

ASSIGNMENT SHEET

DESN 240 – Illustration II

CHARACTER ILLUSTRATION TIPS

HOW TO DEVELOP PERSONALITY

- Context of the character
- Facial Expression of the character
- Gestures of the character
- Movement of the character
- Color choices and contrast

GETTING STARTED

- Start with the story
- Loose sketches with references
- Rough in shapes / silhouettes
- Experiment with facial shapes
- Play with costuming

METHODS

- Start on paper with pencil – sketching
- Use pencils with blunted soft lead to avoid details at first
- Use tracing paper to refine shapes and main features
- Cut, paste and refine after switching to harder lead pencils
- Be simple and direct in your method
- Scans sketches into Photoshop to further refine

USE ARCHETYPES TO START

- **Hero** – proportionate symmetrical
- **Villain** – disproportionate face and body pointed brow and features
- **Caretaker**
- **Innocent**
- **Ruler**
- **Sage**
- **Trickster**

RESOURCES / REFERENCES

- Use references to give characters more creditability
- Photography is better than other illustrations
- Use friends, family and your own face and body

MOVEMENT

- Gesture drawings will make the character more real with fluidity, less stiff.
- Sketch from life
- Multiple sketches

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DEVELOP THE ENVIRONMENT TO HELP DEVELOP THE STORY AND CHARACTERS

CONSIDER THE SILHOUETTE

- Make each character different to stand out from others
- Make the silhouette instantly readable
- The silhouette helps to express emotions and personality
- Start with the silhouette then go to gesture drawings – do lots of sketches to loosen up – stay away from details.

BODY FRAME / ANATOMICAL FORM

- Develop proportions while working on the silhouette
- The average adult human is 7.5 to 8 heads high – children are approximately half that height
- Good anatomical form makes characters more real
- Use a grid to help keep the proportions consistent

TURNAROUND SKETCHES

- Show the character from different angles to develop the character keep proportions consistent.
- Will also help keep head shape and size, silhouette, body shape and costumes consistent with further development
- It is a framework for understanding character from different views
- May start with a skeleton or photos
- Use guide lines and grid
- From front, side, back and three quarter.
- Draw it many times to become familiar with character

FACIAL EXPRESSIONS

- Think about the emotional context and feelings
- Explore a variety of emotions to reveal the core personality
- Study actual photos or look at your own face
- How real or stylized
- *Making Comics* by Scott McCloud is a good resource for emotional facial expressions

STYLE OF SKIN, COSTUMES ACCESSORIES, ETC. CAN RELAY THE PERSONALITY

USE LIGHT AND SHAPE TO CREATE VOLUME

Texture will add life

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USE OF COLOR

- Color conveys meaning, emotion and character personality – helps tell the story
- Limit color usage
- Consider warm and cool for their symbolism
- Texture will effect color
- Must use contrast between characters and environment

GOALS TO DEVELOP CHARACTER

- Moods
- Gestures
- Silhouette
- Body form

STYLE OF CHARACTER

- Realistic
- Cartoon
- Funny
- Heroic
- Playful
- Needs to fit the story
- Fit the character's personality

FANTASY CHARACTER NEEDS TO ESTABLISH AUTHENTICITY

Draw from reality

CREATE A CAST OF CHARACTERS

- Should look consistent in style but have varied silhouettes
- Costumes will tell story of time period
- Use different colors
- Contrast size, shape, color and costume
- Opposite characters. What are the differences?