



Evolving Your Creative Craft – Tasks D, E, F

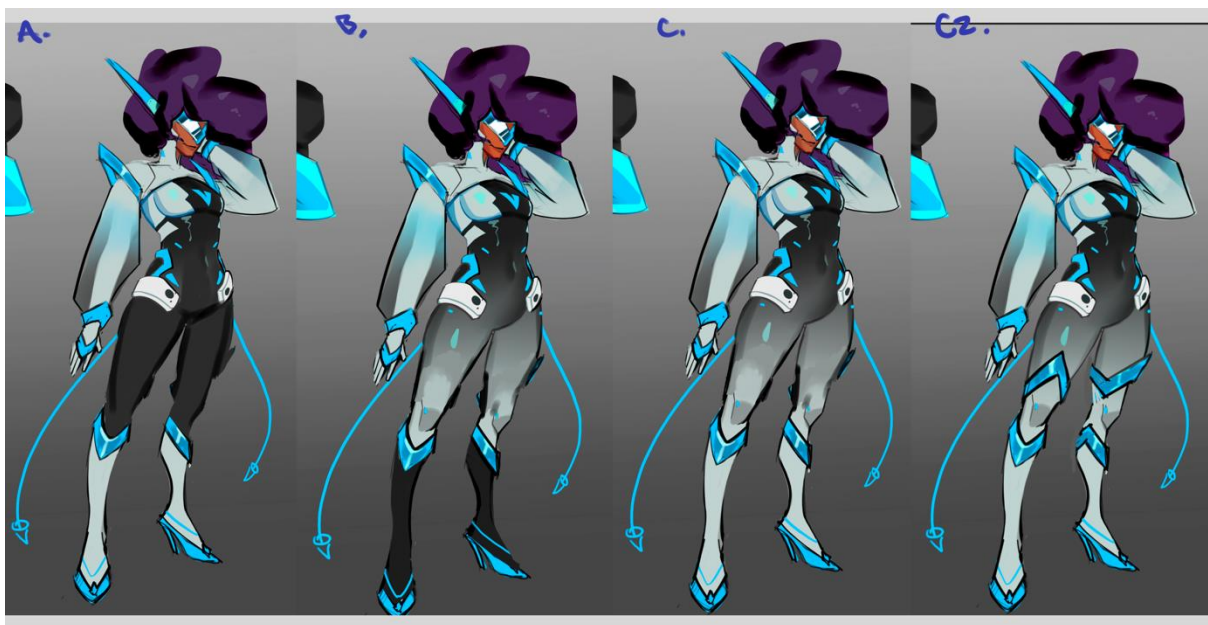
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TASK D – Iterative Development

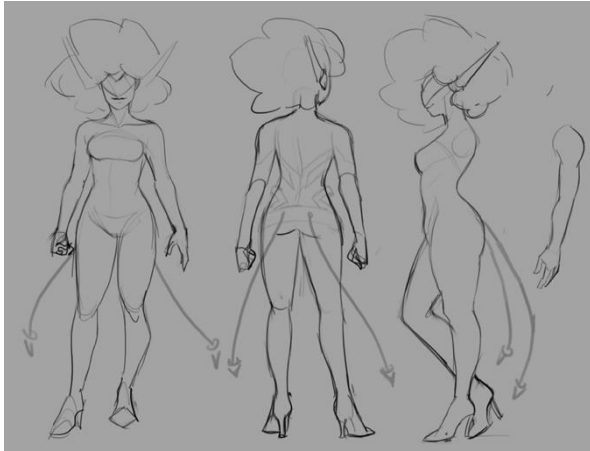


Further Refinement:



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

TASK E – Reference Sheet

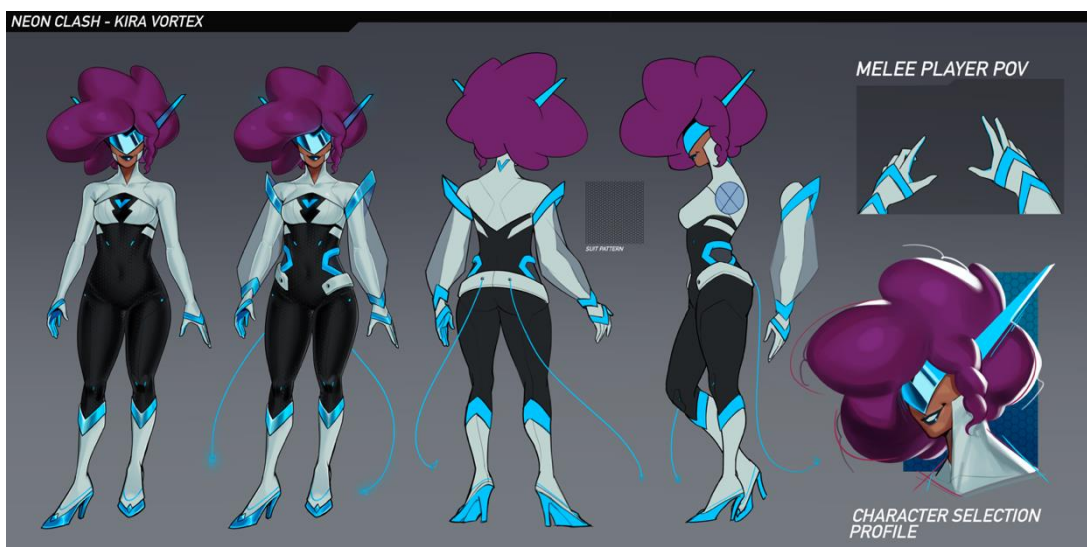


Halfway Point Progress



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

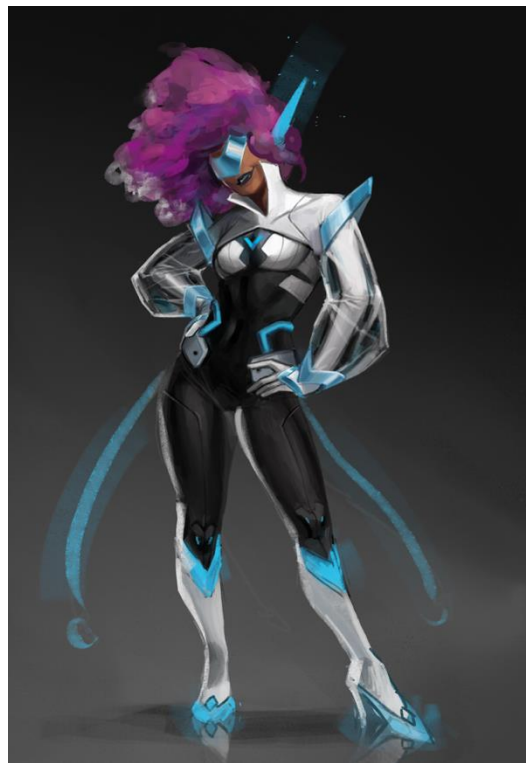
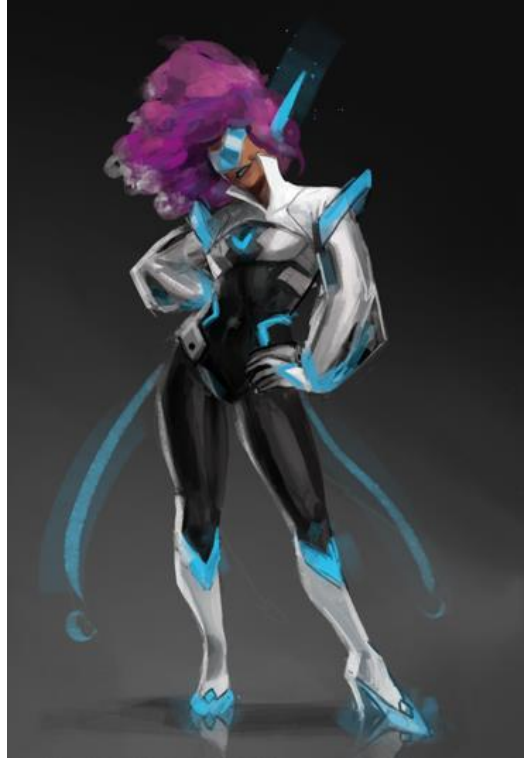
Pose Iterations:



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

