

Character Design

Task:

Design a character with either an illustration, video game or animation purpose in mind. You are to present your character from two different angles: front and side view. Your final pieces should be a combination of either pencil and pencil crayon, or fine liner and colour wash.

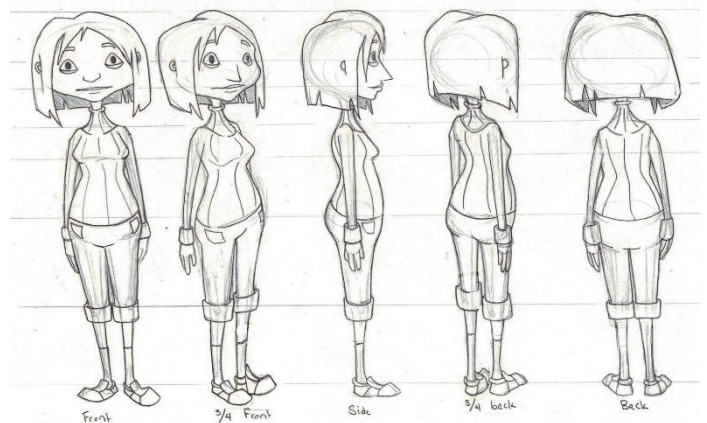
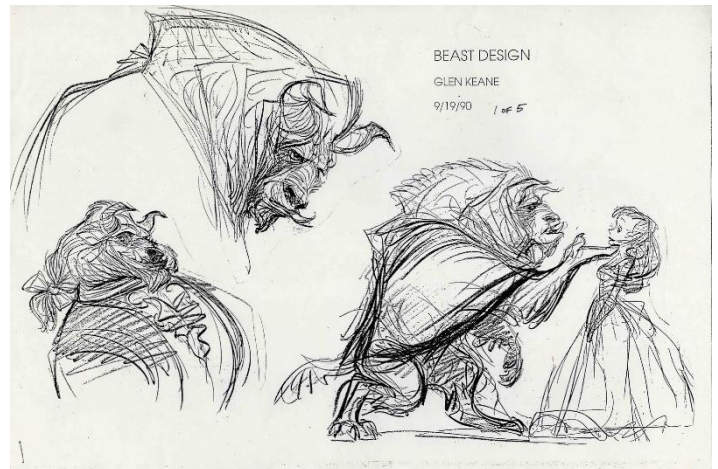
Learning Goals:

Concept development – Before any concept art can finalised and presented, it must go through a process of development in which both physical characteristics and personality are explored. Use the attached character design worksheet to help flesh out your character, and remember – SKETCH, SKETCH, AND SKETCH SOME MORE!

(Our of 20 points)

Technical Development – This is where you demonstrate the awesomeness of your design, and how much all that sketching and practice work pay off! Your workmanship must be as high a level as you can make it, your work should be kept neat and undamaged.

(Out of 20 points)



JASON CHARACTER SHEET

A studious and hardworking individual, Jason will go far in his future. However, he's stuck playing the role of high-school-nerd and a bit of an outsider. Despite the social status pushed upon him, he is comfortable in his own skin and his confidence shines through.

COLOUR KEY:



CHARACTER TURN AROUND

Height comparison to Kim & Charlie



SURVIVING HIGH SCHOOL

Written by Eric Huang
Art by Hannah Clark

EXPRESSION SKETCHES



Rubric:

Visual Art – 2D

Big Ideas	Emerging	Developing	Proficient	Extending
<p>Concept Development: Ability to develop an original concept from start to finish using sketches, diagrams, notes and sources of inspiration.</p>	<p>I have not yet developed the ability to get my thoughts down as I explore avenues in the design of my final piece. More forethought is needed in order to improve the quality of the finished piece.</p>	<p>I can work from a few sketches to show the thought process behind my final piece, though some elements are decided without having been tried out first, and are not always successful in their application.</p>	<p>I can show that I have explored composition, colour and message when exploring the possible avenues available to me as I designed my final piece. The path that my development and learning took is clear and complete.</p>	<p>I can demonstrate the complete process of ideas explored to ensure that the artwork presented as my final piece is well thought-out and complete in colour scheme, composition and message. Critical and conceptual thoughts have been extended beyond the basic expectations outlined by the teacher. For example, inclusion of elements such as: exploration of the work of other artists, emulation of their style as well as the extension of work to reflect bigger issues related to the unit theme.</p>
<p>Technical Development: Demonstration of ongoing practice and progress in various materials, processes and techniques.</p>	<p>I have not attempted most of the skills practiced in art classes and am, therefore, unable to demonstrate a clear path of learning and progress.</p>	<p>I have attempted most of the skills, techniques and processes covered in classes, but need to spend further time developing expertise and confidence.</p>	<p>I can demonstrate proficiency in all skills, techniques and processes demonstrated and practiced during class time.</p>	<p>I can demonstrate mastery of all skills, techniques and processes demonstrated and practiced in class time, and have added to that base of knowledge and skill moving past the basic requirement of the unit through personal exploration and development.</p>

Basic

Name			
Alias			
Race		Sex	
DoB		Age	
Occup.		Class	
Affil.		World	

Appearance

Ht.		Wt.	
Hair		Eye	
Skin		Voice	
Description			



Abilities

Element		Beast	
Talents			
Weapon			
Powers and Abilities			

Personal

Likes		Hates	
Dreams		Fears	
Habits		Hobbies	
Personality			

History

Family	
Friends	
Enemies & Rivals	
History	