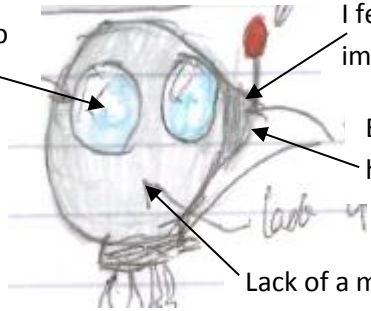


Design: The Playable Character- The Head

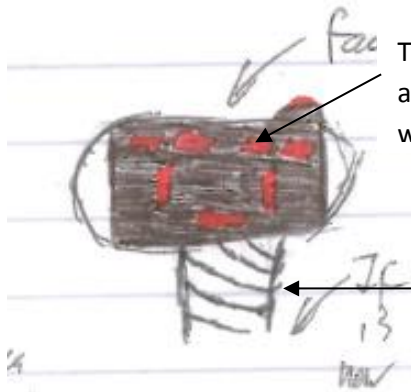
Massive twin lenses to
mimic human eyes



I feel that having an antenna is
important as a feature for a robot

Extensions to the head
have a screw-like design

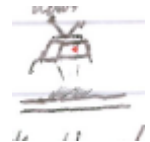
Lack of a mouth and nose, I just don't see
why a robot that was made to collect
batteries would need these features.



The face has a digital clock design. This
allows it to show facial expression
while still being a robot.

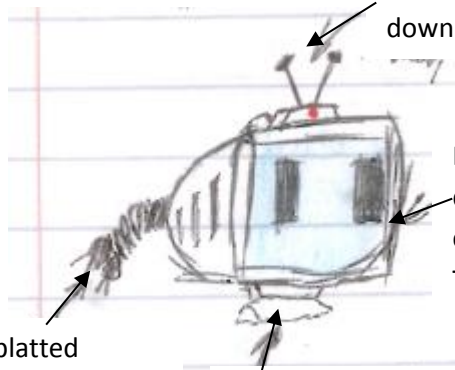
If the neck itself is a screw, then it
now has extra possible animations of
spinning its head.

This would be balanced on
its head rather than fixed,
causing it to bounce up and
down then the robot jumps.



Keeping with the idea of a
digital face, I decided that a
computer screen would work.
This still allows expressions.

Plug wires platted
together to mimic hair

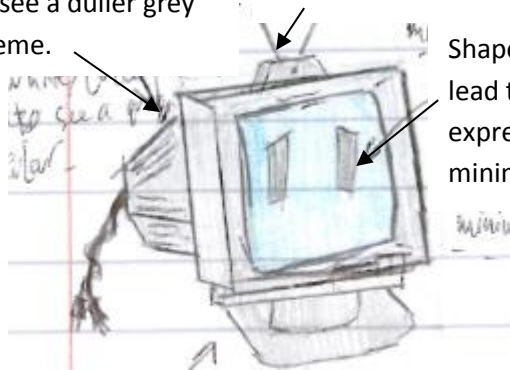


Computer stand neck, would
be easy to attach to a body

I like the computer head design, I think that I'll explore and improve it rather than brainstorm further designs.

I'm not sure if I should change the design of the modem, or keep it as a simple block as its main purpose is just a reason to have antennae.

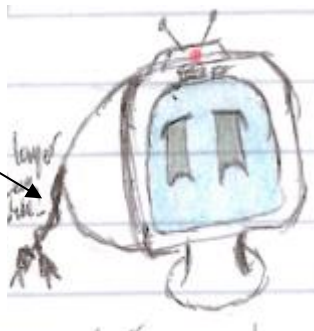
While I like the look of a white/cream colour, I wanted to see a duller grey colour scheme.



Shaper edges lead to more expression with minimal change

— This was made using an old computer screen as a model. I feel that it looks sorry/outdated (it may just be the way I drew the eyes). I feel that some curves would go far in this design.

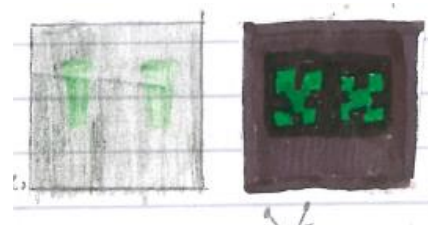
Maybe longer cables would introduce a feminine look? Perhaps changing the colour of the cable would help?



This leads to the idea of making two avatars, one with a lighter colour smooth curves, and another with darker colours with more angular and bulky designs. I could then present them to my client and have him choose the one he prefers.



Just come close ups of the modems, each one stylised to match their respective owner's designs.



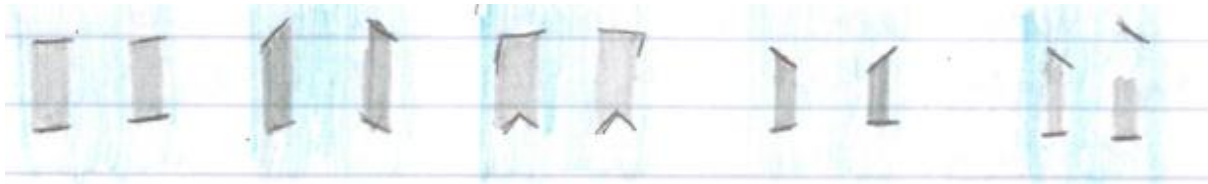
Some experiments using different colour screens. In drawing they don't come out great, while I'm not sure how it'll look using digital art, for now the blue screen works better.

This computer features more of a curved design. This could lead to an almost 'feminine' look to the robot. With the white colour and red LED on the modem, this character resembles a nurse.

On the other hand, perhaps the opposite is true and using darker colours and robust shades could make this robot give off masculine themes?

This would be interesting, as it would allow me to then dictate the gender of an otherwise genderless avatar.

The faces themselves are based on simple Japanese animation techniques. By focusing on the upper and lower lines that make the eyes, you can convey expression without the need for much of a face.



But because this face is made on a digital screen, it would be possible to take more 'robotic' expressions:



The first two are non-alphanumeric symbols, these can be used in place of facial expressions- the question mark would be used to show the act of thinking or confusion, the exclamation mark would be used to show shock, surprise or a sign of noticing something. The final one is based on 'text talk'. In this case; LOL (Laugh Out Loud), would be used to show active humour. While these can be used to replace facial expressions, due to their informal and distracting nature, I would hesitate to develop them further without getting my clients view on them.