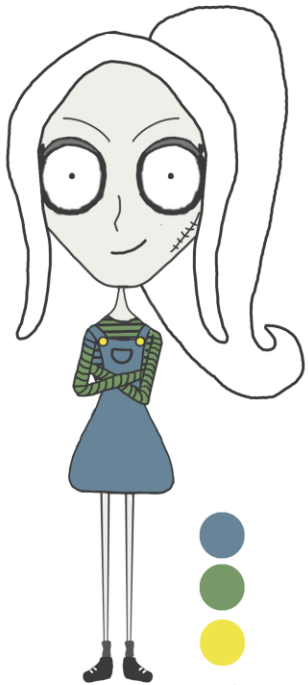




# Colour Theory

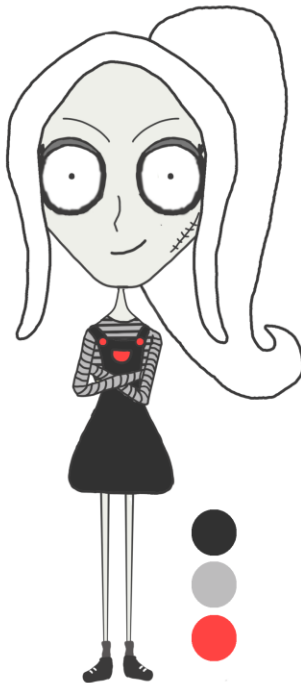
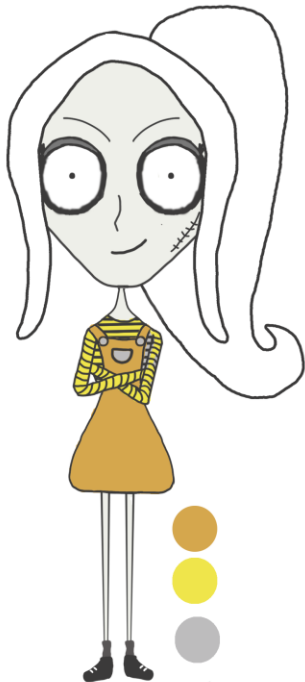


# Colour theory



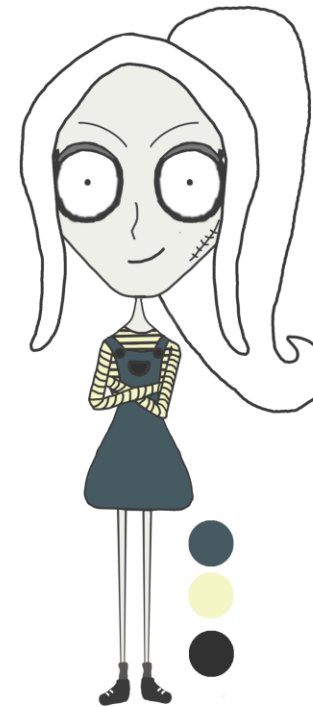
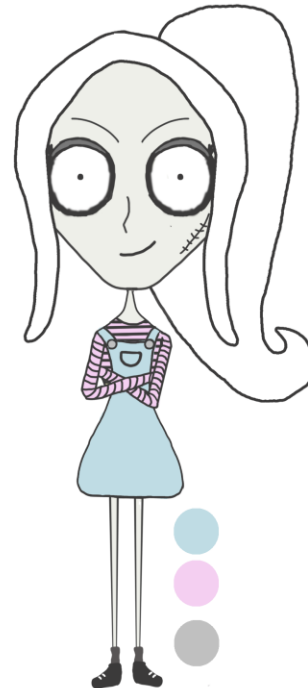
Above I have tried a blue for the denim to represent her confidence and trust to her fellow zombies and a green for her optimism and honesty.

Below I have tried a warmer colour scheme with orange to represent happiness and enthusiasm and portray her childish side. I then used a bright yellow for her undershirt to again represent joy. I think this is a little too full on and contrasting with the rest of her colours.



Above I have tried a darker colour scheme. I used a black for the dungarees which ties in with the idea of Zombies being stereotypically 'evil' but also to show her strength in the story.

Below I have tried a more pastel inspired theme. The pink reflects her femininity and the baby blue shows her confidence.



Above I have tried a darker blue on her dungarees to show her confidence and trust, but the darker shade fits the style of the character more. I used a pale yellow for the shirt to portray her joyous nature, but the lighter shade lessens this and ensures it still fits with the darker style.

# Final colour theory



Elsie has a colour scheme that shows she's different. She stands out amongst the other Zombies in her ability to see people's aura and in turn she appears more colourful herself. Zombies are naturally dark creatures, preferring darker colour, but Elsie lives in colour.



Her blue dungaree dress shows her confidence and trust with the other Zombies. As the hero of the story, she has to show loyalty to her kind and confidence when up against the enemy.



The light pink of her top reflects her femininity and also her innocence as a child- it is also her favourite colour. The lighter shades give her a softer appearance, she is closer to the humans than any other Zombie.



The pale yellow represents her happy demeanour. There is only a very small amount of yellow as as a zombie she isn't meant to be this joyful and optimistic, rendering her to hide this part when in the company of elders. Yellow also has connotations of decay, this links with the idea of her being dead.



The white of her hair represents her innocence and purity- which sets her apart from other Zombies. It also betrays her good intentions, she wants to help everyone, achieve peace between human and Zombie alike.

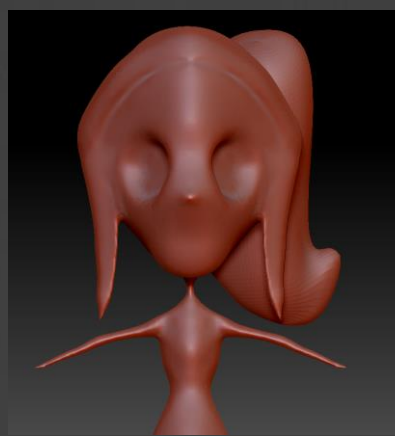
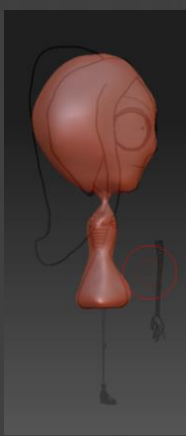
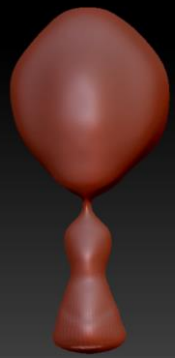


Her skin is an off-grey, which in turn shows that she isn't human, but dead. And the grey in her buttons and socks furthers

These colours were chosen to reflect the character and her traits but also because they work together. The soft pink is a derivation from the primary colour red, and the baby blue and yellow are both lighter shades of primary colours. This creates a triadic colour scheme with lighter shades that are vibrant and colourful. This then goes with the white when keeping the idea of pale colours as does the paler grey. This contrasts with the black of her eyes, ensuring they stand out.



# Zbrush



Here I have used the lightbox in order to mould my clay the basic shape of the character. I started blocking out her head and torso.

Here I have started to pull out the arms and legs of my character. I also pulled out her fringe and shaped her hair. I made her ponytail as a separate tool and imported it into the scene.



Here I have started to polypaint the different subtools in correlation with my final design. I first removed redundant polys to improve efficiency. For my polypainting I decided to go with flat colour like my digital coloured drawings- this also fits with the style

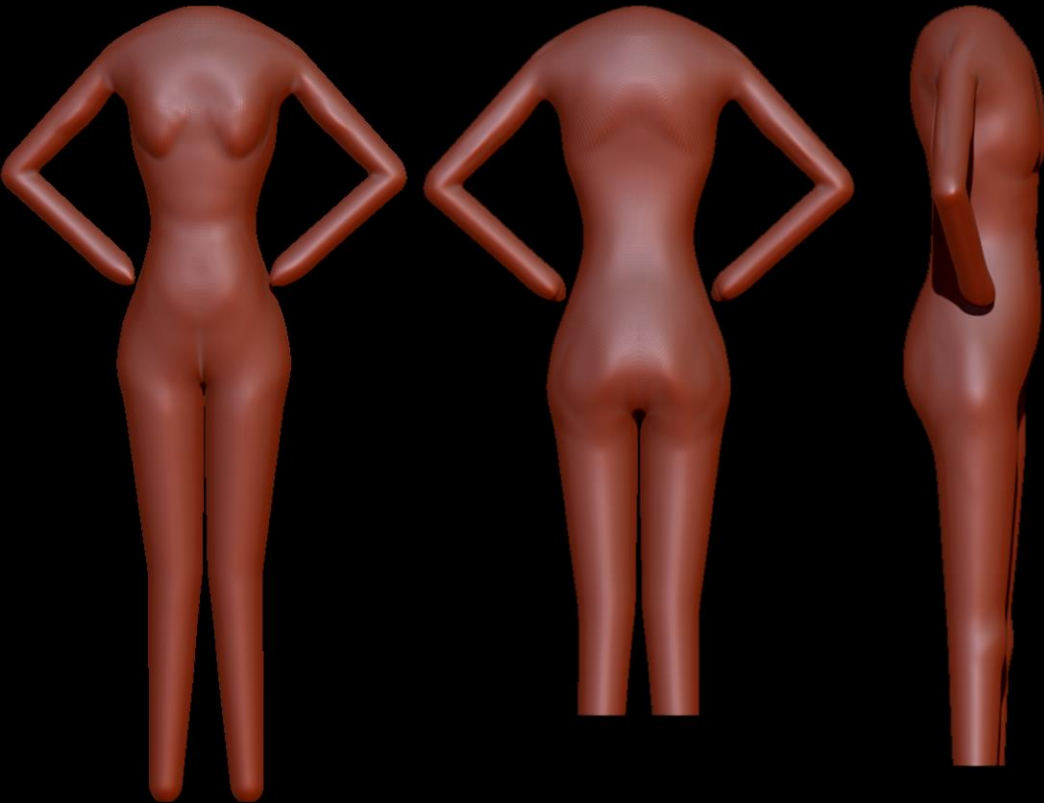


Here I have painted the face taking reference from my final 3 point turn around. But here I have also lowered the top of the eyes to create a sort of eyelid- this made her look more like her drawings where she has a defined eyelid

I then masked certain areas of the tool and extracted them in order to make her clothes. I also made her a hand using a Zsphere.

# Life modelling-

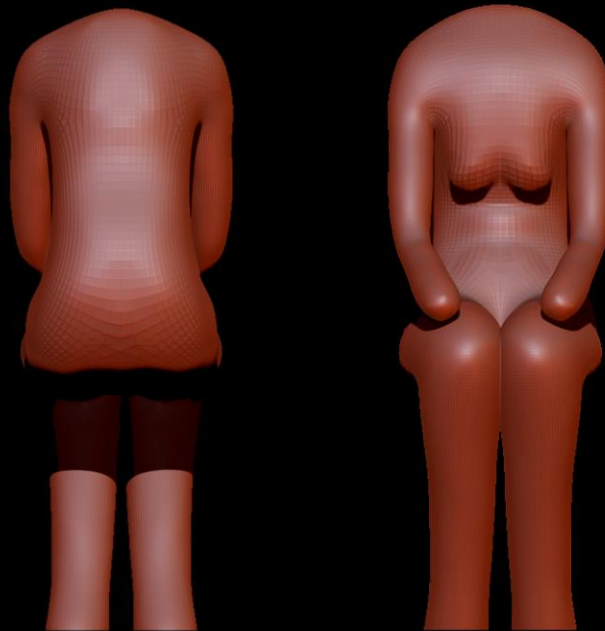
Here we had a live model and a set amount of time to model them in Zbrush



For the standing model we had around 45 minutes



For the sitting model we had around 40 minutes



Here we had 20 minutes whilst being able to look at the paper using graphite



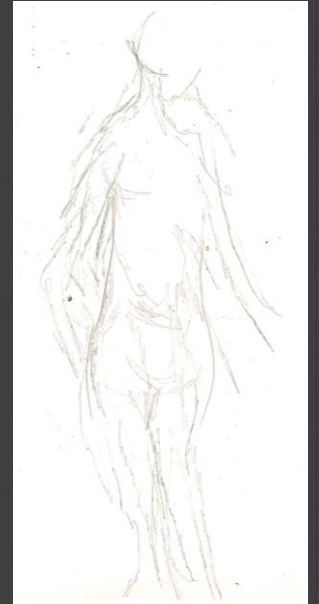
For these we had 10 minutes each and were able to look at the paper



Here we had 20 minutes but this time we used ink



# Life drawing



Here we had 4 minutes to draw with graphite without looking at the paper and without taking the graphite off the paper

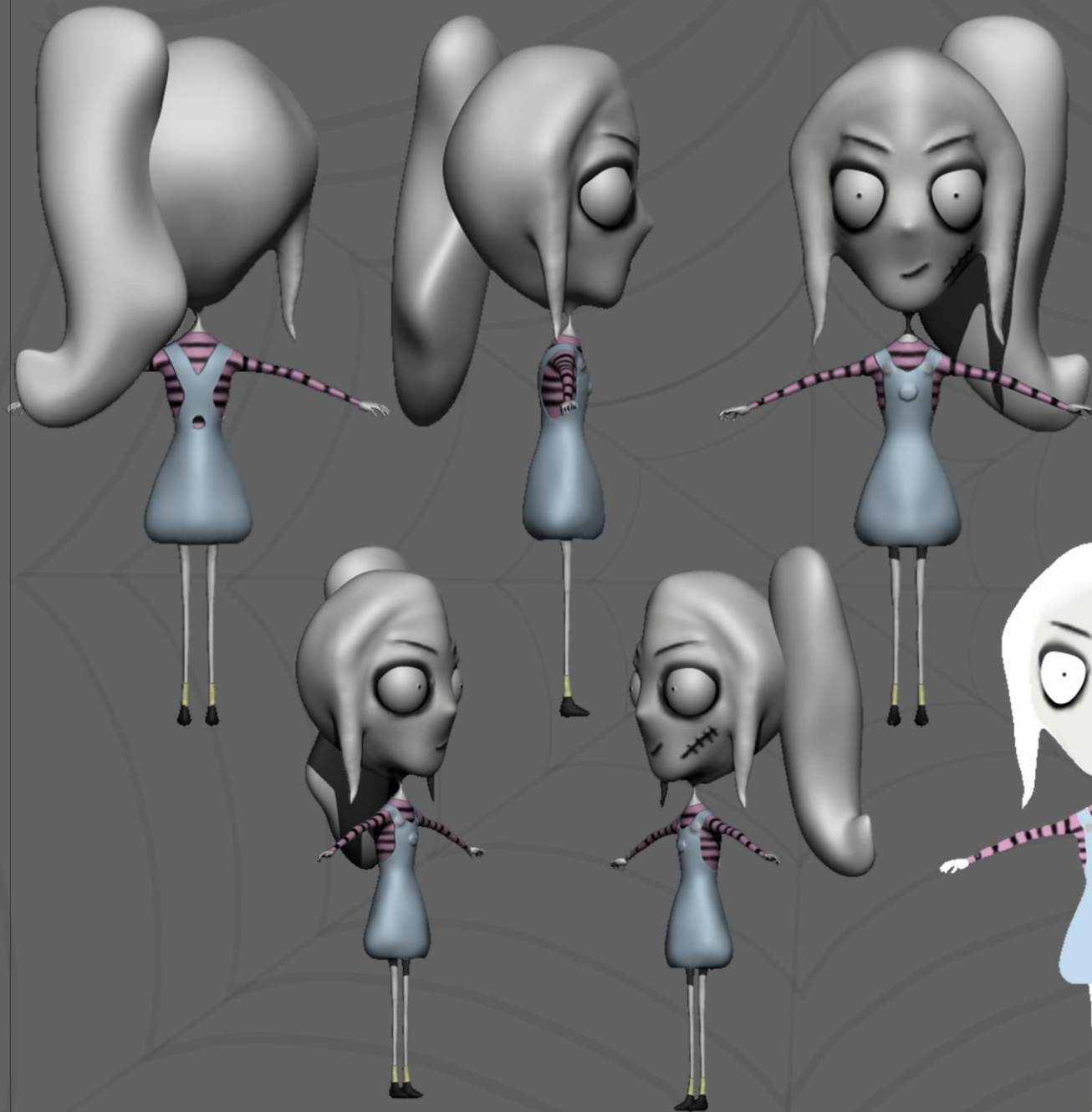
Here we had 10 minutes, 5 to draw without looking at the paper and without taking the graphite off the paper, but then 5 minutes to go back over it and define the lines and add tone





Elsie





# Elsie

Age: 12 3/4

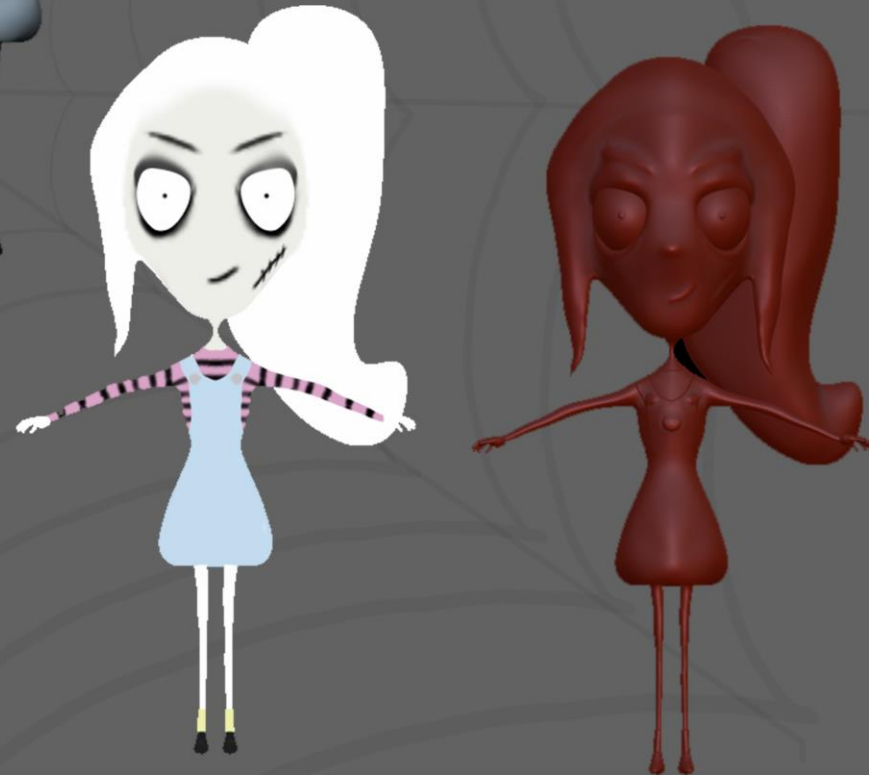
Height: 5ft

Weight: 90lb

Race: Zombie

Sex: Female

Nationality: Dimposion



# Evaluation

In this project I was asked to design and create an original character complete with backstory and 3d model. We were asked to produce two concept sheets, one showing digital concept art and the other showing a model made in z brush.

My initial idea was to base my concept around the work of Tim Burton but also films like *Coraline* and *Paranorman*. I wanted a stylised character that had a naïve take on the horror genre. I started by sketching initial designs from a moodboard I had created from the aforementioned media. I decided to stick with the idea of big eyes, small pupils, exaggerated features, small neck and small limbs that are common in Tim Burton designs, but also add my own twist with bigger hair and a larger head. I decided to make her a zombie in order to challenge the idea that they are the villain, as I made her the hero.

I used a variety of different techniques throughout the design process. I started with digital silhouettes which I then developed with mostly hand drawn pencil sketches, which I then scanned in and drew digitally. I went back to pencil for some of the poses in order to demonstrate the variety used. I then used Zbrush to 3D model my character in order to add another dimension.

Overall I think this project has been a success. I am happy with my final concept sheets and the way my character turned out. I think I have managed to stick to my theme yet add my own twist to ensure I come out with something unique and different.

If I were to do this project again, I would try to further my model by posing her within Zbrush to show her off more from different angles and also project more life into her. I would also try and do more digital drawings, in order to show a more complete, exhaustive version.