**Creating a character design.**

**Good and bad character design**

All of us know what character design is. It is the way character looks, right? Well, to put it simply - yes, but we rarely think about how much thought and work is put into designing a character. Just because character has a lot of details does not mean that it is a good character design and vice-versa. I want to explore what makes a good or a bad character design, what are some tricks artists use to create a memorable and unique characters and how the way character looks can tell us about his personality, story, origin, etc. Some of the topics that I want to cover are: shape and color language, semiotics, masking effect, character poses and importance of reference and more.

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*Link on the source that made me interested in this topic:*

https://books.google.sk/books?hl=ru&lr=&id=uwAACwAAQBAJ&oi=fnd&pg=PA14&dq=creating+a+good+character+design&ots=2L8XbPWtbS&sig=Br7wIh9DhKzg1We3kTGMFhjuyoY&redir\_esc=y#v=onepage&q=creating%20a%20good%20character%20design&f=false