

Jackalope Knight character

by Lan Rees

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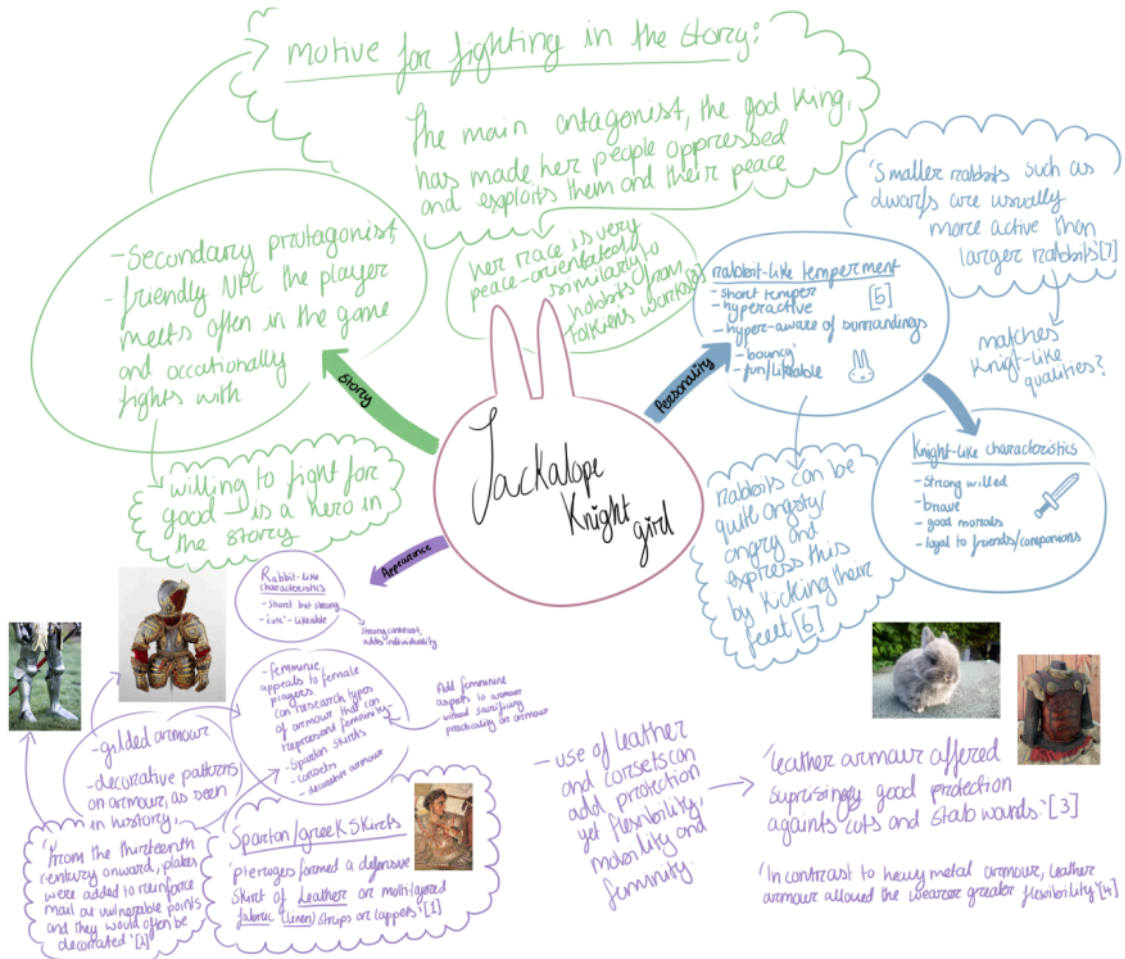
Evolving your creative craft

Assignment 1 – Designing a character

Contents

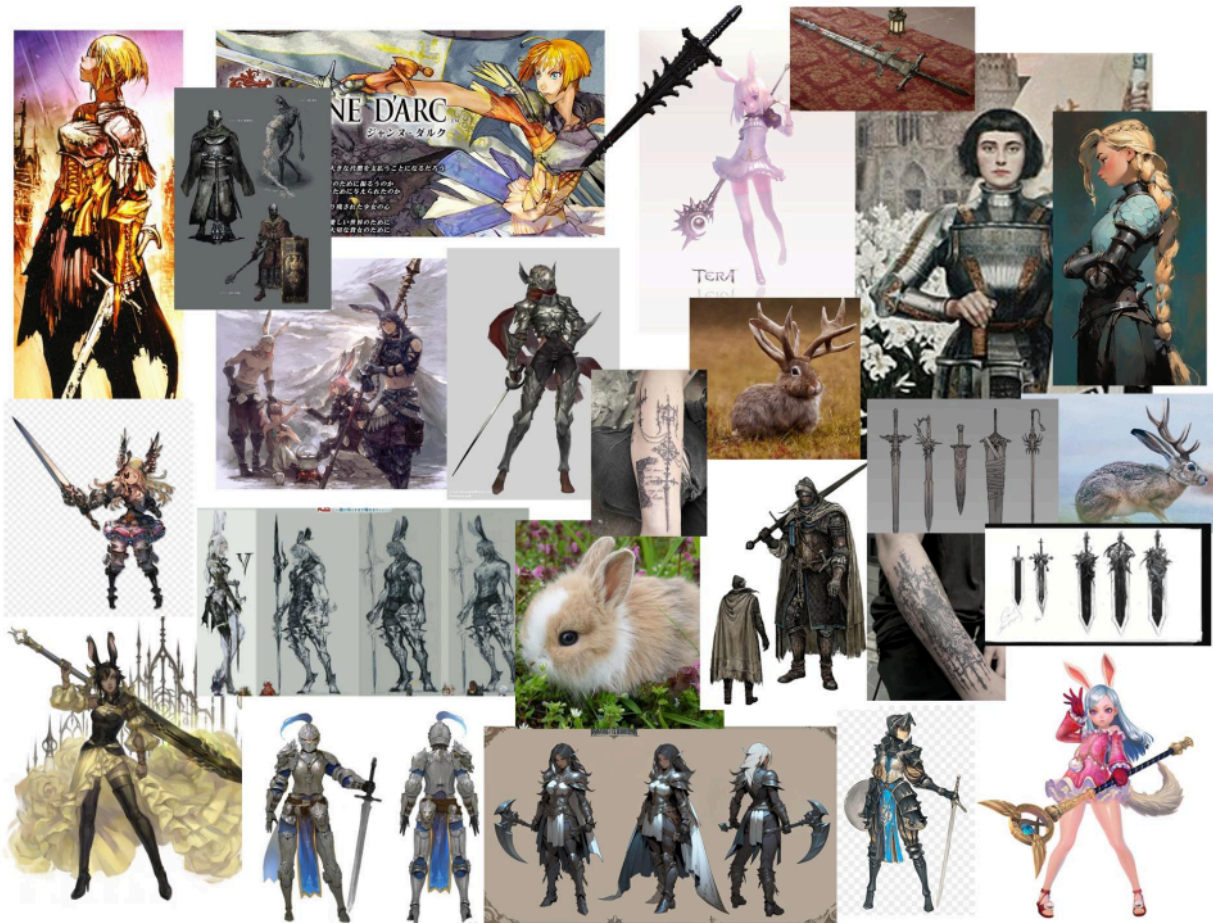
Mindmap.....	2
Moodboards.....	3
Concept sketches.....	5
Bibliography.....	9

Character Design mind map



Moodboards

General character appearance moodboard

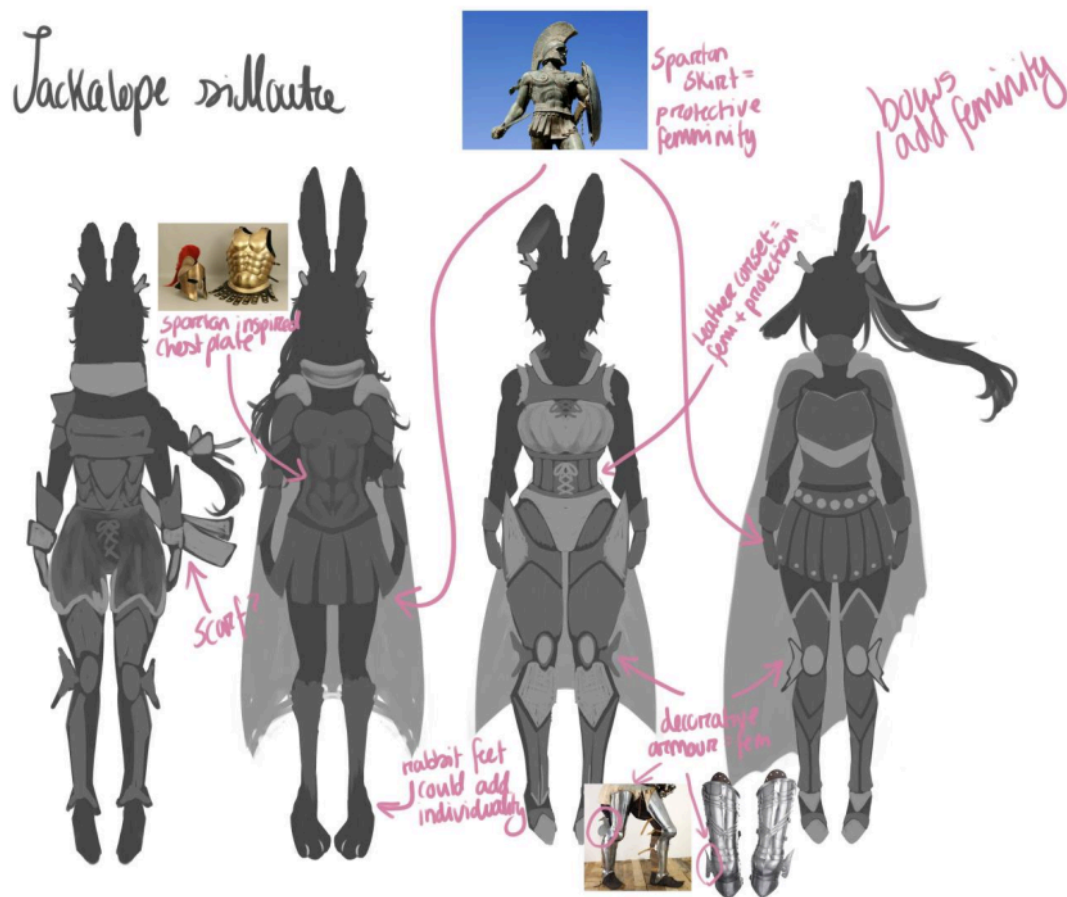


Armour moodboard



Concept sketches

To begin with, i started with silhouettes to build up a recognizable shape using the ears, hair and capes/scarves. I wanted to add femininity to the design without sacrificing protection. I was inspired by spartan skirts that *'allowed for **ease of movement** on the battlefield, granting the Spartan warriors an advantage in combat' [9]*, as well as being quite feminine and fitting for the character.

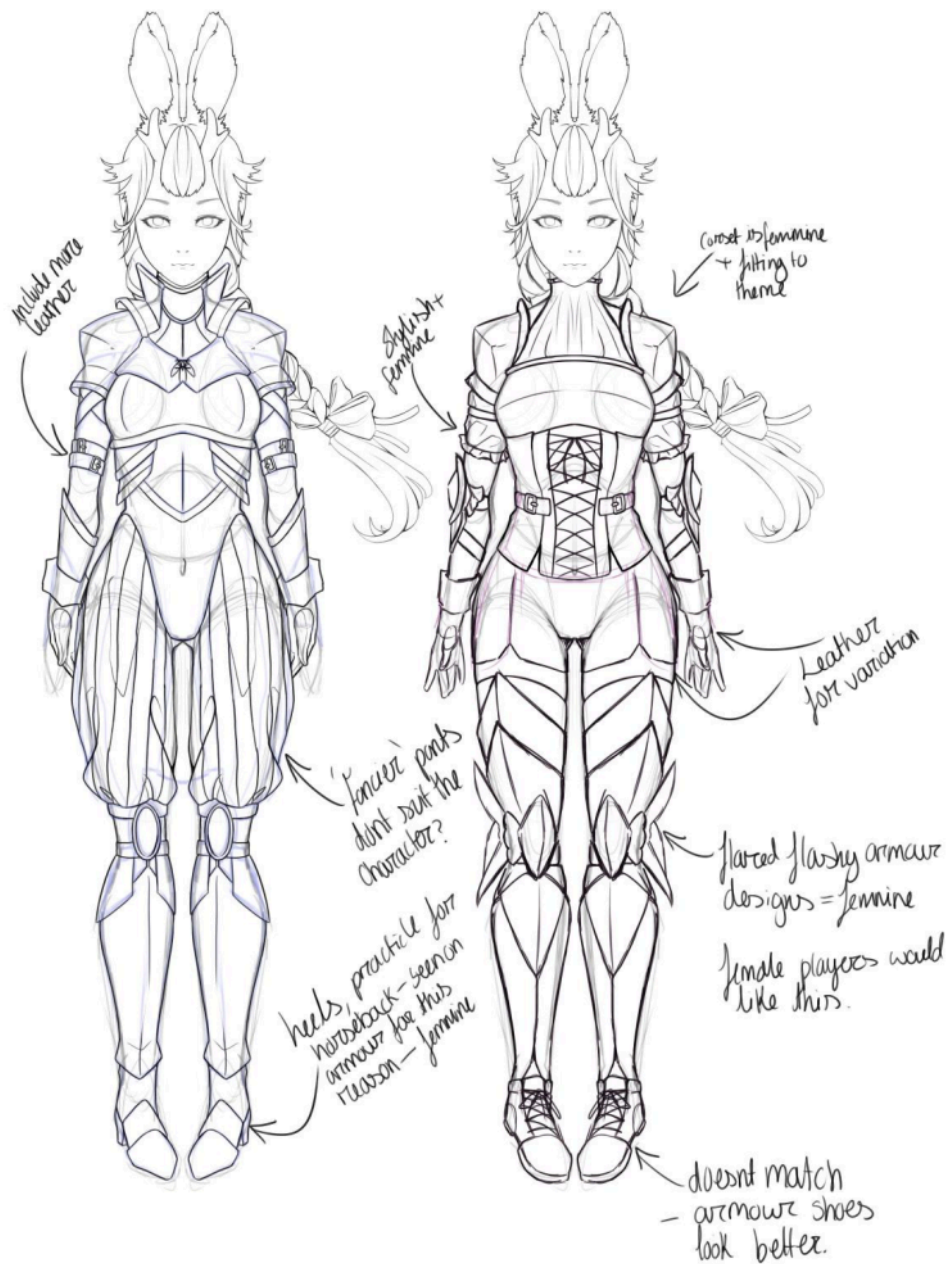




Here i was just sketching the character with different expressions and angles to get an idea of her personality and outward appearance.



These were different ideas i had for outfits. I wanted to experiment with showing femininity in armour without sacrificing protection or practicality.



I mixed elements of my previous designs that I liked and created a basic colour palette to work with when further finalizing the design. I created this back and front concept art illustration to have an idea of the finalised design coloured and in a relaxed pose.

I am quite happy with this design as a base and would like to further add small details and layers of fabric to the final design.



Bibliography

[1] "Pteruges," Wikipedia, <https://en.wikipedia.org/wiki/Pteruges> (accessed Nov. 5, 2024).

- [2] D. H. Breiding, "The decoration of European armor," *The Met's Heilbrunn Timeline of Art History*, Jan. 01, 1AD. https://www.metmuseum.org/toah/hd/deca/hd_deca.htm (accessed Nov. 5, 2024).
- [3] B.-M. M. Shop, "Historical leather armour: A journey through function, design and reconstruction," *Battle-Merchant* X. <https://www.battlemerchant.com/en/blog/historical-leather-armour-a-journey-through-function-design-and-reconstruction> (accessed Nov. 5, 2024).
- [4] B.-M. M. Shop, "Historical leather armour: A journey through function, design and reconstruction," *Battle-Merchant* X. <https://www.battlemerchant.com/en/blog/historical-leather-armour-a-journey-through-function-design-and-reconstruction> (accessed Nov. 5, 2024).
- [5] "Rabbit personalities and lifespan," *Anti-Cruelty*. <https://anticruelty.org/pet-library/rabbit-personalities-and-lifespan> (accessed Nov. 6, 2024).
- [6] "Understanding your rabbits' body language." Jul. 05, 2022. [Online]. Available: <https://www.petplan.co.uk/pet-information/rabbit/advice/body-language/#:~:text=Kicking%20and%20thumping&text=If%20your%20bunny%20thumps%20thair,that%2C%20Two-Foot!%E2%80%9D> (accessed Nov. 6, 2024).
- [7] "Rabbit personalities and lifespan," *Anti-Cruelty*. <https://anticruelty.org/pet-library/rabbit-personalities-and-lifespan> (accessed Nov. 6, 2024).
- [8] J. R. R. Tolkien, *The Lord of the Rings*. 1991. (accessed Nov. 6, 2024).
- [9] Wikipedia contributors, "Pteruges," *Wikipedia*, Oct. 28, 2024. <https://en.wikipedia.org/wiki/Pteruges> (accessed Nov. 6, 2024).

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GRADEMARK REPORT

FINAL GRADE

76/100

GENERAL COMMENTS

1. Engagement With Literature Skills (66%)

BIBLIOGRAPHY: A bibliography has been included in IEEE format as part of the portfolio. A good range of sources have been used and referenced in the submitted work.

MOODBOARDS: The moodboards show a range of visual material being used for research which is good to see. Consider developing this with additional references for personality and maybe a little more colour development.

2. Knowledge & Understanding Skills

(not assessed in this assignment)

3. Cognitive & Intellectual Skills (70%)

TASK A (Mind Map): The mind map uses colour and shapes to present information in a stimulating and interesting way – keywords and colours are also used, taking on board the concepts of Tony Busan – this is a good application of knowledge. The topics themselves explore a single idea but consider personality and story as well as a physical appearance... this is very good as it helps refine design considerations with inspiration from the world around the character.

4. Practical Application Skills (83%)

TASK B (Moodboards): The moodboards show general ideas and a focus on armour styles and colours – consider developing this further by featuring keywords in appropriate fonts, making more use of colours associated with materials or cultural references, etc. You can make a moodboard into a piece of art in its own right by doing this.

TASK C (Visual Designs): The use of silhouettes and tones for costume design is applied well in the submitted work – hopefully this has been a quick and useful method employed to help with design prototyping. Notes are included in the work providing useful details and context to the design choices made – this is very useful to understand your thoughts on the images created.

Some of the designs are already quite refined, but hopefully these will still be able to be iterated upon in the second phase of the project. There is a high level of design consideration throughout – these sketches should be included in a personal portfolio as they are interesting and show an ability to consider not just an aesthetically pleasing design but one which has practical elements and appeals to your intended demographic. Good work.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 75.5%

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10
