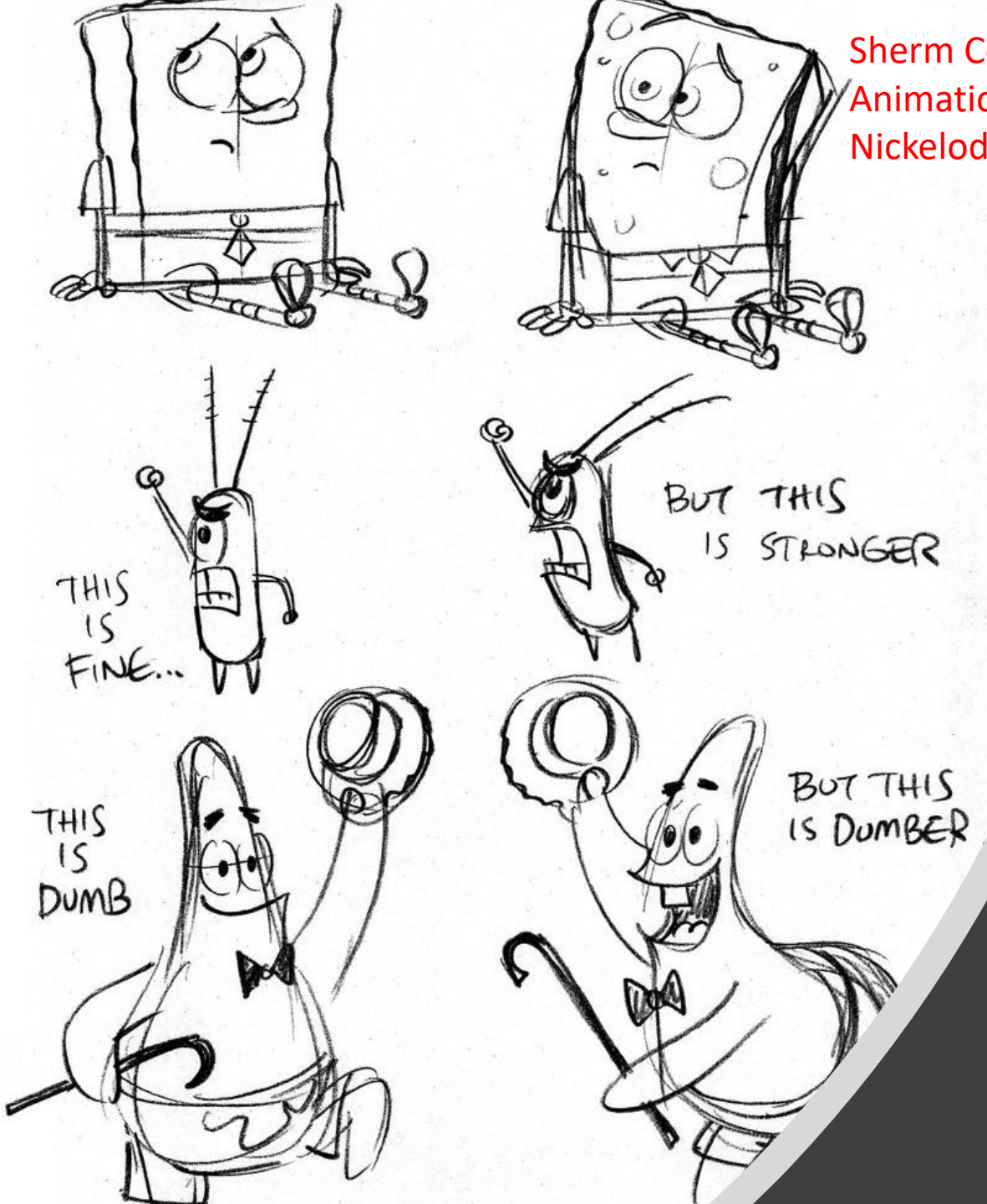
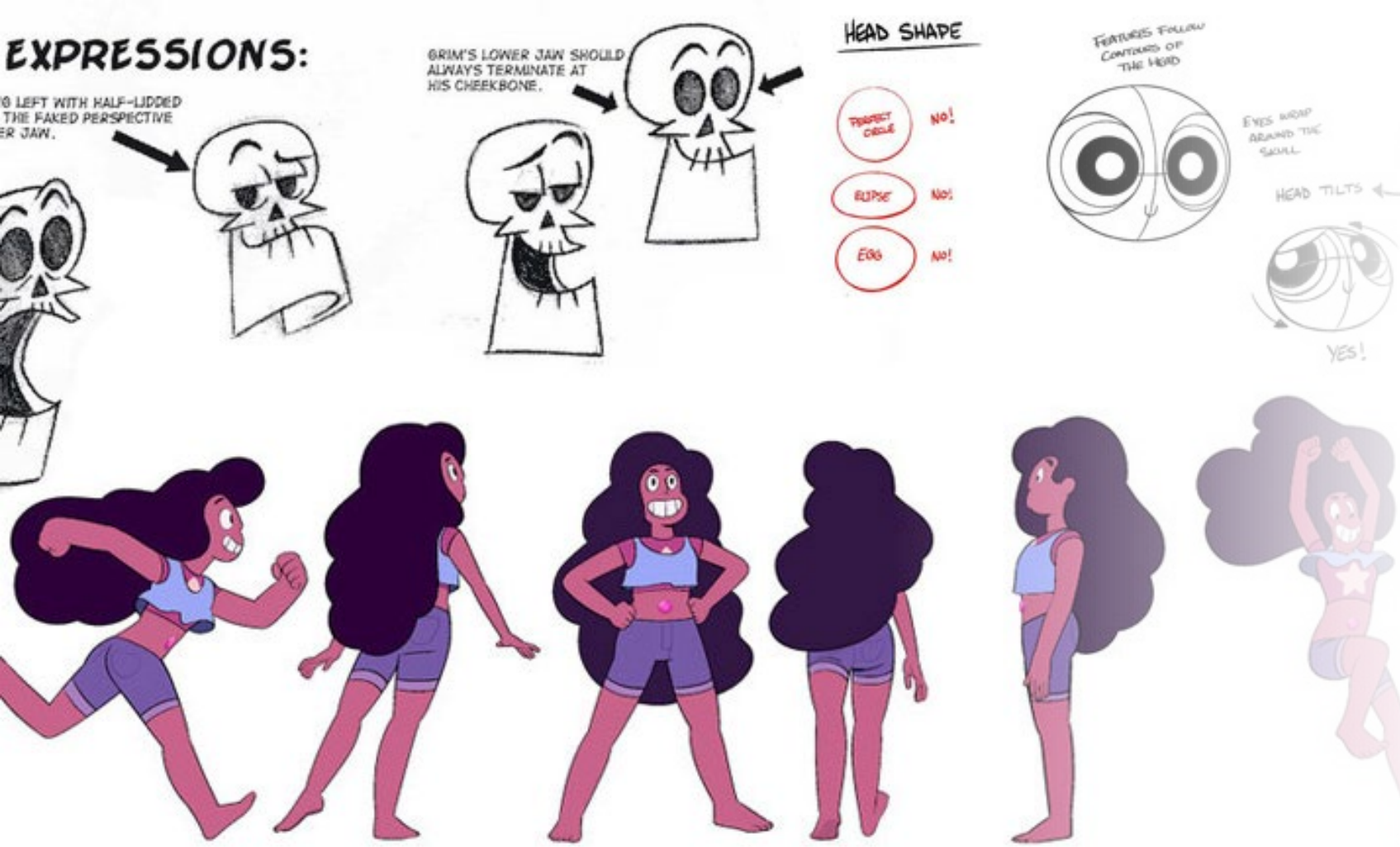


TY PROJECT Animation: Character Design

Discipline: 2D drawing and design, animation, character design

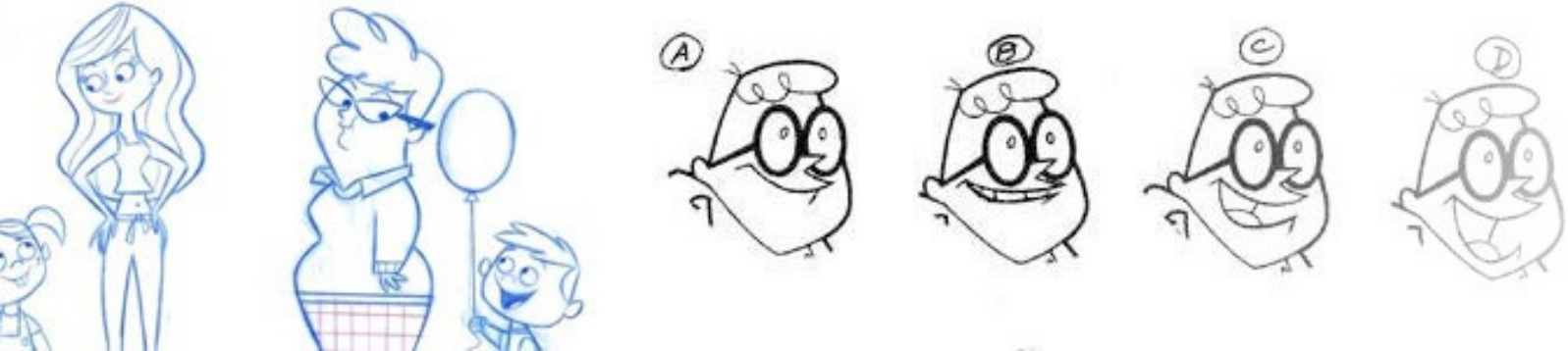
Transition Year Students



Questions

- What do know about animation?
- Can you name different kinds of animation?
- What are your favourite animated shows or movies?
- Do you know anything about character design?

Cartoon Network



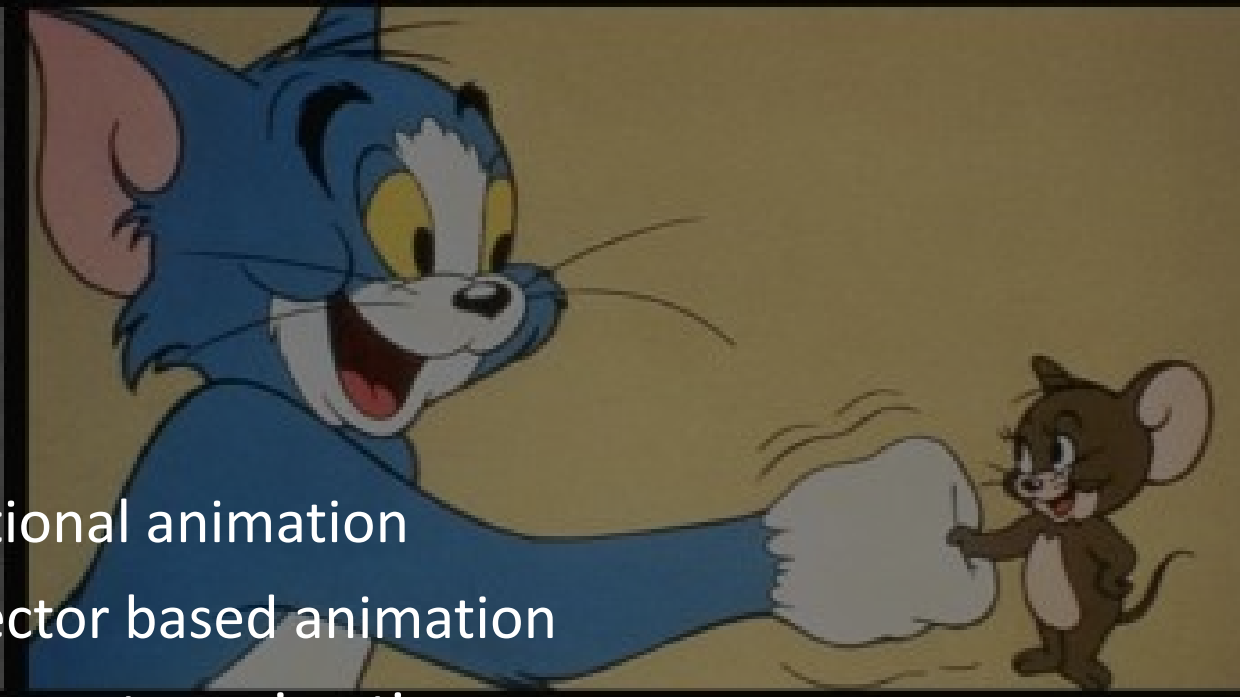
What we will cover today

- What animation is
- What character design is
- Fundamentals of character design: Silhouette, Colour Palette, Exaggeration



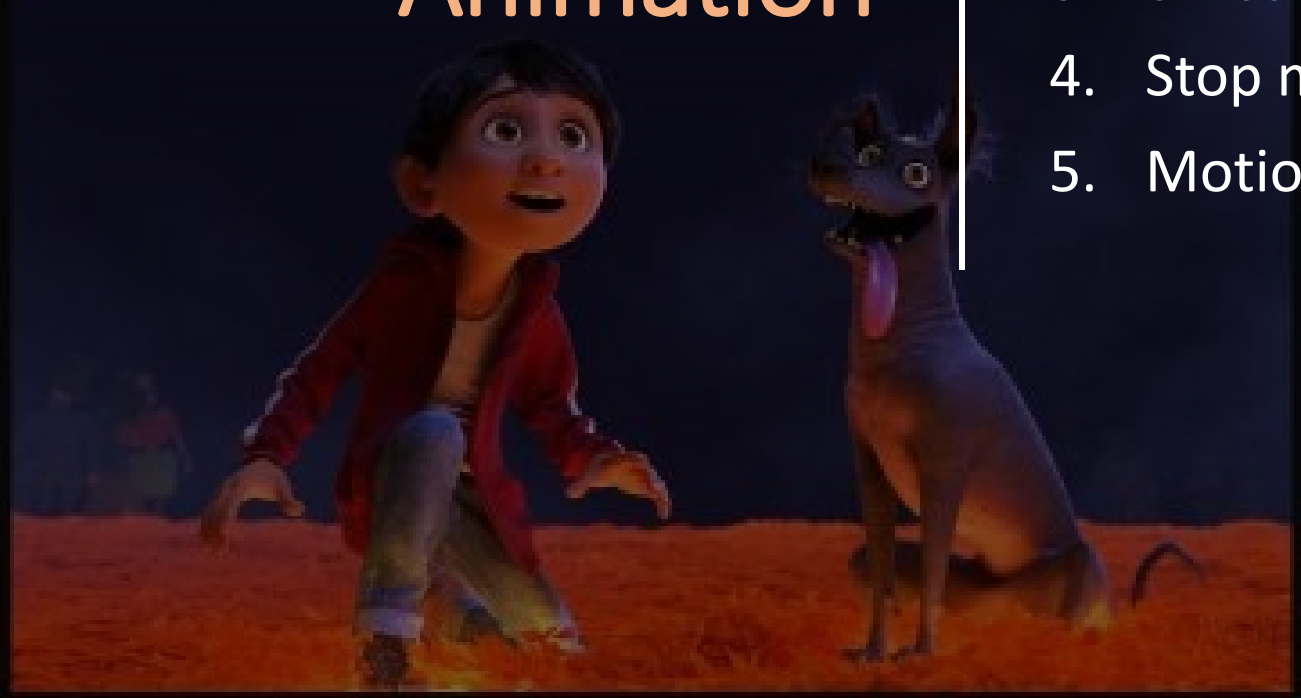
Michele Massagli





Animation

1. Traditional animation
2. 2D Vector based animation
3. 3D computer animation
4. Stop motion
5. Motion graphics

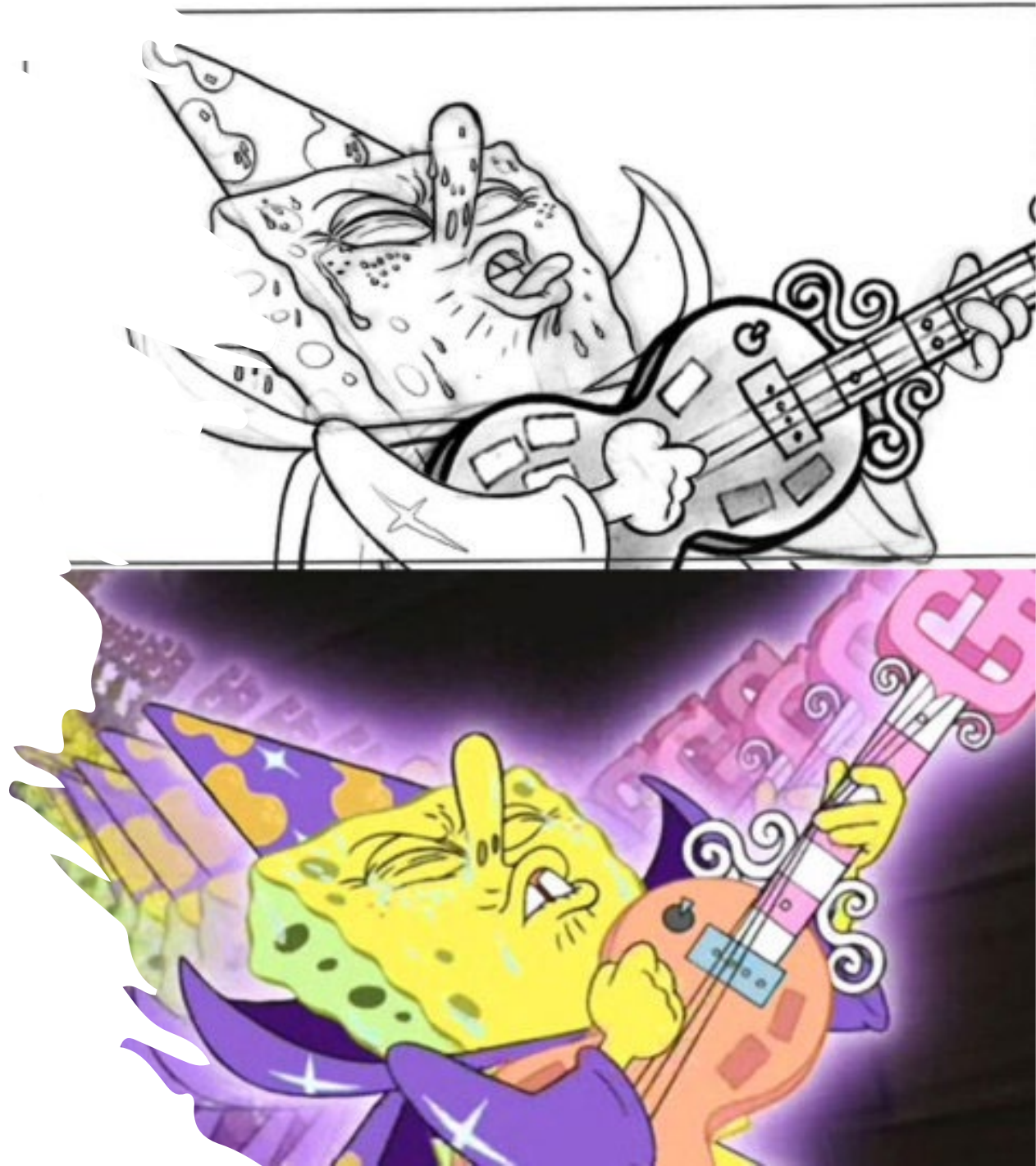




Animation Artist / Character Designer:

Sherm Cohen

- Sherm Cohen is a professional film and animation artist living and working in the United States
- He has been an animation storyboard artist for 17 years, working on ***'The Ren & Stimpy Show', 'Hey Arnold', 'SpongeBob SquarePants', 'The Mighty B', 'Phineas and Ferb', 'Kick Buttowski'***, and the Disney cartoon, ***'Fish Hooks'***
- He also wrote "The FUN Song" for SpongeBob
- He wrote a book called 'Cartooning: Character Design' which was published by Walter Foster Publications



https://www.deviantart.com/shermcohen

Concept Artist / Art Director:

Ruben Hickman

- Ruben Hickman grew up in Sonoma County, California
- In his teenage years, he illustrated concert posters and album covers for local bands and worked as a graphic design assistant
- He then went to Art Center College of Design to study illustration and fine art, graduating with honors in 1995
- Ruben designed hundreds of boards for his friends' skate team during the early 1990's
- He was an early concept artist for Dreamwork's ***'Shrek'***
- He also worked on ***'The Spongebob Movie 2', 'Fantastic Mr. Fox', 'Madagascar', 'Megamind', 'Penguins of Madagascar'***

https://rubenhickman.com/about-ruben/





'Wolverine' Character Design, Marvel Comics

Inspiration - Human, Animal, or Object

1. Choose an image of a person or animal or physical object to base your character off
2. Draw pictures of this character from each side, front, and back

'GOOD vs BAD Character Design: Tips and Tricks!' by BaM Animation on YouTube



https://www.youtube.com/watch?v=8wm9ti-qzLM

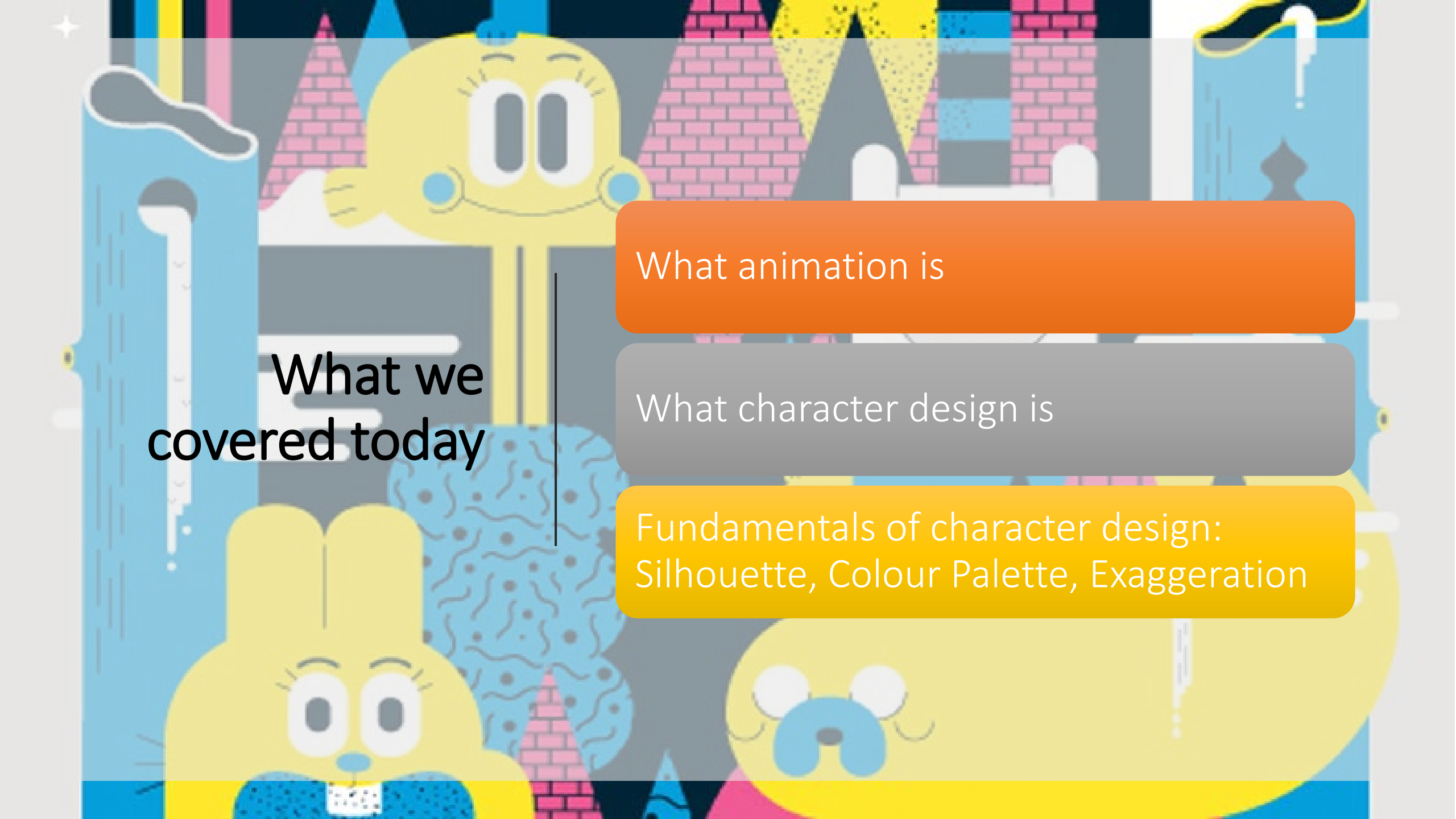
1. **SILHOUETTE** - Focus on changing the silhouette (like a shadow) of your character – Look at SHAPE THEORY ■●▲
2. **COLOUR PALETTE** - Focus on changing the colours used for your character – Contrast, value (light & dark), main colour & supporting
3. **EXAGGERATION** - Lines of action, facial and bodily features exaggerate to communicate things about the character's mood, personality, etc



Matt Utsunomiya

Questions

- What do remember about animation?
- Can you name 5 different kinds of animation?
- What are the 3 key elements/aspects of character design?



What we covered today

- What animation is
- What character design is
- Fundamentals of character design: Silhouette, Colour Palette, Exaggeration

'SpongeBob Gets Redesigned?! 🖌 Same Character, Different Artist #1 | Nick' by Nickelodeon on YouTube



https://www.youtube.com/watch?v=LVps25lAbV4

(Extra video to watch if spare time)