

EYCC tasks d,e,f

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Evolving Your Creative Craft – Tasks D, E, F

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TASK D – Iterative Development

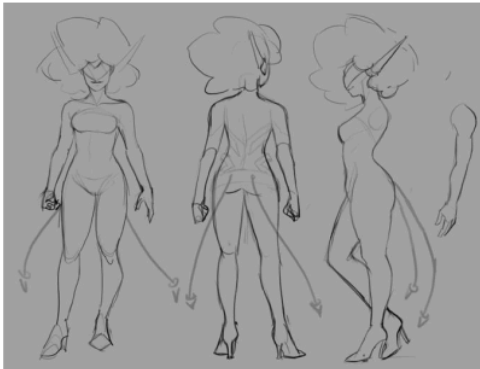


Further Refinement:



I ended up picking A to move forward with, although I did explore both B and C a little below.

TASK E – Reference Sheet



Halfway Point Progress



I decided to remove the gradient on her suit, as I wanted more focus on her torso/upper half and face.

Final Reference Sheet



TASK F – Final Design Render

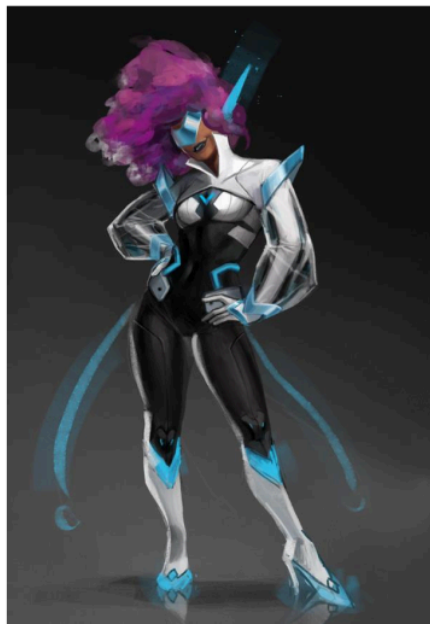
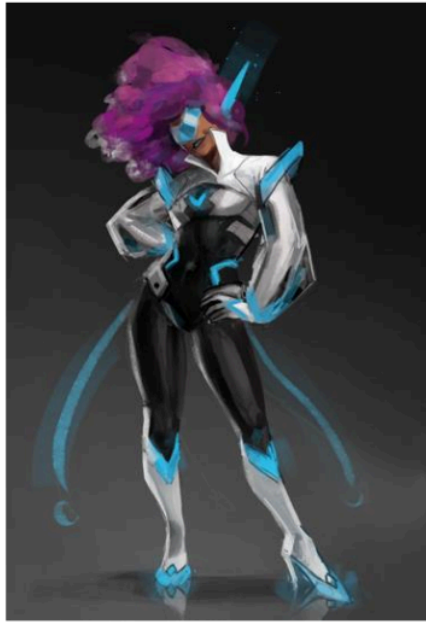
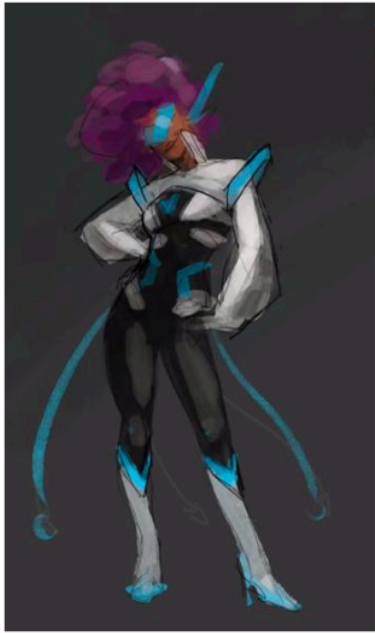
Pose Iterations:



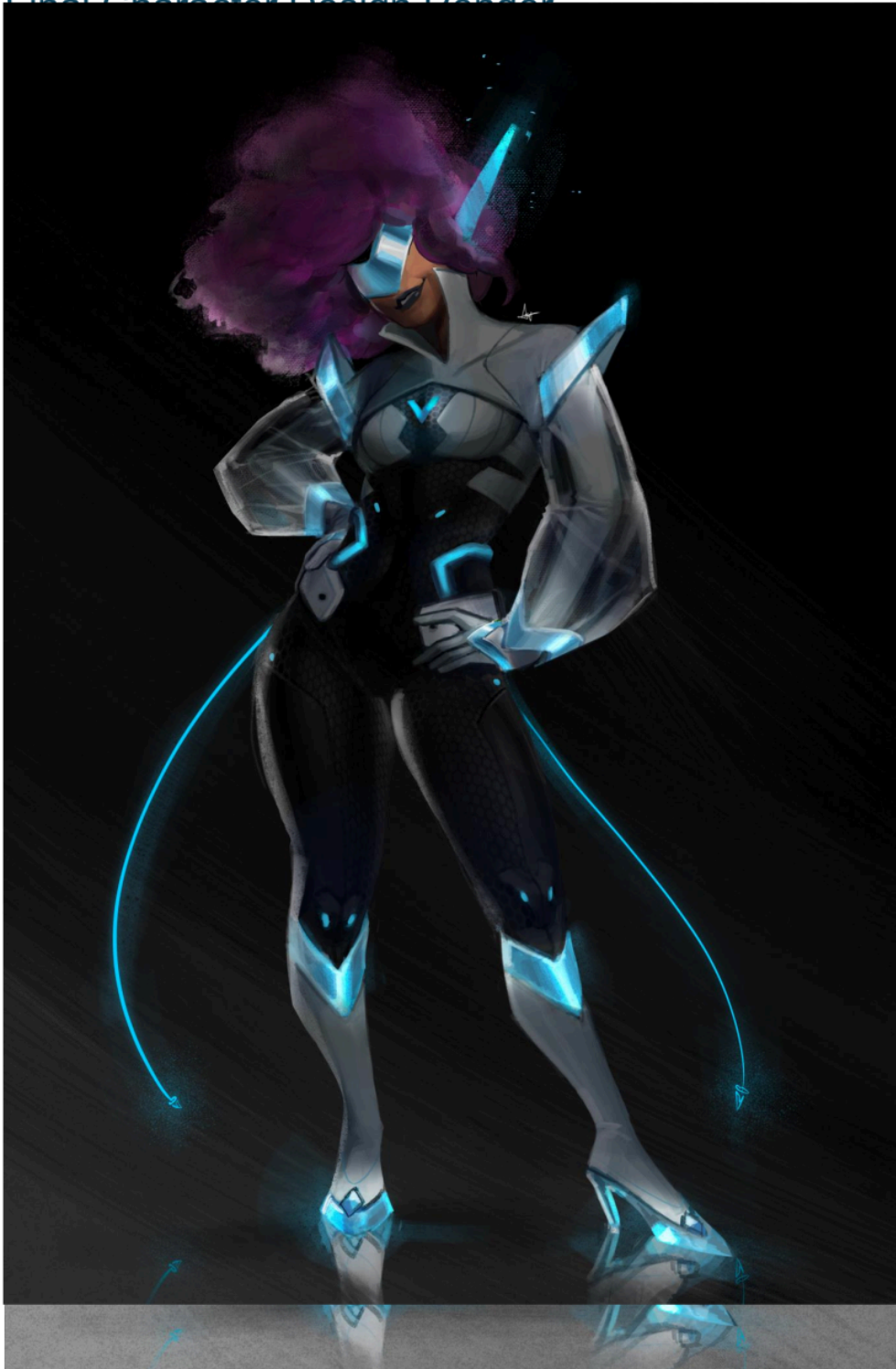
I explored four poses. I used my favourite elements from three poses to create her pose. I used one arm from Pose 1 because I loved the shape that her sleeves made, main torso/structure and face of Pose 2, and the legs (flipped) from Pose 4. This creates an 'S' for her line-of-action. I also wanted to make sure you could tell from her pose that she is sassy and confident.



Painting Progress Shots:



Final Character Design Render



(darker version too just to see what it'd look like :P)

FINAL GRADE

91 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (91%)

TASK E (Orthographic projections): The orthographic views of the character are clean, well rendered, scaled appropriately and consider 'hidden' details (such as the torso and arms being separated on the side view). Consistent colouring makes the work visually appealing and the general presentation is professional and interesting. This is an excellent piece of work and if it isn't included in a personal portfolio already, consider doing so in the near future.

3. Cognitive & Intellectual Skills (90%)

TASK D (Iterative design): Iterative designs explore visual differences, not just colour variations – this is good to see. Annotations to the work offer important context and observations (the hair colour example is good to see as it illustrates your thought process).

The willingness to experiment with design variants is evident in the submission and some very good design choices have been made – the removal of the gradient produces a good contrast to clothing elements and makes the design more visually striking.

4. Practical Application Skills (92%)

TASK F (Final Design): Lines of action and how the outfit fits the character are considered for a final render – this is excellent as even at this stage the experimentation is still being considered. The body language used in the designs help communicate successfully the character's personality as well as a design – this is the standard of work that needs to be met when considering character design in a professional environment.

The final render brings all of the experimentation and characteristics together, making use of colour, tones and textures to effectively produce a design that is not only refined, but feels well considered and alive. Your design abilities are consistent as well as high quality – This work is excellent.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 91.3%

