

Character Project

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Software and Hardware in Game Art

Game Artists need to use many different types of software and hardware to create the art that they do. Software is a large part of what they need however this is very much dependant on the actual artist. The main part is the operating system which everything runs on. Then they use a sort of image editing software such as Photoshop, Illustrator or Gimp. These are used to make the actual images on, some people may use the free versions of software like this or things such as MS Paint however the lack of features keeps people away from these.

Artists also need suitable hardware for the software that they use to run smoothly. This includes things that are inside the computer such as CPU (Central Processing Unit), RAM (Random Access Memory) and GPU (Graphics Processing Unit). The CPU is the brains of the computer and handles all of the operations going on, the RAM is for storing all of the current data that you have being used and the GPU handles the graphics and quality of the image on screen.

They will also need hardware outside of a computer such as a graphics tablet that would really help for making images. There is lots of types available such as with or without screens etc. which are all to do with the preference of the artist. They also need the general things such as a decent monitor, a PC and mouse, keyboard etc. in order to have the computer functioning normally.

Freelance vs Studio Employment

A Concept Artist is the person that creates the first concepts and visuals for an idea. They usually work with traditional medium such as pen/pencil and paper however they also work with digital artwork sometimes. They don't actually have their work in the finished game however they are a big part of what the finished look of the game will be and the final style of it. They also give the level designs, colours and mood of the overall game, basically having the ideas about how the game will look entirely and how it will feel to play it.

Concept Artists will report to Lead Artists about how their art should look and what style that the game will be in, the Lead Artist has all of the visual ideas and the Concept Artists are the people that help to make it work as well as adding some of their own ideas into it too. They have a salary of around £25,000 and can work their way up to about £80,000 if they are working at the top of their game and doing the Lead Artist roles.

A Freelancer is a person that is not an employee of a games studio but instead they are classed as being self-employed. They are not contract based to the studio but instead they are contract based to a job so they will be asked by the studio to complete it in a certain time. Once the job is complete then the contract will be complete and they will move on to another studio. They can earn more money in a year than a studio employed artist however they will need to use their own money to buy their resources and to go on training courses as well as have their own pension plan.

Concept Art Styles - Markarth, Skyrim

This concept art was created for Skyrim. This is Markarth, a city in the game that is built in the mountains and so the concepts needed to fit around this by making many of the buildings inset into the cliff faces. It is a very colour based work with not many lines around it, it just uses the colour to create the shapes and forms of the structures. There is still a few sketch lines which will have been drawn out first before it was started. The context is very medieval as Skyrim is set in a land of dragons, lots of the structures are stone and large ruin type buildings. It is very ancient like as this is the type of society that the people in Skyrim live in with myths and magic. The mood is quite light for this artwork as the colours are quite bright and the sun is shining on the buildings. The height of the buildings and the lighting creates an atmosphere of achievement that it would be a great pleasure to get to the place.



Concept Art Styles - Endor, Star Wars Battlefront

This concept art is from Star Wars Battlefront on the forest moon of Endor. It is shown to be behind a tree with the far background blurred out however this is a vehicle in the near background. This is in the middle of a fight as shown by the blaster fire from the vehicle. This is a very realistic piece of artwork as it appears exactly how the graphics look in game. It is done with little lines to make it look more realistic and the colours blend well with the shading. It is set a long time ago but the technology is that of our future, the culture and society behind the art though is like World War 2 where there was lots of fighting with weapons and vehicles. It is a very fast mood in this image as there is a lot of action and by looking at it, it makes you feel like you are there.



Concept Art Styles - Furmins

This artwork was created for the Furmis game on Playstation Vita. This piece is very colour based and it isn't blended, it contains just block colours with no blending to make it look more like cell shading. It looks to be very peaceful and bright, giving it a light-heartedness to it and making it appear more friendly. This image looks to be from autumn with the leaves falling from the trees and them being orange. The background is quite hazy and this works well as it is how it would be with the sun out behind the trees.



Character Archetypes

Character archetypes are used in games and stories in order to make the story move along and to fill in all of the spaces in the narrative. There are 6 main types of character archetypes that I will be looking at however there are more types that are used but they are not as important and do not get used as much in storytelling formats.

The main types are:

Hero	Generally the main character with an intent of doing good and that saves the day.
Shadow	The person that wants evil and is against the hero, they want to do harm to the world.
Fool	The fool goes through the story in a confused state and gets the hero in situations to test him/her.
Anima/Animus	These characters represent the sexual desires in the other characters or the audience.
Mentor	The mentor is the person that teaches the hero and gives them the knowledge to beat the villain.
Trickster	This is the one that pulls all the strings of the story and has a selfish motive for themselves, getting things done for themselves and swinging the story in certain directions.

Character Archetypes – The Hero

Luke Skywalker

In Star Wars: A New Hope, Luke Skywalker is the Hero of the story and is the cause of most of what happens. He is the main character that the story revolves around and has pure intentions. Aboard the Death Star he chooses to go out of his way to go and rescue Leia even though it might have resulted in his capture or death. He is also the character that ends the film by blowing up the Death star by firing a torpedo into it.

His relationship with his droid, C-3PO, is that of a hero and a fool as C-3PO is always doing things wrong to get him in trouble. However there is one point where C-3PO manages to save Luke from death.

He is also the person that has all of the other characters fit in around him for example the mentor of the film could not be a mentor for any of the other characters as it would not fit into the story as well.

He is however somewhat clumsy near to the beginning of the film and does not have any knowledge of what his purpose is. He may be considered the fool early on as he is put across this way until his mentor shows him the way.



Character Archetypes – The Shadow

Darth Vader

In the film, Darth Vader is the shadow as he is the main villain. The film starts by showing his ship in pursuit of a rebel ship and he is shown to be dressed in all black which is generally a symbolism of a Villain. He is also shown killing people quite early on in the film as he chokes to death the captain of the ship he boards, showing his authority and that nobody will get in his way. He has a strong relationship to the mentor as he kills him which in the death of the mentor to the hero makes the hero stronger. This is how the mentor helps the hero to complete his journey and make him more towards fulfilling his destiny.

The way that the character has been portrayed shows that he is clearly the villain as the way he speaks and moves shows authority but at the same time it is to strike fear in his enemies. Even the people that are on his side are scared of him as it's shown later in the film as to him failure is not an option. However even though he has immense power, he is still under the command of someone a lot less power but more authority than him.

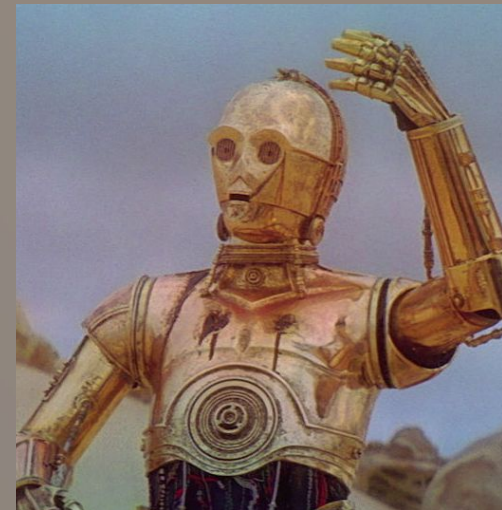
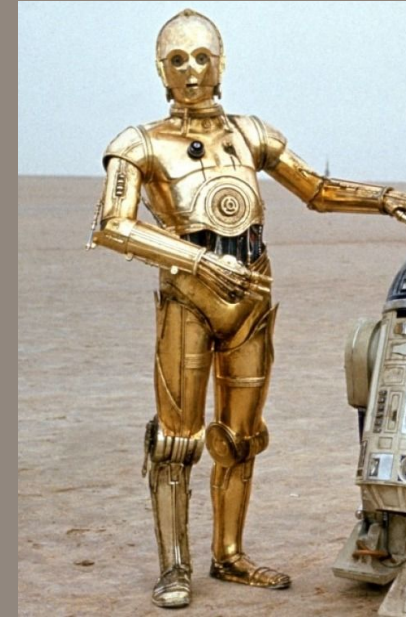


Character Archetypes – The Fool

C-3PO

In the film, C-3PO is the fool as he is always getting things wrong as well as messing up for the hero. He starts on the ship at the first scene but he is soon in trouble when he doesn't know what's happening, getting lost in the ship and ultimately having to be told what to do by his droid counterpart. He then ends up on a sand planet and goes straight towards somewhere that would get him captured before ending up being owned by the hero. He then gets kicked out of a canteen and the hero has to tell him to wait outside so there is no trouble. When on the Death Star he forgets about the comms link he has and isn't there for the hero when he needs help with something causing him to have to think on his feet and find his own way out of the situation.

He does have a moment where he could be considered not the fool as he helps the hero out of danger by telling R2-D2 to shut down the compactors that were about to crush the hero and the rest of the main characters to death.



Character Archetypes – The Anima

Princess Leia Organa

Leia is the only female role in the film and acts as the anima as she is the love interest for both the hero, Luke, and another main character, Han. She is captured at first and becomes a damsel in distress and needs to be rescued by the hero of the film who does in fact later come and rescue her. She is shown to have a close relationship with the hero and instantly understands and talks to him. She is later shown to be a powerful character however as she then aids the escape and takes over in what to do and where to go. She is also shown to be one of the leaders of the main group of heroes which is unusual for an anima.

This could lead us into thinking that she is a hero however her relationships with the other characters and especially the hero shows that she is clearly the anima.

She is not only made to make the hero love her as he says she is beautiful upon first seeing her, but she is also meant to form a bond with the viewers and to give us something to think about and to have a connection with.



Character Archetypes – The Mentor

Obi-Wan Kenobi

In *Star Wars: A New Hope*, Obi-Wan Kenobi is shown as the mentor as he both looks and acts like one. He is very wise and comes to the hero's rescue when he needs it to scare away the threat before taking him back to somewhere safe. He then presents the hero with a tool/weapon that the hero would need later in the story and would provide him a way out of the situation.

He also teaches the hero to use some secret abilities that he did not know about and throughout the film, even after death, he provides guidance to the hero and helps him throughout with what to do.

Obi-Wan Kenobi spends time teaching Luke (the hero) about the force and how it can be used to help him defend himself. He also teaches him a little bit about his lightsabre that he gives to him in order to defend himself from the villain that Obi-Wan sees coming. In the film he sacrifices himself in order to help Luke fulfil his destiny and to be able to teach him still even after death. This pushes Luke forwards and helps him to advance forwards on his journey towards beating the main villain.



Character Archetypes – The Trickster

Han Solo

Han Solo is the trickster of the film especially near the beginning because he does everything for himself. He doesn't like messing things up however when he does he never blames himself as during the rescue attempt he says that he had everything under control until Leia led them into a different place. When actually he didn't have an escape plan at all.

He does however provide an outside perspective for the hero as he tells Luke his opinion of the force and why he doesn't think it to be true, this helps Luke to think about it and give him the drive he needed to be able to feel the force around him.

Han is also there to use for comic relief as there is lots of things that he does in order to make the viewers laugh and also to make the other characters in the film laugh. He has a close relationship with the hero and tries to look out for him although this doesn't work well as he ends up being dragged back into a fight that he doesn't want to be in. He starts off as the trickster of the film but the hero and the other main characters by the end of it manage to make him a lot less selfish than he originally started.



Colour Theory

This colour wheel represents the primary, secondary and tertiary colours of a colour wheel. The primary colours are shown in the centre of the circle and the tip of each colour is pointing towards the corresponding colour on the outer wheel. The Secondary colours are the second set moving from the inside outwards and these are also pointing towards the corresponding colours on the outer colour wheel.









Complementary colours are placed directly opposite each other on the colour wheel for example the colours Orange and Blue are complementary as they are opposite.

The 'Cool' colours are on the left side of the colour wheel from pale green to purple whereas the 'Warm' colours are on the opposite side of the wheel and take up the reds and yellows.

For the character design I am going to be looking at the primary and secondary colours as well as black and white.



Colour Theory

-  **Red** - The colour of red generally means strong feelings of action, confidence and courage, it can also however mean energy, war, danger and determination which are all very powerful things. But then red can also be used to symbolise love and desire.
-  **Yellow** - The colour yellow is used to evoke feelings of happiness and joy as well as comfort and being overwhelmed. It can however also indicate jealousy, caution and decay, but equally mean wisdom and optimism.
-  **Blue** - The colour blue can show feelings of trust, loyalty, wisdom, intelligence, faith and truth which are all very understanding feelings. However the colour can also be used to show coldness, sadness and seriousness for a situation.
-  **Black** - The colour black is generally there to symbolise the feeling of fear, evil and death. It shows power and formality as well as strength and depression, sophistication can also be shown through black. The colour is very dark and shows that it should be feared.
-  **Purple** - The colour purple is generally a colour of nobility, elegance, sophistication and luxury. It is a very royal colour and is the symbol of high authority and wealth, it is also used to show creativity. Purple is also a way of showing magic as this colour is quite often associated with magicians.
-  **Green** - The colour green is generally a calm colour and represents nature. It can evoke feelings of growth, harmony, freshness and relaxation. It can also mean honesty and youth. It is quite split in the fact that it can represent both well-being and sickness.
-  **Orange** - The colour orange is a colour of cheerfulness and enthusiasm. It shows creativity, success and encouragement. There is no real negative meaning behind orange, it just shows the illumination of wisdom and prestige.
-  **White** - The colour white is to show sterility and cleanliness. It is meant to show purity and newness as well as a simplicity of innocence. It generally evokes feelings of perfection and shows goodness/light in things. White is the colour of peace.

Character Analysis The Hero - Spiderman

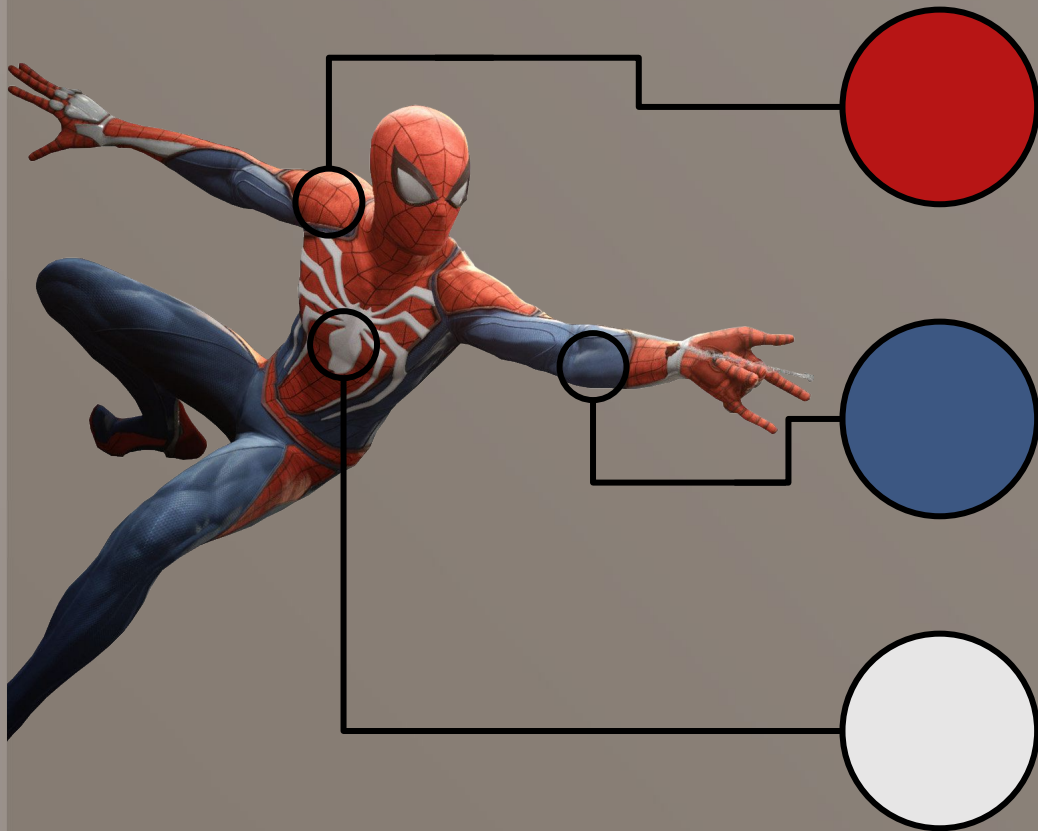
Ages 14+ The character contains lots of realistic features and is based off true human form. Nothing is exaggerated and this means that it is more appealing to older eyes. This is because it is real and allows the viewer to see it as a real life character instead of as made up, further immersing them into the game. There is also bright colours however which can be for the younger end of the older age range.

The character has quite an oddly shaped face as the chin area is quite square like showing that he has a lot of strength and power behind the character. However he also has a rounded shape to his head showing he is kinder than most and friendly.

His costume also contains many angular shapes in which it shows he is agile and sneaky, being able to move in stealth and without being known by his enemies. He is also shown as pointing his toes which is further giving him an angular look and showing that he is indeed fast and agile like his comic book counterpart.



Character Analysis The Hero - Spiderman



Red - The colour red in Spiderman could be used to symbolise the power and determination that Spiderman has with saving people. It could also show the courage that he has and bravery of saving people. It might also show the love and passion he has for his love interest and wanting to save them from the villain.

Blue - The blue on Spiderman's costume could be used to show a strong feeling of trust towards the character and to bring out the honor of him. This might also show the knowledge of Peter Parker as he is a smart person when he is not being Spiderman. It symbolises the faith people have in him to save the day.

White - The pieces on Spiderman's costume can be used as a symbolism of his purity and can show his innocence and goodness. This also could show that he brings peace wherever he goes and has a perfection about him that he only wants to do good and doesn't want to let anyone down.

Character Analysis The Shadow- Darth Vader

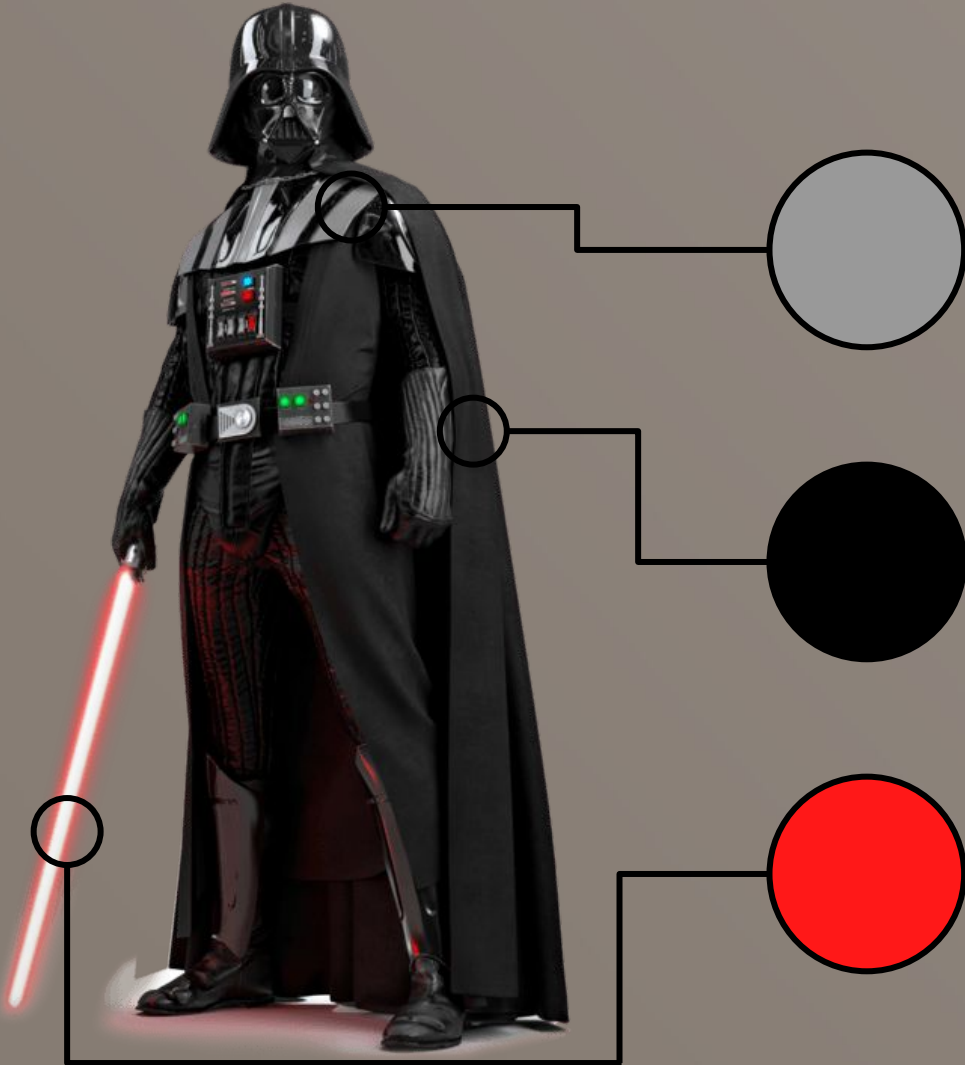
Ages 16+ The character has true body form and shape as he is made for an older age range. He is made in a realistic art style and this shows that it is for an older audience as they are able to comprehend the realistic shapes of human form and do not need any exaggeration to show what kind of character it is. The older audience has a more sophisticated understanding of the shapes.

As this character is a very strong character he has lots of large and angular shapes indicating that he is male as well as having authority and power in the game. His body shape is very large and prominent too as this shows he is yet again a powerful character.

He also has many sharp angles to his costume which is a big sign of a villain, examples of this can be seen in the respirator on his helmet as well as the grey sections to his shoulder piece.



Character Analysis The Shadow- Darth Vader



Grey - The grey used in Darth Vader's costume design is meant to be used to show the formality of him and give a lot of authority to him. It is also used to match well with the black which shows that he is a dark character as even the lightest colours used are shades of black.

Black - The black is used in Vader's costume design as a main visual representation that he is the villain of the game and to show that he is evil. His entire costume is forms and shades of black which show his strength and also grief as to why he needs to be in the armour in the first place.

Red - The use of red in the lightsaber of Vader as well as some of his buttons and lights on his chest show that he is dangerous. These colours represent the anger and desire to kill as well as showing the energy and power he has in him. Red is a colour of war and that is what this character will bring.

Character Analysis The Fool - Captain Jack Sparrow

Ages 4-12 The character has some realistic proportions while still being in a not realistic art style. It is obvious that the character is not an accurate representation but it is pleasing to the younger eyes. This character has a lot of rounded features showing that it is for the age range of 4-12 and has a wider selection of colours that can be comprehended by a 4-12 year old's mind.

Although he has many features such as his hat which has a point to it, he also has many rounded features such as his beads in his hair and the medallion on his belt. He also has lots of rounded features such as his boots and the large cuffs to his jacket, making him seem more childish and playful than malicious. These are the defining features that he is the fool.

His facial shape is slightly more pointed than it is round which can indicate the sneakiness of the character. It can also show that as well as being the fool he also has an aspect of cunningness about him.



Character Analysis The Fool - Captain Jack Sparrow



Red - The red used for Captain Jack Sparrow is to show his desire for gold. It is used to show passion and love for something and for this character that love is a selfish love for items and objects of value. It also shows his action at getting things done and a symbolism for his overconfidence.

Dark Brown - The dark brown is the majority of the outfit for Jack Sparrow and it represents his earthliness. It shows that he is very much part of the world instead of trying to put himself above it all and shows he is steadfast. It is also used to simply show that he is a pirate as this was their attire.

Blue - Jack Sparrow has some blue in his outfit which could be a showing of his knowledge of the seas. It can also show his confidence and wisdom when it comes to getting what he needs. It shows his power on the ship as he is captain as well as his power in the situations he always gets out of.

Character - Biography Example

BASIC STATISTICS

Name: Mario Mario

Alias: Mario

Age: 24

Height: 5' 01"

Weight: 14st 13lb

Sex: Male

Race: Human

Eye Color: Blue

Hair Colour: Brown

Glasses or Contact Lenses: Neither

Nationality: Italian

Skin Color: Pale

Shape of Face: Mario has a heroic square face however it is also rounded to appeal to the younger audience.

DISTINGUISHING FEATURES

Dress: He wears a longsleeved red shirt, a pair of blue overalls with yellow buttons, brown shoes, white gloves and a red cap with an "M" printed on a white circle.

Mannerisms: Mario often jumps on the heads of the enemies in order to defeat them.



Health: Mario has a good health

Hobbies: Mario's only known hobby is saving Princess Peach from danger.

Favorite Sayings: "It's a-me, Mario", "Wa-hoo!", "Let's-a go" and "Here we go!"

Voice: High pitched and very perky/excited.

Walking Style: He walks with lots of bounce and generally long strides.

Disabilities: None

Flaws: None

Best Quality: He is the idea of a perfect hero.

Character - Biography Example

SOCIAL CHARACTERISTICS

Hometown: New York City

Current Residence: Mushroom Kingdom

Occupation: Plumber

Income: \$200,000 per year (Master plumber salary)

Talents/Skills: Plumbing, jumping high and off walls.

Family Status: Mario has a brother Luigi.

Status as a Child: Unknown

Status as an Adult: As an adult he saves his girlfriend.

ATTRIBUTES AND ATTITUDES

Educational Background: He attended school and then went on to study as a plumber.

Intelligence Level: High

Goals: He wants to rescue Princess Peach.

Confidence: Mario is very confident.

Emotion: Mario wants to always help people and is ruled by this emotion but also logic.

EMOTIONAL CHARACTERISTICS

Introvert or Extrovert: Mario is an extrovert and is very outgoing.

Motivation: He is motivated by his wanting to help people and save Princess Peach.

Fear: Mario is afraid of losing his friends to his enemies.

Happiness: Being around his friends and his brother makes Mario happy.

Relationships: Mario is in a relationship with Princess Peach. He also has a close bond with his brother Luigi.

CHARACTER'S INVOLVEMENT IN THE STORY

Archetype: Hero

Environment: Changes mean he can pick up different abilities to be used.



Character - Story

Brad started his career as an IT technician when he was just 23 years old and started to enjoy helping the students there to get their computers fixed. He really aspired however to be a technician at a large company and to help with large scale projects that would change the world. He wanted more out of his life than just helping high school students to fix their computers, he set off on an adventure to Scotland. When he arrived in Scotland he was greeted by a strange figure that spoke to him about a great power. He said that there was a great presence of a powerful energy in Brad and that he should go to the Himalayas, there he would feel the right way to go and find his way. The figure vanished.

Brad finished his break and felt refreshed after it but soon felt lost, like he belonged somewhere, like he wanted to go somewhere else. He set off for the Himalayas the next day and soon arrived to feel the way to go immediately. He set off about his way, up the mountains and not knowing where to go however he knew it was the right way somehow. After some trekking up the mountains Brad comes across a temple of some sorts, the first step inside the temple grounds a great booming voice said "Welcome chosen one". Brad was unsure and he still went on anyway, curious about what it might be and was stopped by a monk looking character. As he was greeted the monk showed Brad to a powerful looking figure called The Master who immediately started training him with no explanation. He was given clothes to wear that made the training easier but Brad was cautious. He carried on as he felt it to be right, not asking questions but instead going along with the teachings.

Over time questions that weren't asked were answered and Brad learnt he was a descendant of an ancient power who once controlled the world and stopped the demons but now it was up to him to stop them and take over from The Master once he was ready. Amazed by the power he had, Brad started enchanting weapons with his powers so he didn't have to concentrate as difficult to use the power, his photographic memory helped him learn how to control things very fast and he soon took over and became The Master.

Character - Biography

BASIC STATISTICS

Name: Bradley Pearce

Alias: Brad

Age: 28 years old (D.O.B - January 15th 1989)

Height: 5' 7"

Weight: 16st 11lb

Sex: Male

Race: Caucasian

Eye Colour: Blue

Hair Colour: Brown

Glasses or Contact Lenses: Neither

Nationality: British

Skin Color: Slightly tanned

Shape of Face: Brad has a relatively rectangular face however it has some sharp features.

DISTINGUISHING FEATURES

Dress: Brad wears a light blue shirt and tie with some trousers, he also wears black shoes and a leather belt. After being discovered by the legion and as he started training he was given some clothes to wear which includes a tunic and large boots along with a headwrap and some loose pants.

Mannerisms: He glances off to the side alot when he is speaking as if he can see someone to the side.

Habits: Brad often falls over things due to his large feet, he trips on small snags in carpets etc.

Health: Brad is in very good health, in the past he has had a toothache and had to get his rear teeth removed and he has also recently been in a car accident leaving a scar on the left side of his face.

Hobbies: Brad enjoys painting in his spare time mostly doing paint by numbers. Sometimes he makes his own.

Favorite Sayings: "I'm right on it" and "Holy cow".

Voice: He has a very monotone voice however when he is nervous his voice goes very high.

Walking Style: Brad walks with a sway and generally hangs his head down when he's doing so, always looking at the floor.

Disabilities: None

Flaws: Brad is very clumsy and is always dropping things and getting in the way of himself

Best Quality: Brad is a generally nice guy and has fantastic comedic timing, even if he doesn't always mean something to be funny.

SOCIAL CHARACTERISTICS

Hometown: Sheffield

Current Residence: London

Occupation: IT technician at a high school

Income: £18,000

Character - Biography

Talents/Skills: He has a perfect photographic memory which allows him to learn how to do almost anything as long as he can physically do it.

Family Status: Both of Brad's parents have passed away and he is divorced, currently fighting for custody over his child (Milton). He has been struggling to pay the required money his ex wife requires to help towards bringing his child up.

Status as a Child: As a child he slacked off a lot at school because he knew that he could just read the night before an exam and remember every detail of the revision material.

Status as an Adult: As an adult Brad is just a normal person with no high authority or special status. However he is recruited and becomes "the chosen one" of a high powered legion of sorcerers.

ATTRIBUTES AND ATTITUDES

Educational Background: He studied at a school in his hometown of sheffield and grew up there. He did not concentrate in lesson but instead stayed up late the night before his exams. He used his perfect memory to read through revision books and absorb all of the knowledge to answer the questions in the exam. He left school with straight A's in everything he did.

Intelligence Level: Despite his extreme memory and exam results he is not as intelligent as people may think at first.

Goals: He aspires to be a top technician for a large company and uses his skills to fix world wide problems that the company may face in creating things such as software.

Self-esteem: He has very low self-esteem due to his lack of friends in school. He was too busy not paying attention to think about friends and he had nobody to help him then when he needed it. He doesn't think very much of himself as he feels now as an adult that he has cheated his way in life and that he does not deserve to have the results he has.

Confidence: Bradley doesn't have much confidence due to him hiding himself away in his room during his early life, this knocked his confidence alot and he thought that it was because of him. His low self-esteem was a cause of him having no confidence.

Emotion: He is very much ruled by logic and if something doesn't make sense to him he will completely dismiss the idea until it can be proven to be true. He also deals in only emotion when it comes to Milton as he will do anything to protect him, even if it goes against his logic.

EMOTIONAL CHARACTERISTICS

Introvert or Extrovert: Brad is an introvert, he likes to keep everything to himself and doesn't really talk that much, he likes everything going to plan and on schedule without any hiccups along the way. He doesn't like other people to know how he feels.

Character - Biography

Goals: Brad wants his life to be more interesting and he wants a real purpose in his life instead of just the same things every day not really doing anything. He wants to be known for the good he can do.

Motivation: He lives his life hoping that something extraordinary will happen during the day and this helps him to get up and get moving, he wants to help people and fix problems which is what gets him up and to work.

Fear: Brad's biggest fear is accepting the unknown and not knowing what might happen, he also does not want to lose his son no matter what it takes.

Happiness: The happiness in Brad's life is brought to him by the constant of being able to help people in his job by sorting their computers out for them and also being able to see his son in the weekends.

Relationships: Brad has a strong bond with his child and although they only meet in the weekends they still have a special bond. Other than his son Brad isn't really close to anyone else.

CHARACTER'S INVOLVEMENT IN THE STORY

Archetype: He is the hero of the story however he also has an aspect of fool in him due to his clumsiness.

Environment: The environment does not affect how the character is however the environment affects how he dresses. When he is in the temple and training he is in different clothes to when he is around his

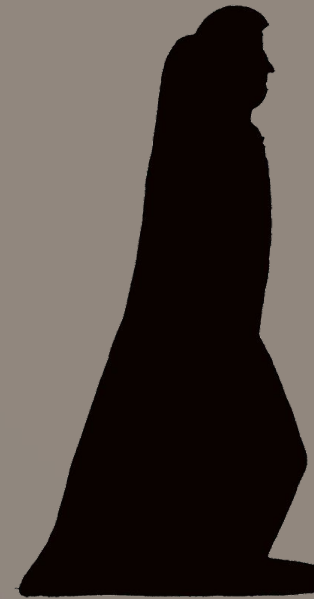
office. In the temple he is in lots of robes and such to train in and to be in when he is around the temple whereas in his office and before he goes to the temple for the first time he is in just a shirt and pants.

Timeline:

- Brad left college and got a job working at an IT technician department straight away, he was very glad of his job and took great pride in it, it gave him the longing he needed and a steady life.
- He wanted more out of his life so he went on a trip to Scotland in order to try something new and have an adventure, he left his sheltered life behind and went straight into the unknown for him where he met a shady character that told him he sensed a great power within him.
- He went to the temple that the character talked about and was greeted by everyone that knew his name. He walked around and was greeted by the master who informed him he was the chosen one and must be trained.
- He was trained and began gaining the skills and rapidly progressing, due to his gift of photographic memory. He learnt the magic and power that the templars had spoke of and began being gifted.
- The master granted him the highest rank and Brad took over as the master. Brad went back to his old job and used his skills for good but still went to the temple to lead them.

Silhouettes - Initial

I have created a series of silhouettes to help me get an idea about the shape and form of my character. I knew he was going to be a human so I was focusing on those type of shapes however I also included a silhouette of Satyr (a mythical creature with goats legs). The silhouettes are made using just traditional techniques to draw them however I then scanned them and using Photoshop I made the colours solid black.



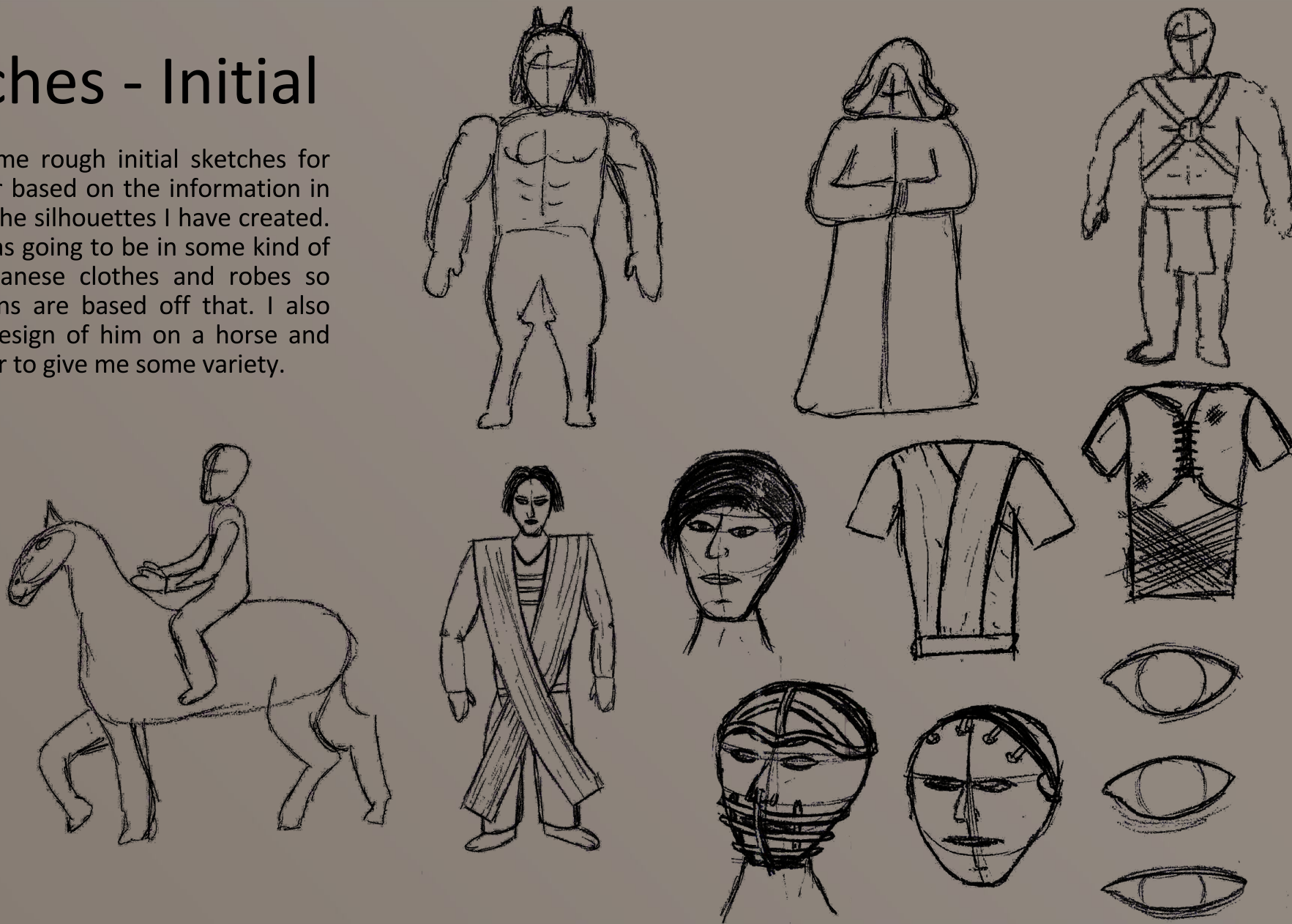
Silhouettes - Development

I have developed some of my initial silhouette drawings by adding white lines to them to show the detail and bring out the shape more in them. I have chosen my 4 favourite initials that I had drawn to do this. I used generally the same initials to create these and just added the white lines over the top however there was some aspects that I changed such as shape changes.



Sketches - Initial

I created some rough initial sketches for my character based on the information in the bio and the silhouettes I have created. I knew he was going to be in some kind of medieval/japanese clothes and robes so all my designs are based off that. I also included a design of him on a horse and one as a satyr to give me some variety.



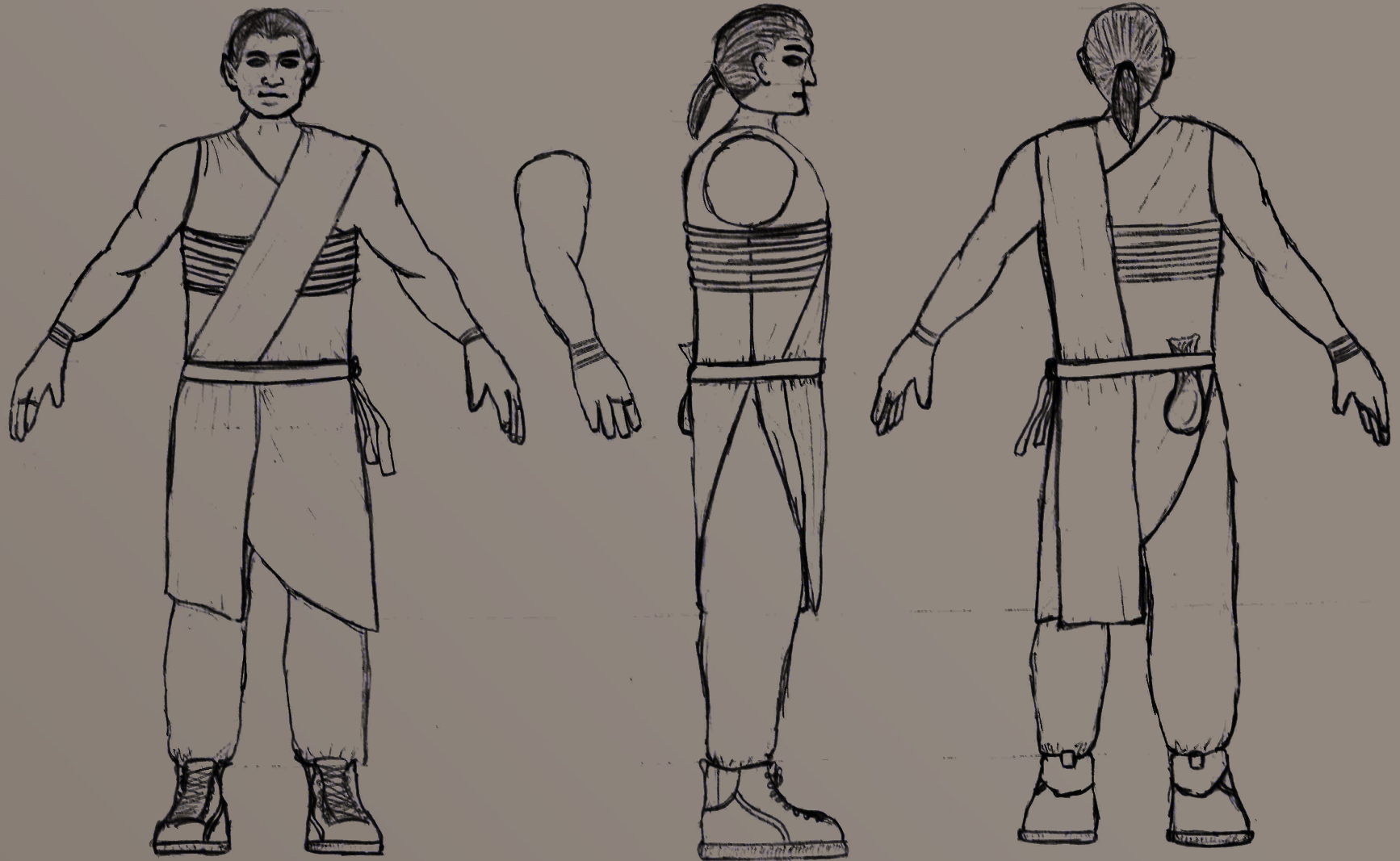
Sketches - Development

I then developed these sketches working more on the possible final designs for mostly his costume and hair. I developed the face a bit in these images and created some wider faces that are true to the description of how he is in his character bio. I also experimented with the headwear for his costume as some of my ideas included a hockey mask type frame around his head and others included a face wrap over his mouth and head.



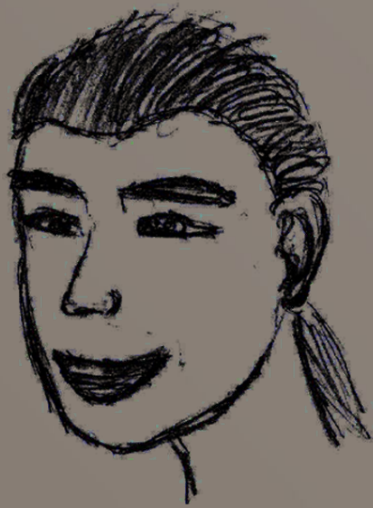
Sketches - Final 3-Point Turnaround

For my final design I drew this in a 3-point turnaround T-pose which I would use for modelling in the future. I created this image from several other images taken from both my initial sketches and my development sketches. I also referred back to my characters bio in order to make sure that the character was wearing appropriate clothing for the characters story line and in order to make it true to my initial characters plan.



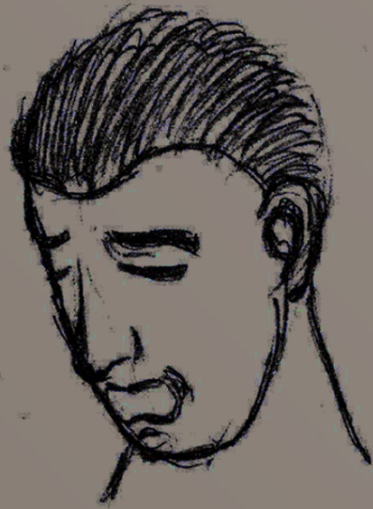
Facial Expressions

I experimented with facial expressions by drawing a few thumbnails using pencil and pen on paper, trying out different expressions and how they may look. I also used this opportunity to look into the different features of different facial expressions. As I now had an idea of my final character design I used the head of my character.



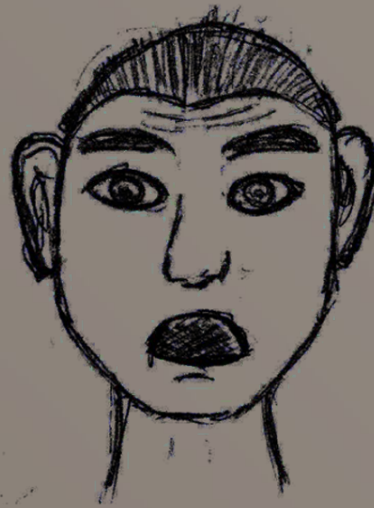
Happy

The happy expression is very large and with the eyebrows raised near to the bridge of the nose. Also it has a large smile.



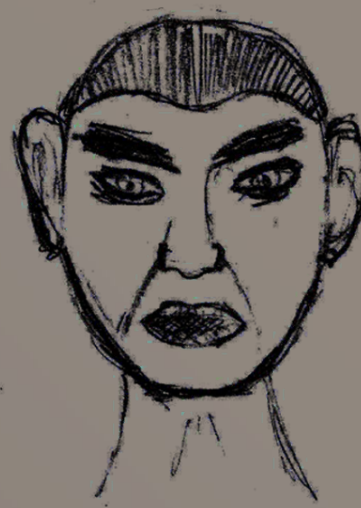
Sadness

Sadness is usually down and with the ends of the eyebrows dropping, it also has droopy eyes and a frowning mouth.



Surprise

The surprise expression usually has a wide open mouth and eyes as well as raised eyebrows. The eyebrows are usually arched and the same in the middle and edges.



Anger

Anger is shown by the eyebrows mostly as they are strong and very low, the eyes are also verging on being shut with a straight face.



Disgust

The disgust expression is very crumpled with lots of fold lines on the face. It also generally involves closed eyes and a turned up mouth.



Fear

The fear expression is similar to surprised except the eyes and mouth are not as wide open, also the eyebrows are not as high.

Life Drawing

To get an idea of the proportions of a person a life model came in and we drew her in different poses. I used very sketchy and suggestive lines to get the shape of her done before going down later with a pen and inking the main shape in. For the two poses on the same I had 10 minutes for each of these, they were the same pose from different angles. The poses on the right I had only 5 minutes for each and these were more sketchy and suggestive. I used ink straight away for these poses.



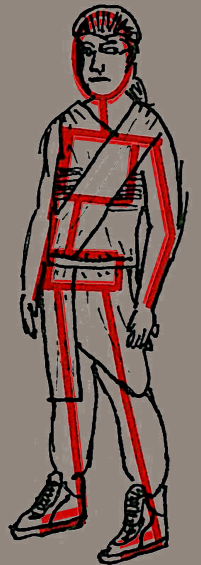
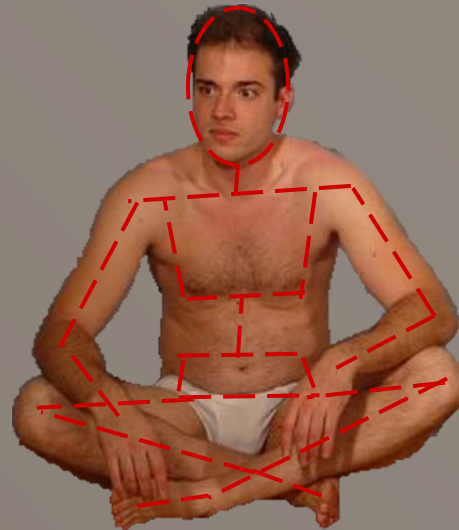
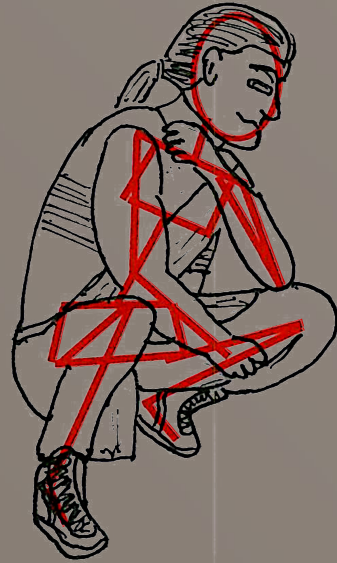
Poses - Primary Images

To get a better idea of what my character would look like in different poses I got a collection of 3 primary images using my brother as a model of doing some actions that my character would be seen to be doing. I used these and drew a frame on him where his joints would be then used this frame as a template for sketching the character.



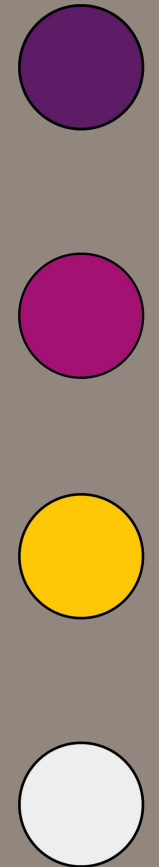
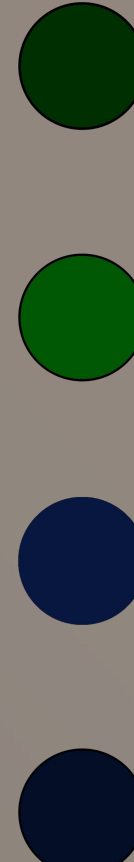
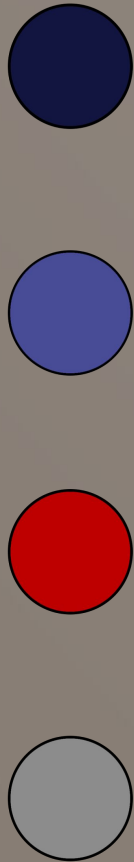
Poses - Secondary Images

As well as the primary images I had acquired I also found 3 secondary images to use as pose references to apply the pose to my character. I used the same technique of making a skeleton of the image and drawing over this for these images.



Colour Variations

I have developed and digitalised one of my character poses. I then added colour to these poses and made variations of the colours using my colour theory knowledge that can accurately represent the character and his personality.



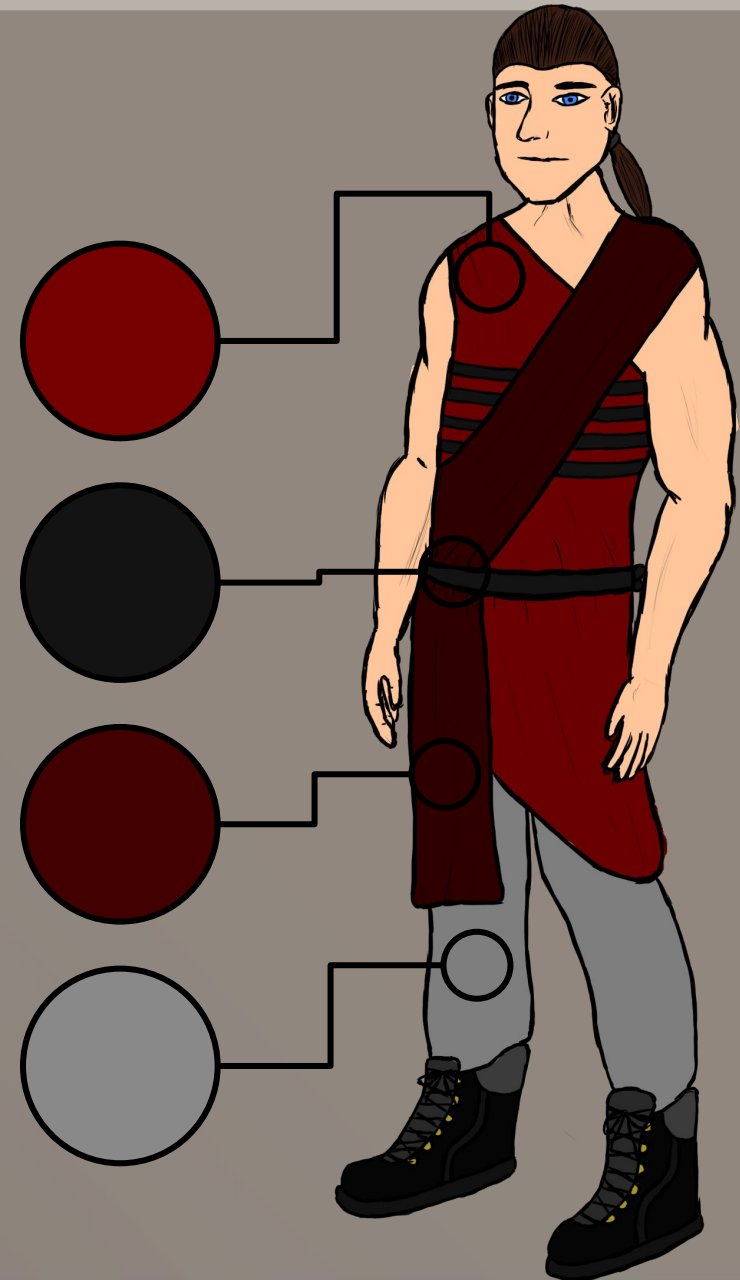
Character Colour Theory

I have chosen this colour for my character as I feel it accurately represents his motives and his personality. It is also of colour that matches the type of outfit that it is and this is suitable for what I envisioned him to be. I used colour theory to help me understand what would look good together and then used this to be able to show the two shades of red along side the black and grey.

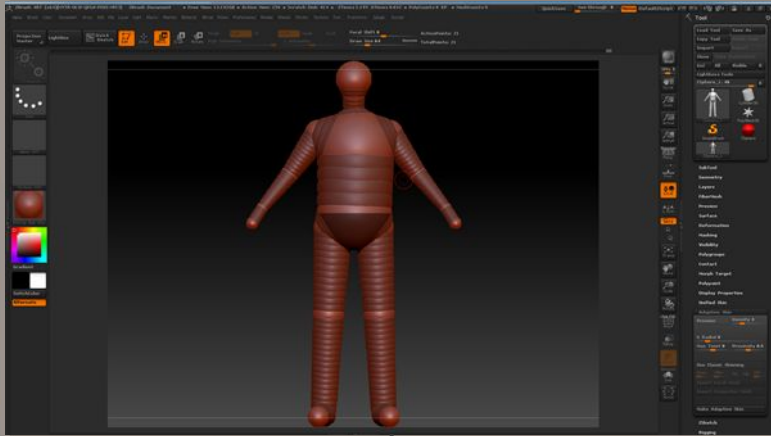
The main colour of his outfit is red which accurately represents his strive for action which is the very reason why he is in this life anyway. The red is also used to show the love he has for his child and in turn a strong feeling of wanting to be a hero for him and for him to love him. I have included different shades of red in order to give him a broken up appearance and not to have a solid colour about him. This gives him a more interesting outfit design than just to have him wearing the same colour of red.

He has black belt, boots and straps to show the dark side of him that no matter how much of a hero he is he will always be willing to kill to save the lives of the innocent. The black also shows his level of power and sophistication that he has in his level of brain power. He is also wearing the black belt due to his high level in his group.

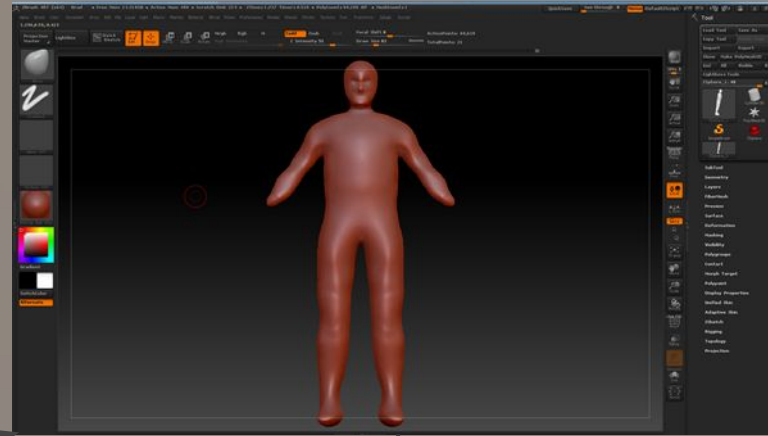
His grey pants are both a mixture of black and white which is to show both his sophistication and his pureness. They are lighter than pure black to show the good and evoke the feeling of him being a hero while making sure it isn't full white as this would wrongly make us believe that he is a perfect hero, when he is in fact in between.



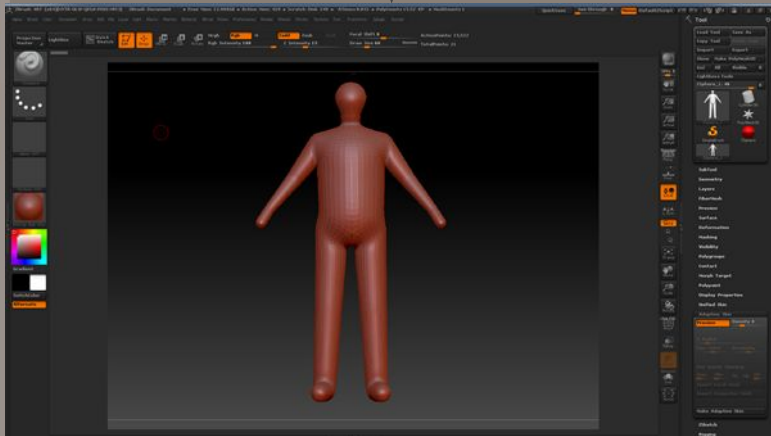
Documentation - ZBrush



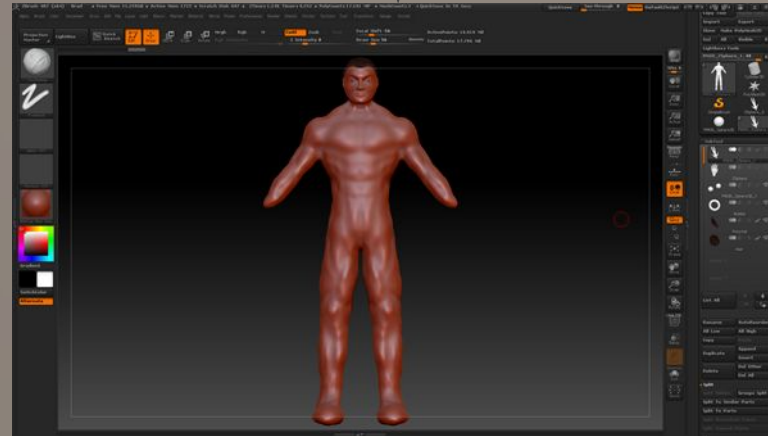
To start the model of my character I first used ZSpheres in order to block out the main shape of him. I added a new sphere at all of the main joints of the body to get the angles right.



After converting to an editable poly mesh I used the tools to reshape the model to have more of a human form by just using the move tool. This took the model from being mainly rounded to a better shape and size.

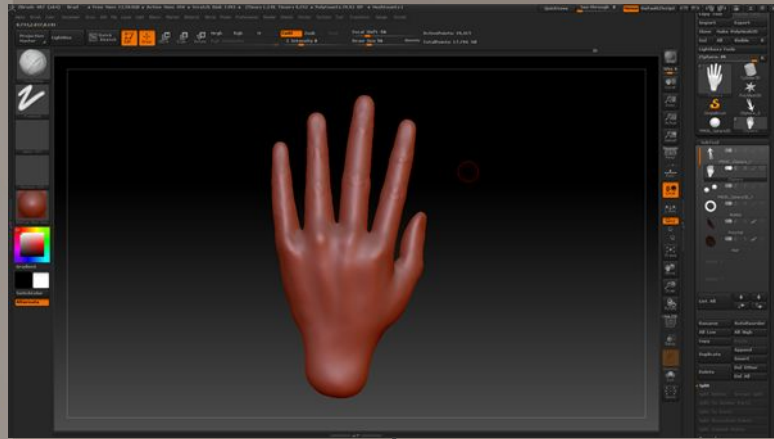


I then used adaptive skin to convert my ZSpheres model into an editable poly mesh which I could then use all of normal tools to edit and shape the rest of the model from here.

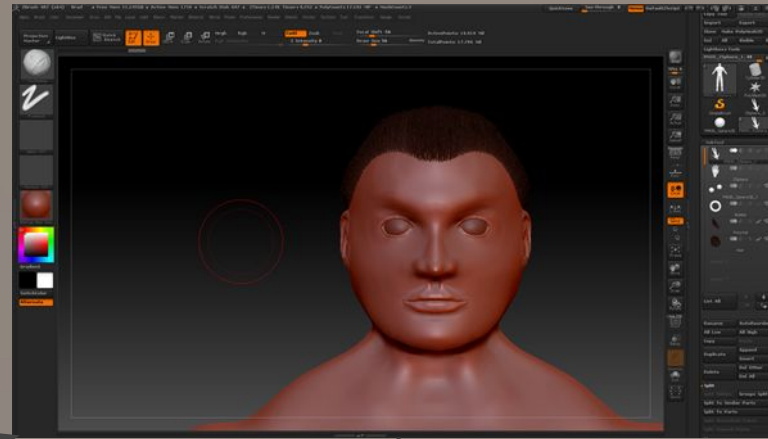


Once the main shape had been blocked out I used clay build up to roughly draw in the muscles before smoothing them off with the smooth tool. I did this to make him more detailed and a better shape further.

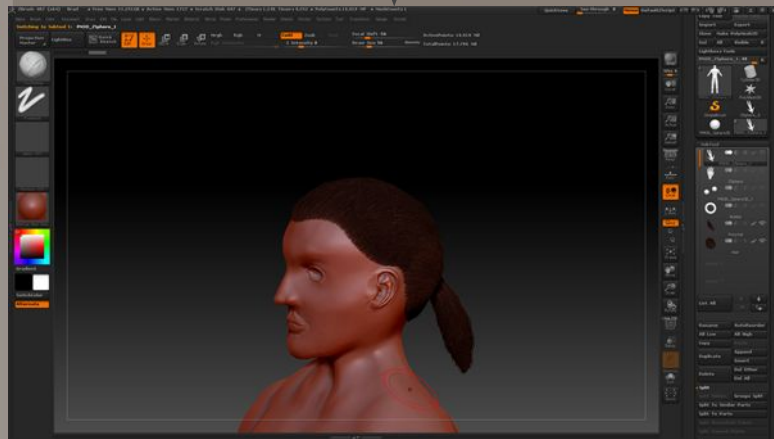
Documentation - ZBrush



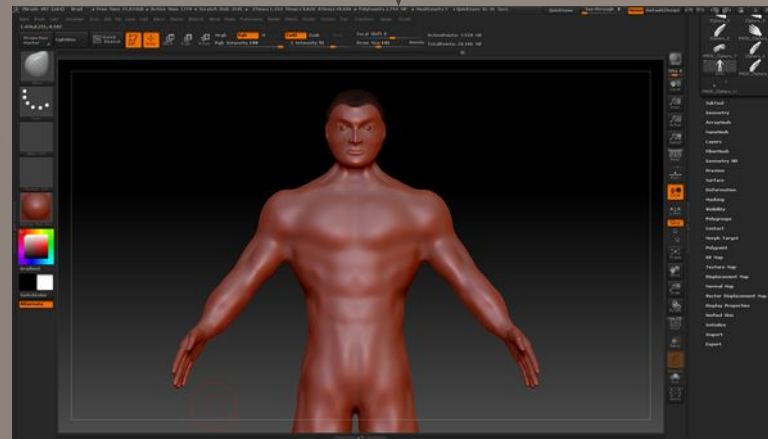
To make the hand I followed the same steps as the body except on a smaller scale and the hand is separate. I also worked on the head and face shape using clay build up to build on the details.



I then added eyeballs into the socket by making a separate ball as a subtool and resizing and moving it into place. I then also mirrored the eyes and divided them a few times so the eye texture is high quality.

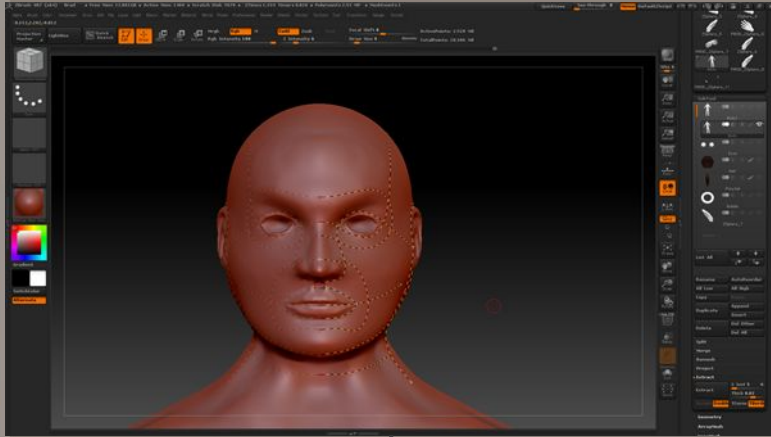


To make the hair masked an area on the body and then used fibermesh to make the hair, once it was done I styled the hair using the move tool to get it in the right place and shape for my design.

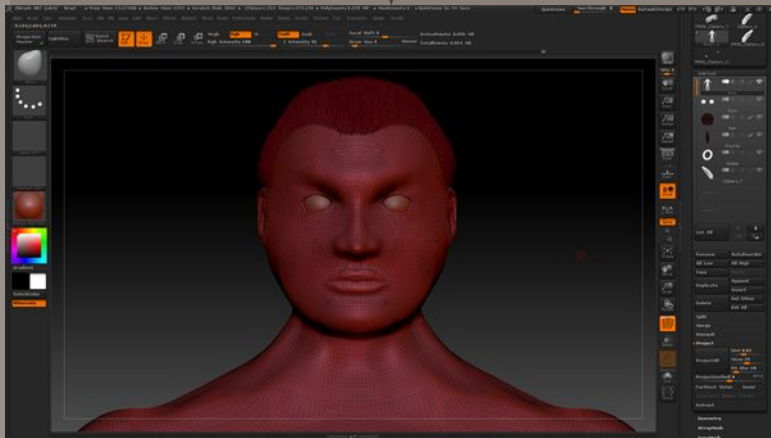


I then added the hands onto the body by mirroring one once in position then merging the subtools. I then remeshed the model to get the hands attached and fixed the geometry around them.

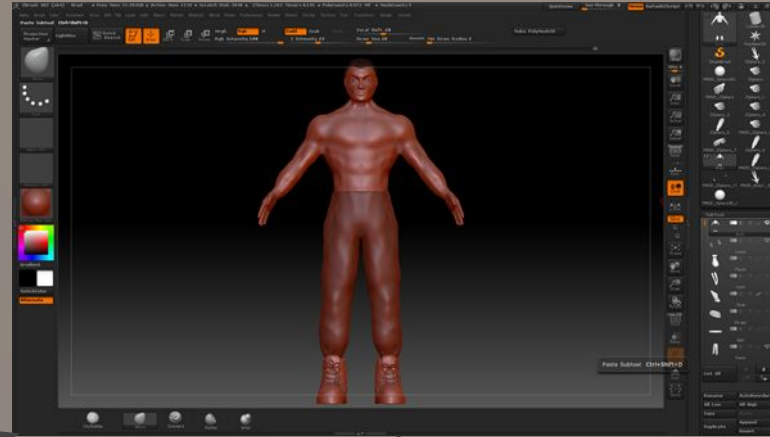
Documentation - ZBrush



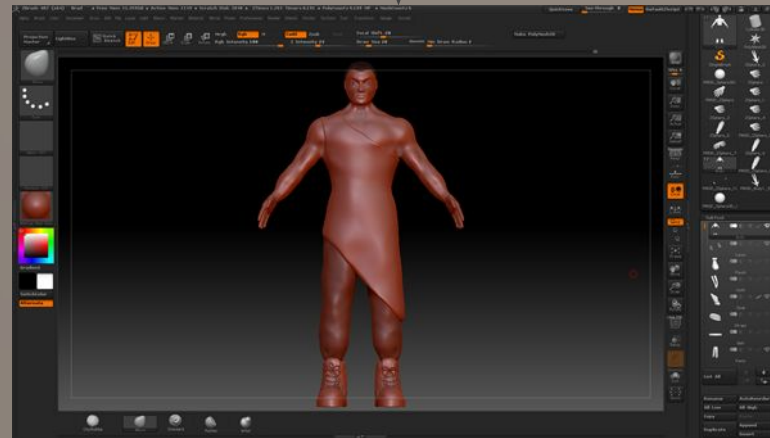
Now that the skin of the model was complete I added zremesher guides in order to make sure when I remesh the model that the polys will go where I want them to.



Once I had added the guides I remeshed the model and this made the polys follow the contours instead of just go up and down. This also massively reduced my poly count while still keeping the detail.

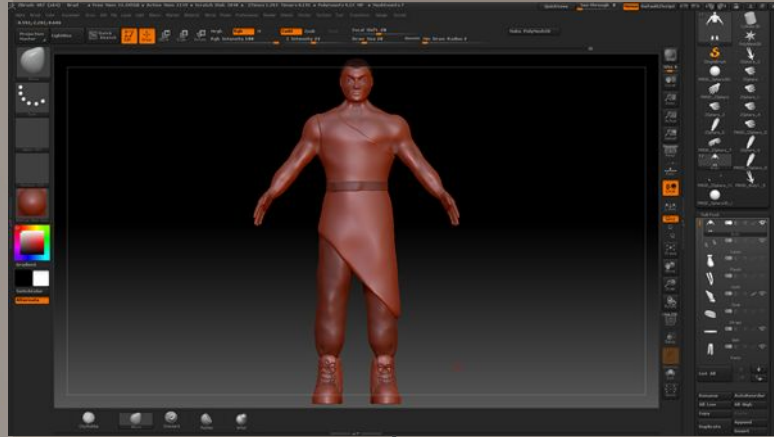


I then started to make the clothes starting with the pants, I did this by masking off the area that I want the pants to be and then using the extract tool to extract the masked area and then convert this into a new subtool.

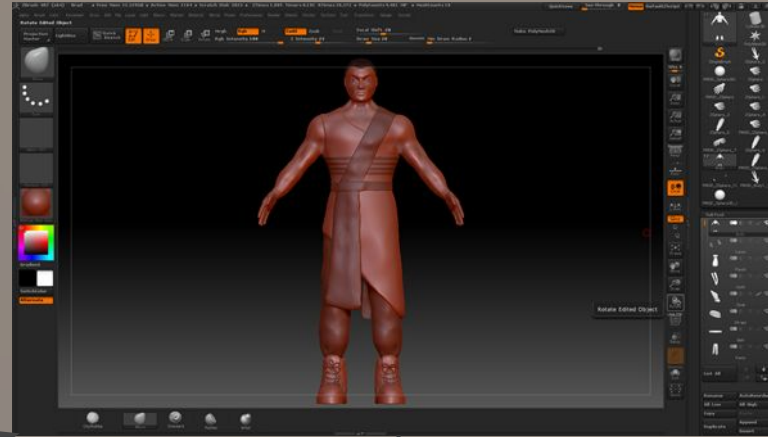


I then created his main cloak of his clothing by using the same method as the pants to extract the thickness. I then used the mask and move transpose tool to get the length of the cloak and angle to the right size.

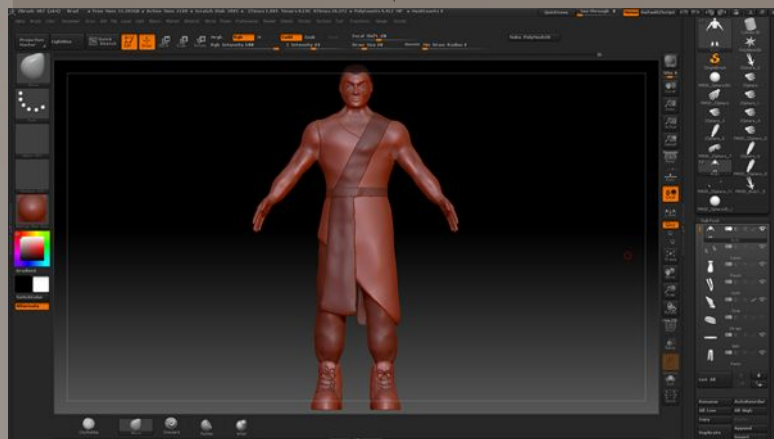
Documentation - ZBrush



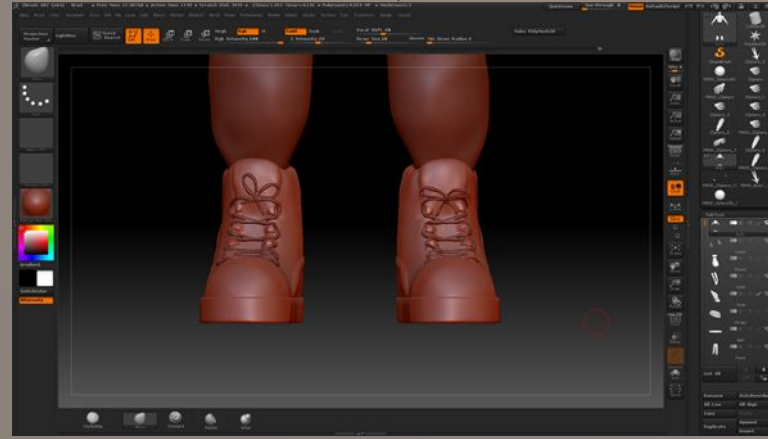
The next part of the clothing that I did was his belt which I accomplished using the same method as I have previously used. I used the mask box tool for this to make sure it was straight and the same thickness throughout.



I have then created the straps across his body which I did the same way I made the belt however I then changed the draping cloth and pulled that outwards slightly to give it the effect that it is passing over the straps.



To make the draping cloth on my character I highlighted the area that it would be tight to the body and extracted that part and then I used the move transpose tool to drag the draping part down before dynameshing it.



To make the boots I just moulded the feet into the boot shape using the move tool, to create the laces I used the extract method and smoothed out the extraction to make it more rounded.

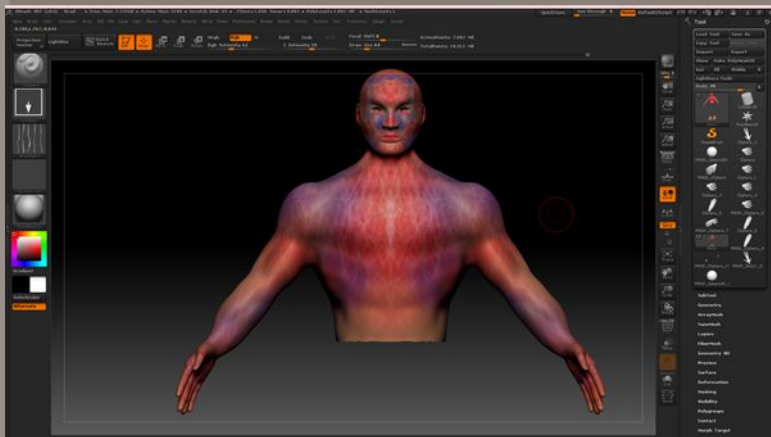
Documentation - ZBrush



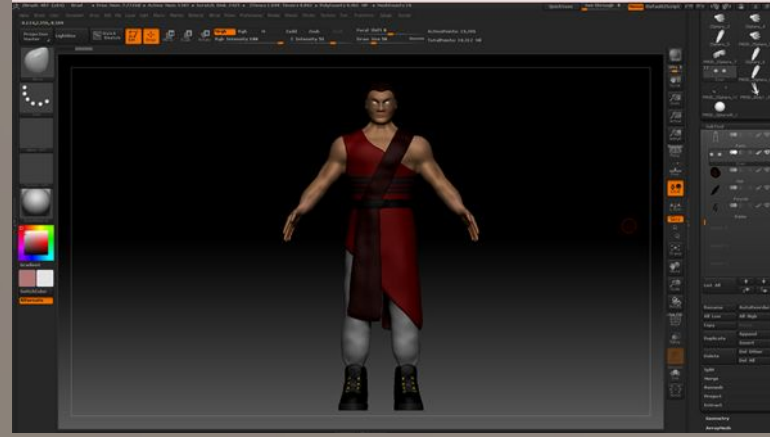
I created a pouch on the back of his belt using a new sphere and stretching it to get the right shape. I then used the clay buildup tool and took away some of the mesh at the top to give it the effect of having an opening.



To finish off the skin I sprayed over in a low intensity with the skin Collier I chose for my character, making sure to still have a small amount of the red and blue to show through giving life to the skin. I also painted the colour around the lips.

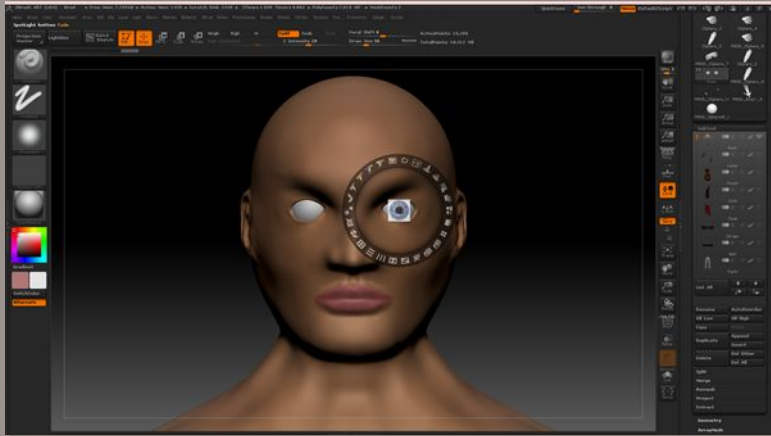


To start the painting I first selected a material and then applied it to the subtool. I then created a heatmap using red and blue sprayed on the model, to give the warm and cold areas of the skin before applying a white scratch over the top.



The do the rest of the clothes I simply painted the colour on the subtool and applied the colour. Most subtools were the same colour throughout but the boots had different colours on them which I painted.

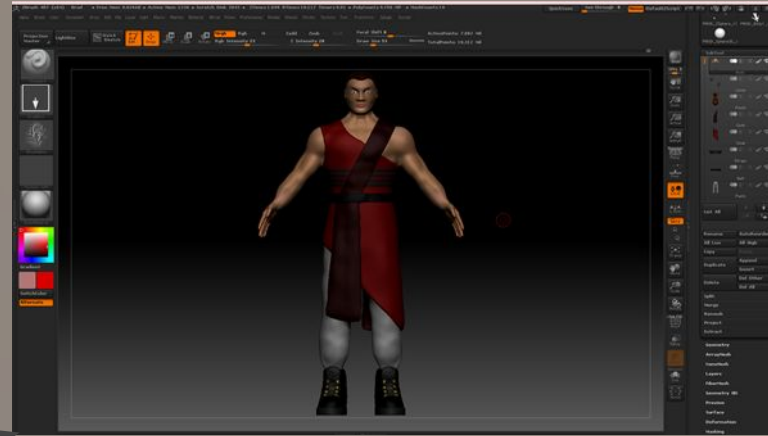
Documentation - ZBrush



For the eyes I first painted them an off white colour and then found an eye texture that I imported as a light box into ZBrush. This could then be positioned and rescaled to the right size that I need it to be.



Using the lightbox projection I painted the texture onto the eye and made sure symmetry was on to get the eye texture on both of the eyes. I used a brush that looks like veins to be able to produce the veins in the eye.



Once I had finished all of my painting for my model I re-enabled all of my subtools and then I had my finished model. I took renders of the model in order have them for my concept sheets by switching to the highest quality and exporting the image out.



Bradley Pearce

Alias: Brad

Age: 28

Sex: Male

Species: Human

