

Basics of character modelling

Subject: Introduction to 3D Modeling and Texturing

Topic: Basics of Character Modeling

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- When an artist is designing a character there are a number of areas they explore to ensure a successful character design.



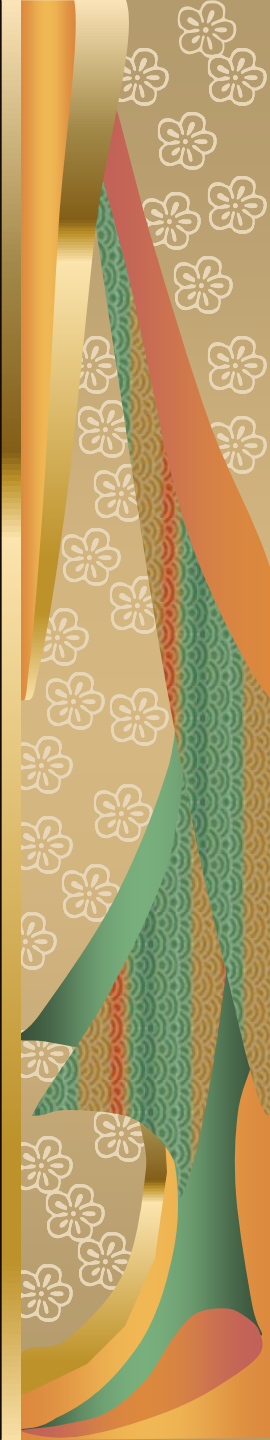
Research and evaluate

- It can be helpful to try and deconstruct why certain characters and their characteristics work and why some don't.
- Study other characters and think about what makes some successful and what in particular you like about them.



Who is it aimed at?

- Think about your audience.
- Characters aimed at young children, for example, are typically designed around basic shapes and bright colors.



Visual impact

- Whether you're creating a monkey, robot or monster, you can guarantee there are going to be a hundred other similar creations out there.
- Your character needs to be strong and interesting in a visual sense to get people's attention.



Exaggerated characteristics

- Exaggerating the defining features of your character will help it appear larger than life.
- Exaggerated features will also help viewers to identify the character's key qualities.



Color

- Colors can help communicate a character's personality.
- Typically, dark colors such as black, purples and greys depict baddies with malevolent intentions.
- Light colors such as white, blues, pinks and yellows express innocence, good and purity.



Conveying personality

- Interesting looks alone do not necessarily make for a good character; its personality is key as well.
- A character's personality can be revealed through animations, where we see how it reacts to certain situations.
- The personality of your character doesn't have to be particularly agreeable, but it does need to be interesting (unless your characters are purposely dull).



Express yourself

- Expressions showing a character's range of emotions and depicting its ups and downs will further flesh out your character.
- Depending on its personality, a figure's emotions might be muted and wry or explosive and wildly exaggerated.



Goals and dreams

- The driving force behind a character's personality is what it wants to achieve.
- Often the incompleteness or flaws in a character are what make it interesting.



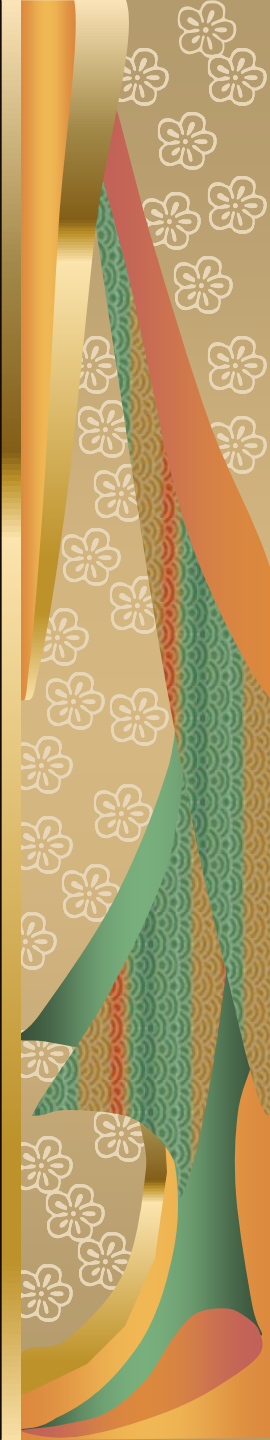
Building back stories

- If you're planning for your character to exist within comics and animations then developing its back story is important.
- Where it comes from, how it came to exist and any life-changing events it has experienced are going to help back up the solidity of, and subsequent belief in, your character.
- Sometimes the telling of a character's back story can be more interesting than the character's present adventures.



Beyond the character

- In the same way that you create a history for your character, you need to create an environment for it to help further cement believability in your creation.
- The world in which the character lives and interacts should in some way make sense to who the character is and what it gets up to.



Fine-tuning a figure

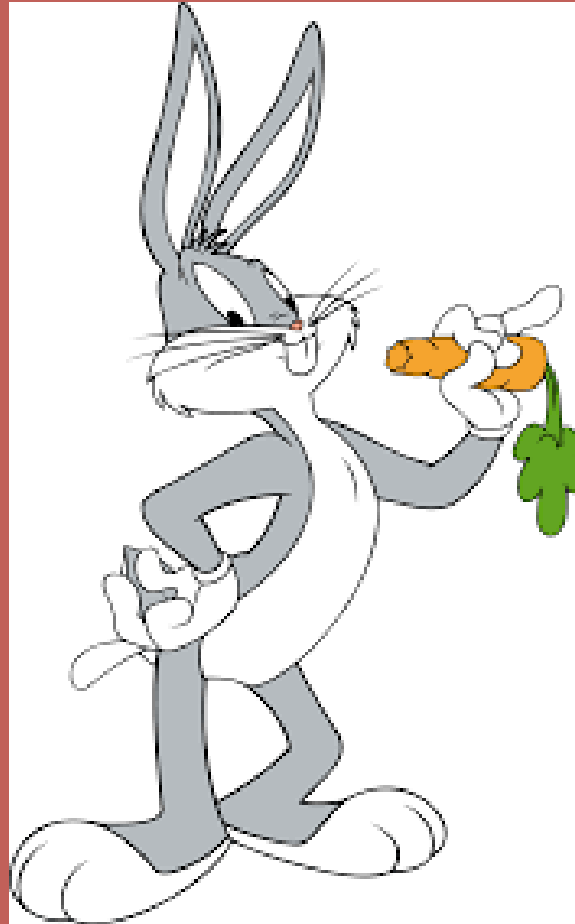
- Question each element of your creation, especially things such as its facial features.
- The slightest alteration can have a great effect on how your character is perceived.



Mickey Mouse



Bugs Bunny



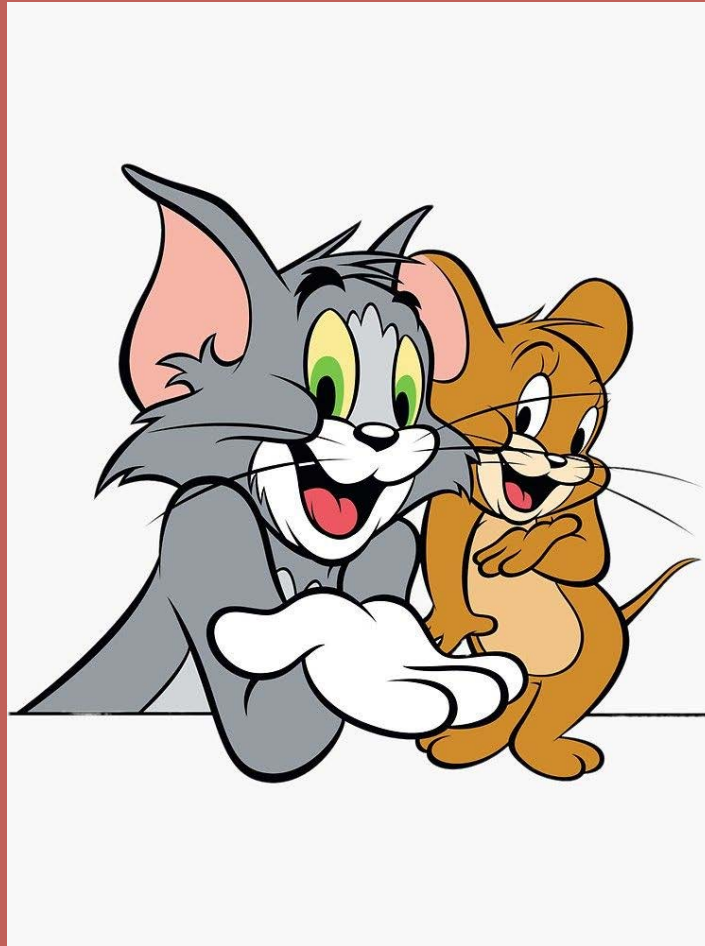
Donald Duck



Popeye



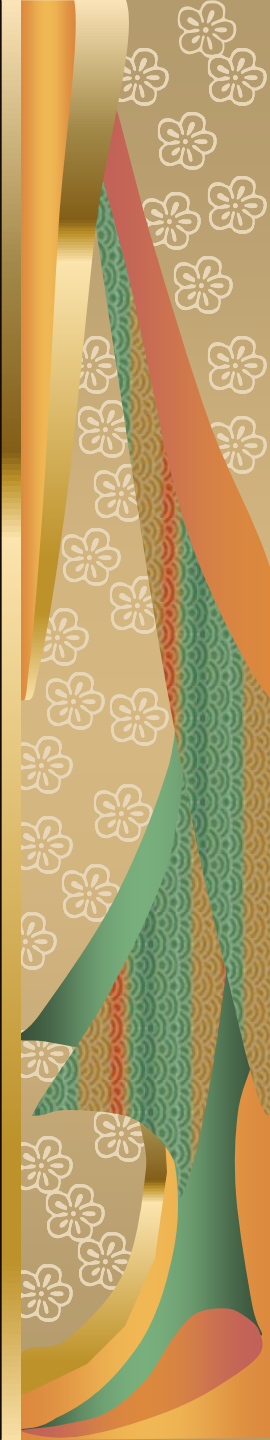
Tom and Jerry



Minnie Mouse



Scooby



THANK YOU

