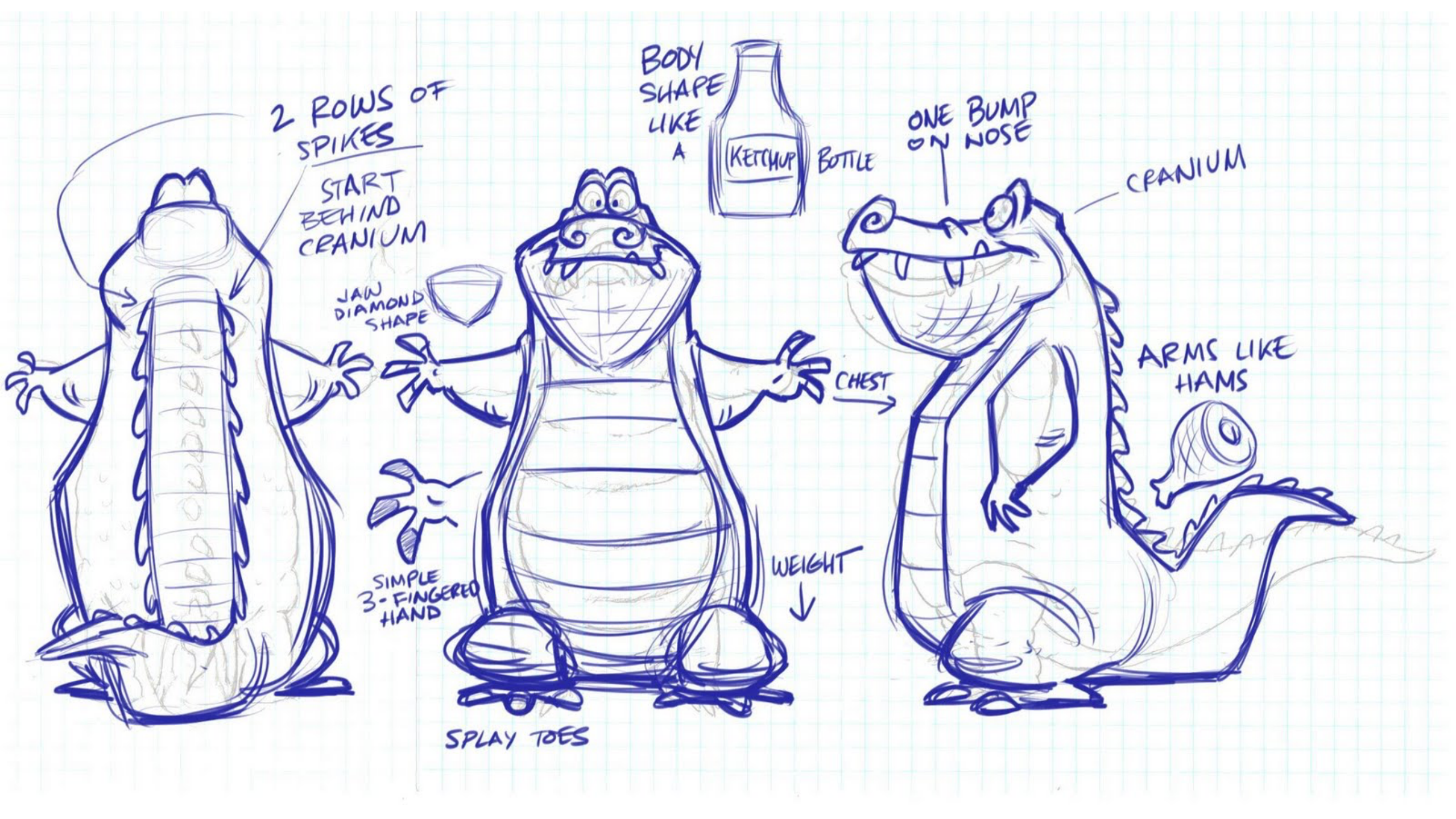
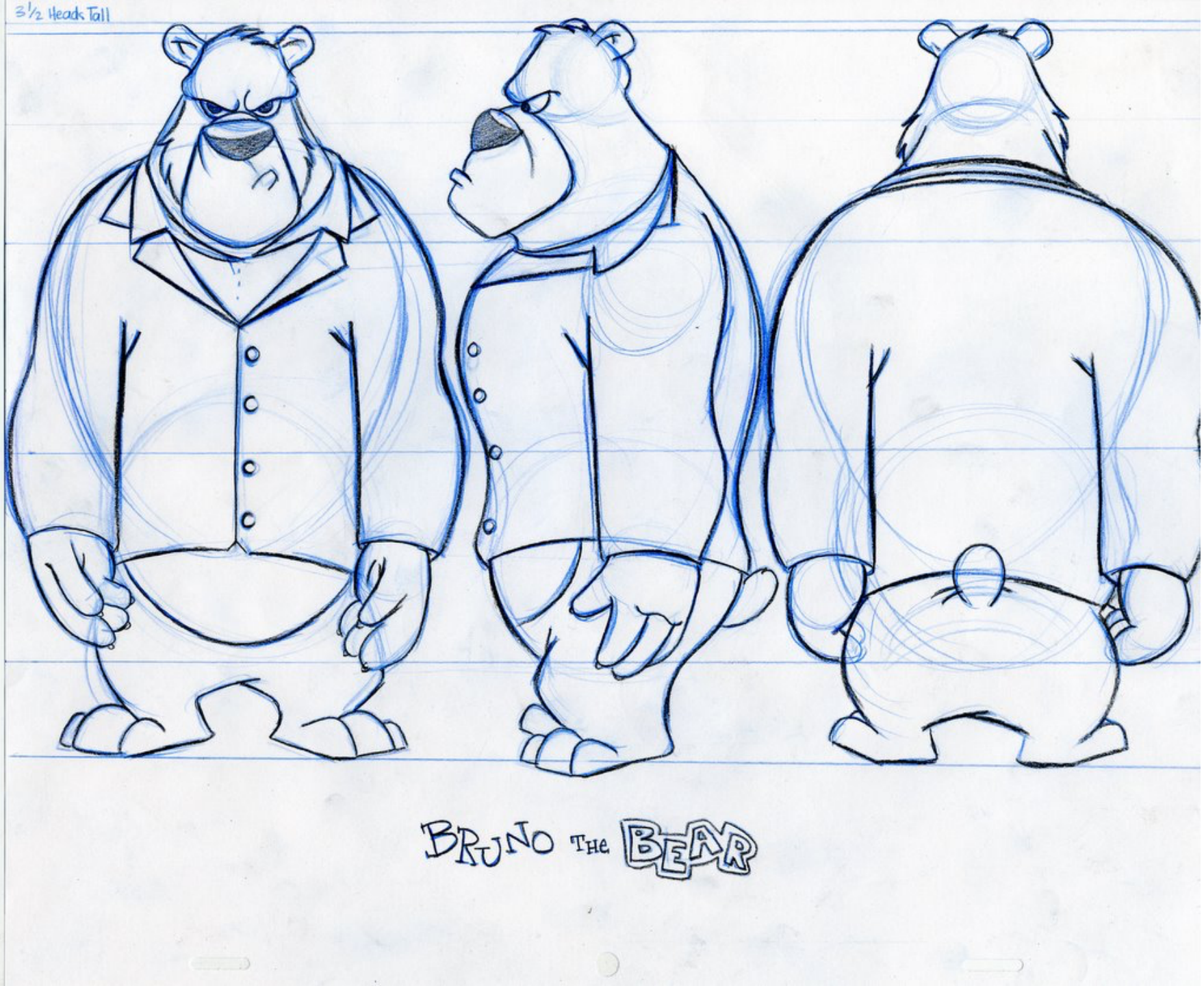
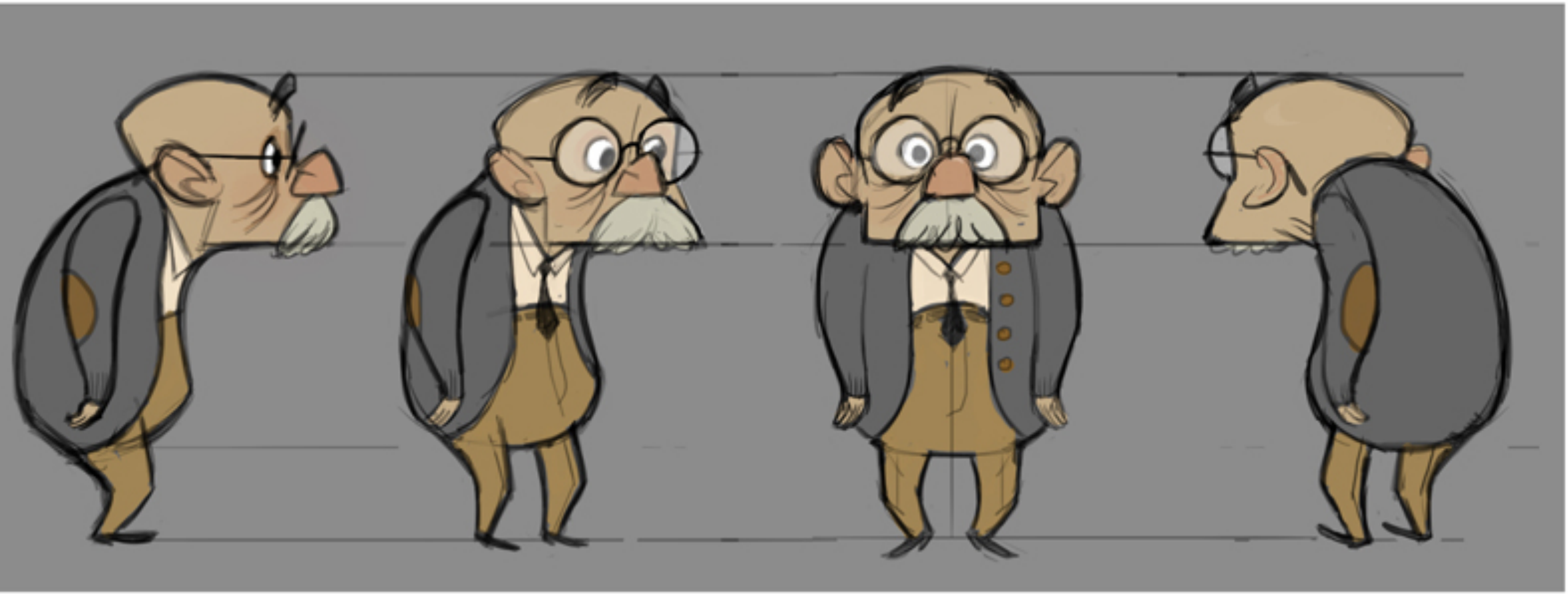
Character Design


2 ROWS OF SPIKES
START BEHIND CRANIUM
BODY SHAPE LIKE A
KETCHUP
BOTTLE
ONE BUMP ON NOSE
CRANIUM
JAW DIAMOND SHAPE
CHEST
ARMS LIKE HAMS
SIMPLE 3-FINGERED HAND
WEIGHT
SPLAY TOES

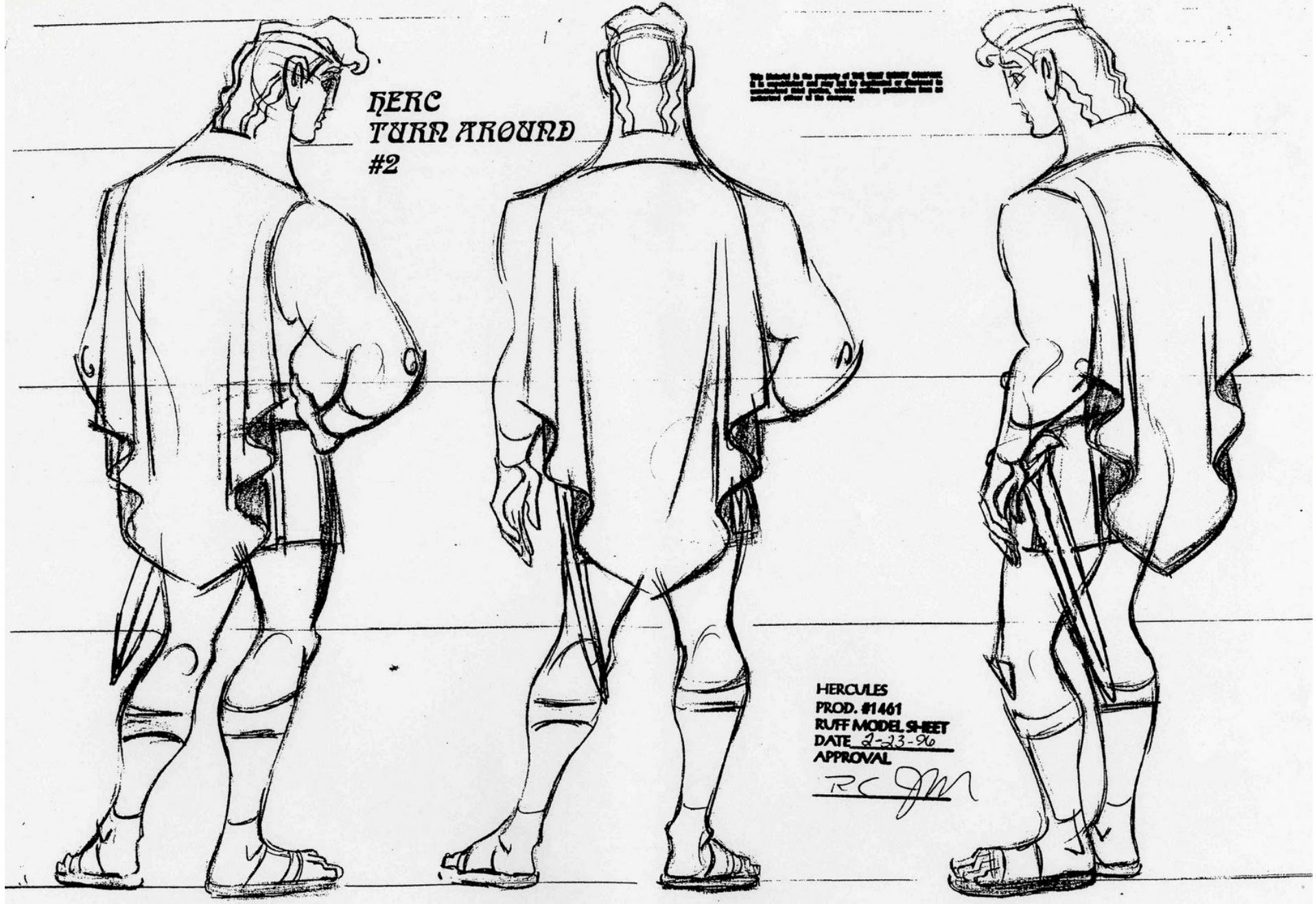

3½ Heads Tall
BRUNO THE BEAR





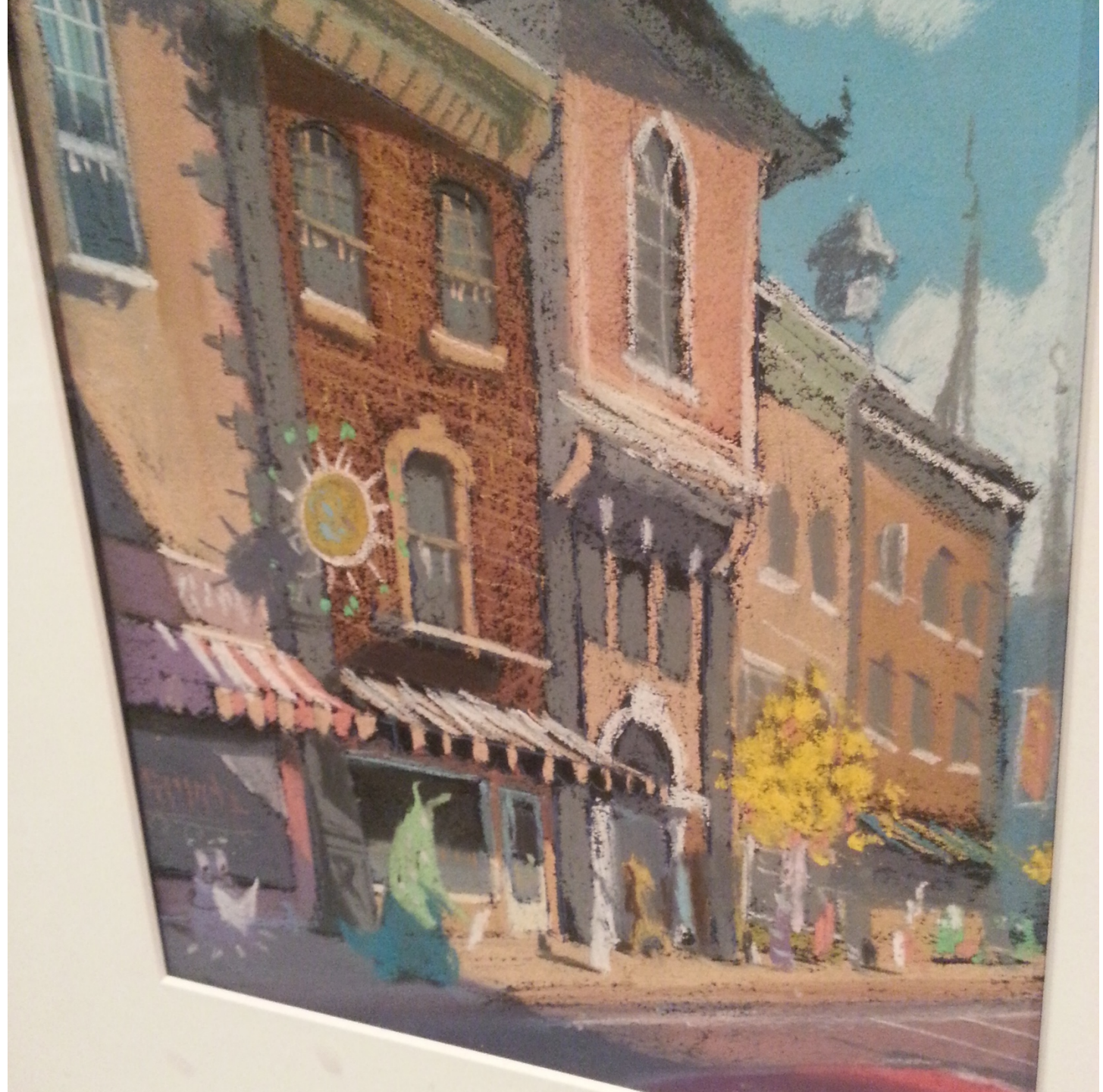


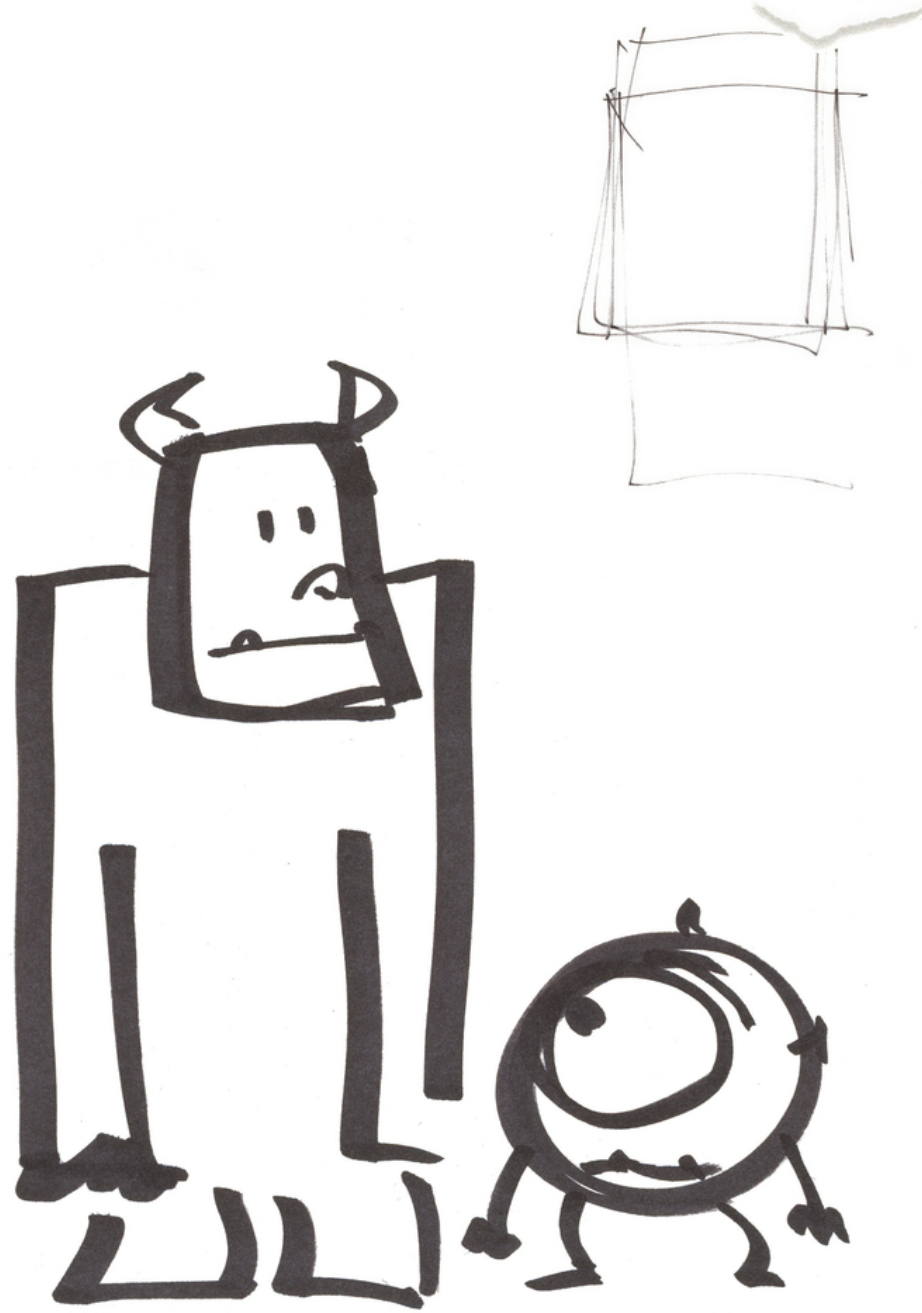

MULE TURNAROUND V01
CAPS
AND WIGGLE
BASIC
SHAPES


HERC
TURN AROUND
#2
HERCULES
PROD. #1461
RUFF MODEL SHEET
DATE 2-23-96
APPROVAL
RC

Some initial concept art for Monsters inc.

Street scenes/ lighting/ environment
Basic Character shapes
Development and changes











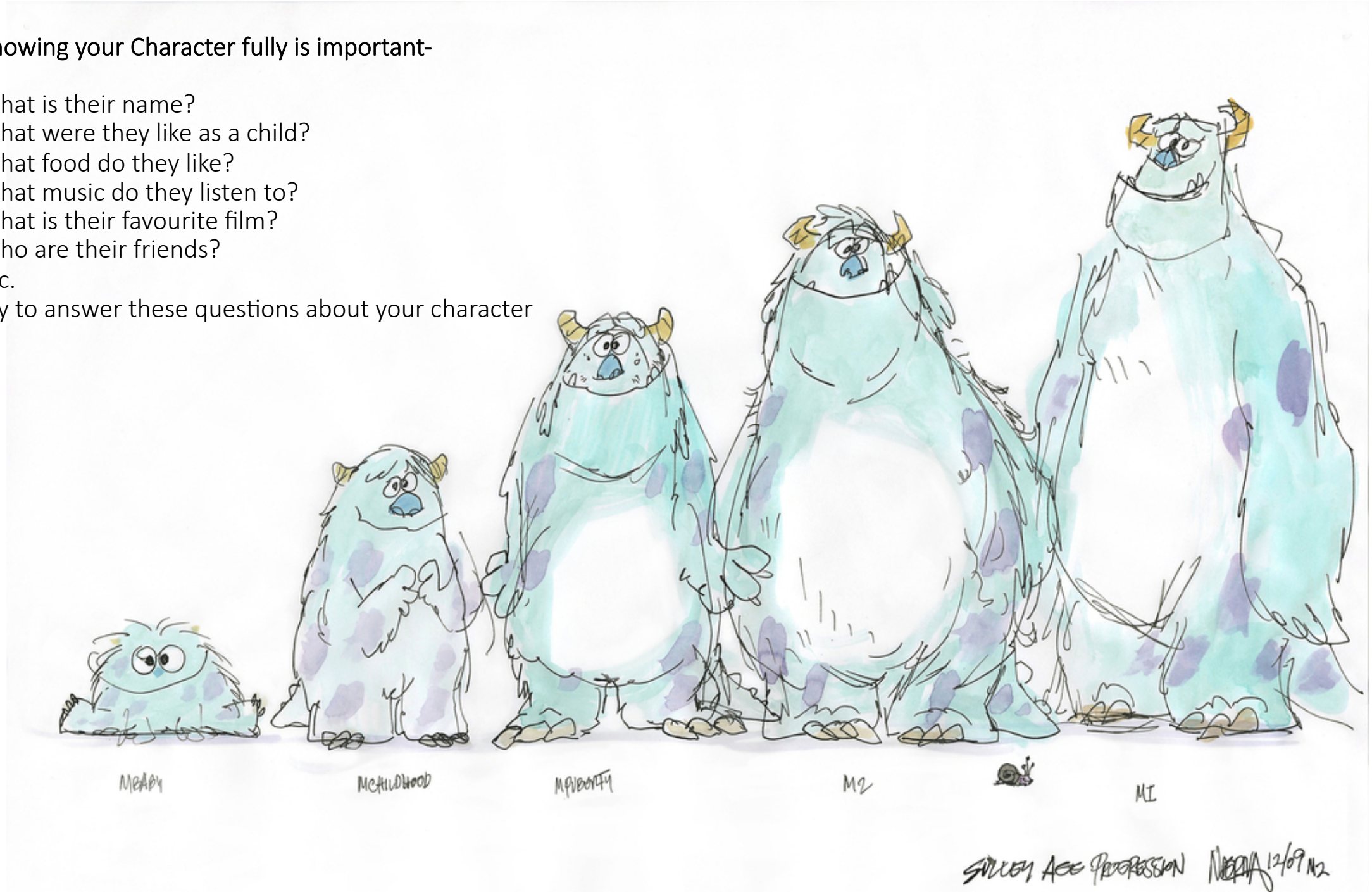






Knowing your Character fully is important-

What is their name?
What were they like as a child?
What food do they like?
What music do they listen to?
What is their favourite film?
Who are their friends?
Etc.
Try to answer these questions about your character



SULLEY







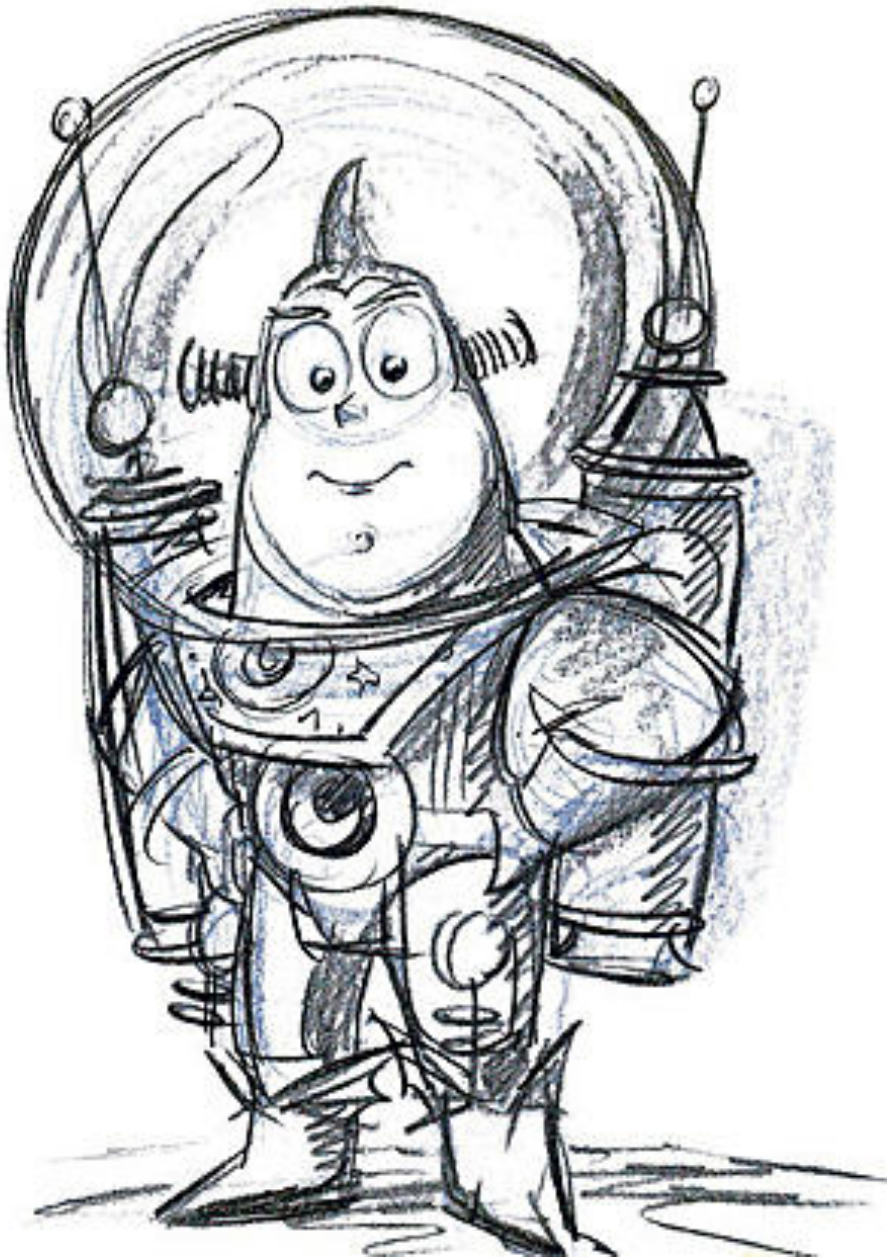






© Disney/Pixar







Concept

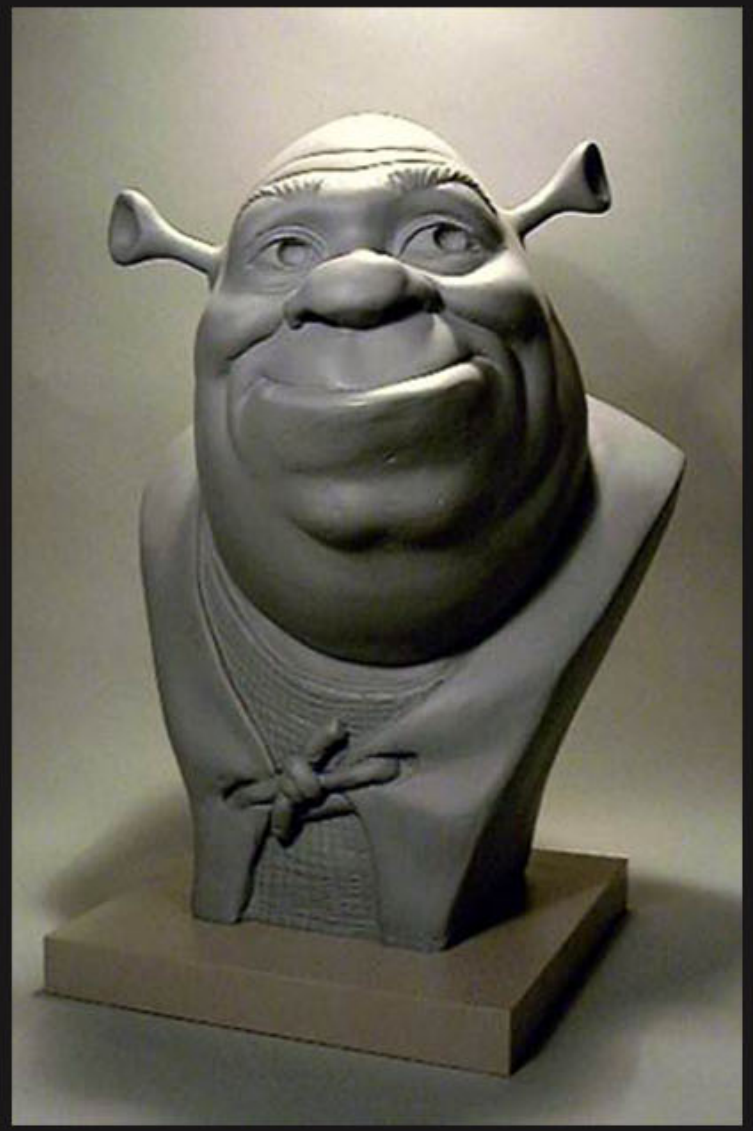


Final






COOL.
COOL.
COOL.
COOL.
COOL.
COOL.
COOL.





Model makers create detailed 3D characters in order for the animators to understand the figure from every angle.

www.HesterStudios.com



You can develop expression sheets or 3D models to fully understand your character.

- Work to produce-

  Select an animal based on your first letter of your first name

  Select an occupation based on the first letter of your last name

  Select and emotion based on the last meme you viewed

  Research into the animal and images of the occupation

  Watch some animated films and do drawings/ make notes on characters

  Create some rough visual design

  Create a ‘Turnaround’ sheet, Front, side, back views

  Develop some facial expression drawings

  Name your character

  A short paragraph on your character likes/ dislikes etc.

http://theetheringtonbrothers.blogspot.com/p/every-how-to-think-when-you-draw.html