

2D Animation Principles
Krishna M. Sadasivam
Character Design Project

Based upon the description below:

Setting: 1815, The American West

Dylan is a lazy, but brave hero. He is tall and thin, with blond hair and dirty, ragged cowboy clothes. His clothes and hat all look like a mite too big for him, since they are hand-me-downs from his out-of-luck father. He has the natural ability to be a gunslinger, but he never practices. Few people know that he could be the best there ever was, if he had any motivation to practice.

Even with his lack of gumption, Dylan is very likable, as he has a heart of gold, cares for the town and all the people in it, and treats his best friend, his horse, like a brother.

1. Use 11" x 17" **bristol board paper** for this project. Use Col-erase pencils and or a wooden pencil for your drawings.
2. Make sure you staple your sheets together and put your name on each sheet.
3. Label each sheet (i.e. Turn-arounds, Action Poses, etc.)
4. Come up with at least **10 different design concepts** for the character described above. Be sure to draw large. Evolve the character in your sketch book to its final version and then do the following:

Sheet 1: Character turn-arounds: **front, ¾ front, side, ¾ back, and back views**

Sheet 2: **head close-up** with notes on head construction. Also, **character construction of the character's full-body** with notes on body construction.

Sheet 3: Action poses. **Draw at least 6 action poses** with your character, showing his dynamic range of movement.

Keep in mind the following when developing your character model sheets:
appeal, line of action, simple shapes, silhouettes

Please keep your work NEAT and organized. **NOTE:** You may digitally ink and color your turn-arounds, in addition to the requirements above, to enhance their presentation.

No late work accepted. Due at the beginning of Class 4.

Grading rubric on next page:

	Exemplary (4)	Accomplished (3)	Developing (2)	Beginner (1)	Terrible(0)
Concepts 20 points	A minimum of 10 concept sketches shown. Each are unique, defined, and show progression / evolution of the character with a variety of body and head shapes that fit the description of the character. Design notes are present and clearly explain the designer's thought process.	A minimum of 10 concept sketches shown. Character designs are fairly similar to one another, with minor variations. Design notes are present. Similar head and body shapes used throughout.	Between 5 to 10 concept sketches shown. Character designs are fairly similar to one another, with minor variations. Design notes missing and/or not elaborated upon. Not much variation in head and body shapes.	Less than 5 concept sketches shown. No design notes.	Not turned in
Action Poses 20 points	Character poses are dynamic, show an understanding of weight, depth and balance. Simplicity of design yet conveys real appeal.	Character poses show an understanding of weight, depth and balance. Character poses need to be pushed to make them dynamic.	Character poses have minor issues in demonstrating weight, depth and balance. Character poses show evidence of twinning and symmetry.	Character poses have major issues in demonstrating weight, depth and balance. Character poses are flat, stiff or otherwise devoid of attitude or demeanor.	Not turned in
Turn-Arounds 20 points	Turn-arounds are consistent for all 5 views. Anatomy and proportions are believable and convey a real sense of charm and personality about the character.	Turn-arounds are consistent for all 5 views. Anatomy and proportions are believable and a hint of the character's personality can be inferred from the design.	Turn-arounds have minor consistency issues. Anatomy and proportions have minor issues. A hint of the character's personality can be inferred from the design.	Turn-arounds have major consistency issues. Anatomy and proportions are way off between each view. The character is devoid of personality and charm.	Not turned in
Construction 20 points	Character construction effectively uses curves and straights, is easy to reproduce, and has a strong silhouette that makes it easy to identify the personality of the character. The character has depth and occupies 3D space.	Character construction uses curves and straights with minor issues, is easy to reproduce, and has a clear silhouette that makes it easy to identify the personality of the character. The character has depth and occupies 3D space.	Character construction does not use curves / straights. Details make it somewhat difficult to reproduce, but there is a sense of personality and attitude about the character. Certain aspects of the character tend to make it look flat.	Character construction does not use curves / straights. Details make it somewhat difficult to reproduce. The character looks flat.	Not turned in

Technical Specs followed 20 points	Concept sketches, turnarounds, action poses and character construction sheets turned in. Neat and well organized with names on each paper. Professional.	Concept sketches, turnarounds, action poses and character construction sheets turned in. Minor organizational issues.	Presentation of work is average. All work has been turned in for grading.	Work is messy, unprofessional, or unorganized.	Not turned in
---------------------------------------	--	---	---	--	---------------

Total Point Value: 100 points