

GRAPHICAL USER INTERFACE B

Formative Assessment 2



OCTOBER 11, 2024

NADINE NAUDE
20230395

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1. Character Research and Analysis

Character Assigned:

Master Roshi & Kame House (Background)



Research Summary:

Personality Traits:

- Wise and Knowledgeable: Master Roshi is one of the most experienced martial artists in the Dragon Ball series. He serves as a mentor to key characters like Goku and Krillin, teaching them advanced fighting techniques.
- Humorous and Quirky: Despite his wisdom, Master Roshi is often portrayed as a comical character. He enjoys a relaxed lifestyle and is known for his eccentric behaviour.
- Perverved Tendencies: A recurring aspect of his character is his obsession with women, often leading to awkward and humorous situations. This trait is played for comic relief throughout the series.
- Courageous: In critical moments, Master Roshi shows great bravery and dedication, particularly in protecting the Earth and his students.

Physical Attributes:

- Height: Master Roshi is relatively short compared to many characters in the series.
- Bald Head: He is completely bald but is easily recognized by his long white beard.
- Clothing: He typically wears a simple, casual outfit, often consisting of:
- Tropical shirts: Brightly coloured Hawaiian shirts.
- Shorts: He is often seen in beach shorts that match his laid-back lifestyle.
- Sunglasses: Roshi is rarely without his signature dark sunglasses, which add to his cool and quirky demeanour.
- Turtle Shell: In earlier parts of the series, Roshi wears a large turtle shell on his back, a symbol of his affiliation with the Turtle School of martial arts.
- Staff: He is also seen carrying a wooden staff, which complements his image as an elderly martial artist.

Expressions and Emotions:

- Serene and Calm: When training his students or during peaceful moments, Roshi often maintains a calm and composed demeanour, reflecting his wisdom.
- Playful and Excited: When he's indulging in his more comical or perverted side, Roshi's expressions become exaggerated and playful. His face often lights up with excitement, especially when he's around women or in comedic situations.
- Determined and Serious: During serious battles, Roshi can shift to a stern, focused expression, especially when using his full strength or the Kamehameha wave.
- Surprised or Flustered: Many of Roshi's expressions during comical moments involve wide eyes and shocked expressions, especially when his antics backfire.
-

Visual Style:

Colour Palette:

- Bright and Vibrant Colours: Master Roshi's colour scheme is simple yet bold, aligning with Toriyama's general use of bright, contrasting colours.
- Hawaiian Shirt: Often depicted in orange, yellow, or bright blue, with colourful floral patterns, emphasizing his relaxed, islander persona.
- Shorts: Typically, white or beige.
- Sunglasses: His sunglasses are dark, often black or brown.
- Skin Tone: Light skin with subtle shading.
- Turtle Shell: In earlier appearances, the shell is brown with a darker tone for depth.

Anatomy and Proportions:

- Exaggerated Elderly Features: Master Roshi's design emphasizes his age, but Toriyama stylizes him in a way that blends his old age with a comical, exaggerated form.
- Small, Muscular Build: Despite being an elderly character, Roshi's body is muscular, particularly when he powers up. This creates a humorous contrast between his typical frail appearance and his hidden strength.
- Large Head Relative to Body: Like many of Toriyama's designs, Roshi has a relatively large, round head in proportion to his short and stocky body.
- Emphasized Facial Features: His bald head and long white beard make him instantly recognizable. His large, expressive eyes (often hidden behind sunglasses) are a key element of his comedic persona.

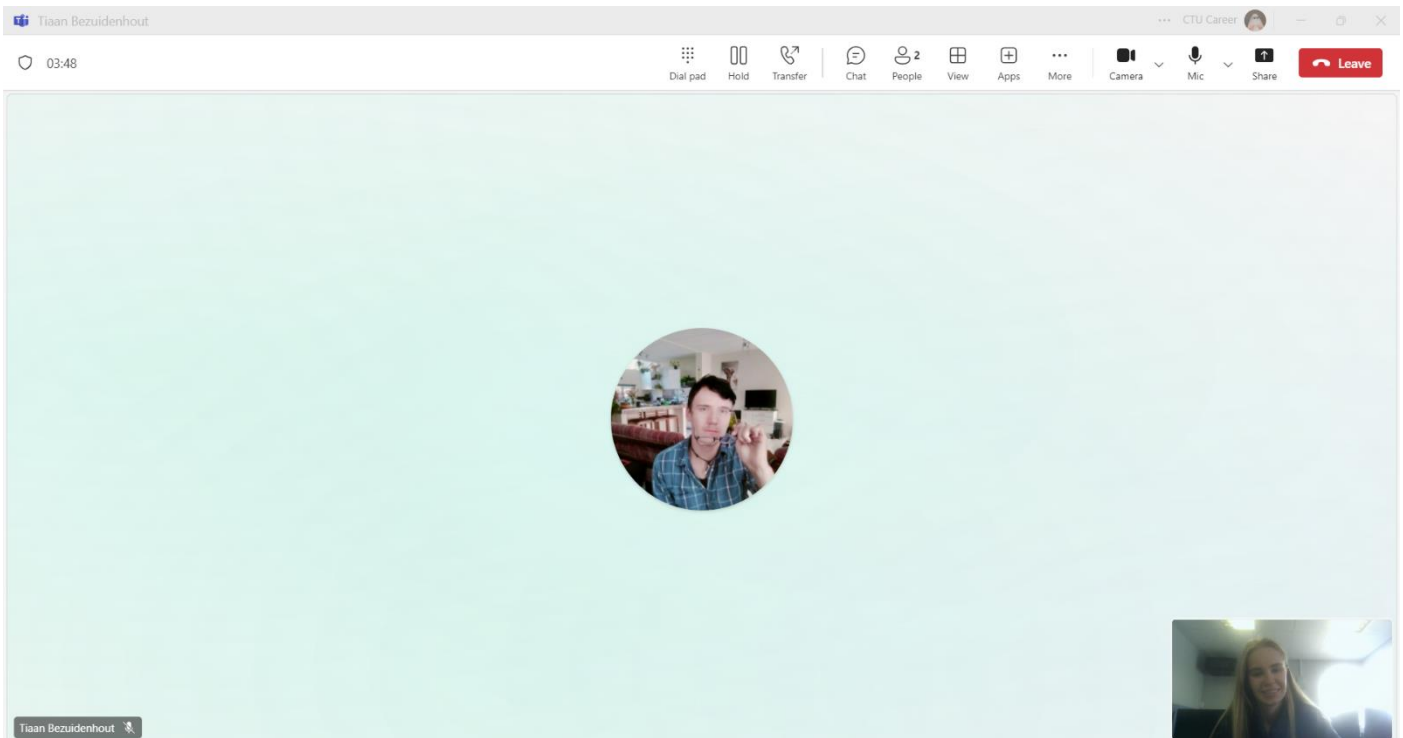
Signature Features:

- Sunglasses: One of his most iconic features. Even in intense battles, Roshi almost always has his sunglasses on, making them a part of his cool yet quirky image.
- Long White Beard: Roshi's beard is not just a marker of his age but also a key feature that adds to his "wise master" archetype, contrasting with his playful personality.
- Hawaiian Shirt and Casual Wear: Unlike many martial artists in Dragon Ball who wear Gi or Armor, Master Roshi's laid-back tropical attire makes him stand out as the eccentric, unconventional master.
- Turtle Shell: In earlier parts of the series, Roshi's large turtle shell on his back is symbolic of his status as the leader of the Turtle School and a defining characteristic of his look.

2. Timetable

Milestone	Task Description	TimeLine
Week 1: Planning	<u>Character Assignment:</u> Spin the wheel to determine the character. <u>Research and Analysis:</u> <ul style="list-style-type: none"> Analyse the provided character sketch. Write a document outlining key traits, expressions, and visual style. 	9 Sept - 15 Sept
Week 2: Designing	<u>Initial Tracing:</u> <ul style="list-style-type: none"> Start tracing the provided sketch using Adobe Illustrator. Focus on maintaining Akira Toriyama's style. Enhancement: Refine the traced sketch, ensuring accurate representation of character details. 	16 Sept - 22 Sept
Week 3: Building	<u>Progress Review:</u> <ul style="list-style-type: none"> Share the developed illustration with the facilitator and get feedback. Feedback Integration: Incorporate facilitator feedback and refine the illustration. 	23 Sept - 29 Sept
Week 4: Testing	<u>Detailing and Polishing:</u> <ul style="list-style-type: none"> Add final touches including colour, shading, and texture. Ensure the final illustration captures the character's essence. 	30 Sept - 6 Oct
Week 5: Publishing	<u>Final Presentation:</u> <ul style="list-style-type: none"> Prepare and polish your final presentation. Ensure the submission folder includes all required files (Adobe Illustrator file, final PDF, research, and analysis). 	7 Oct - 11 Oct

3. Facilitator Consultation Records



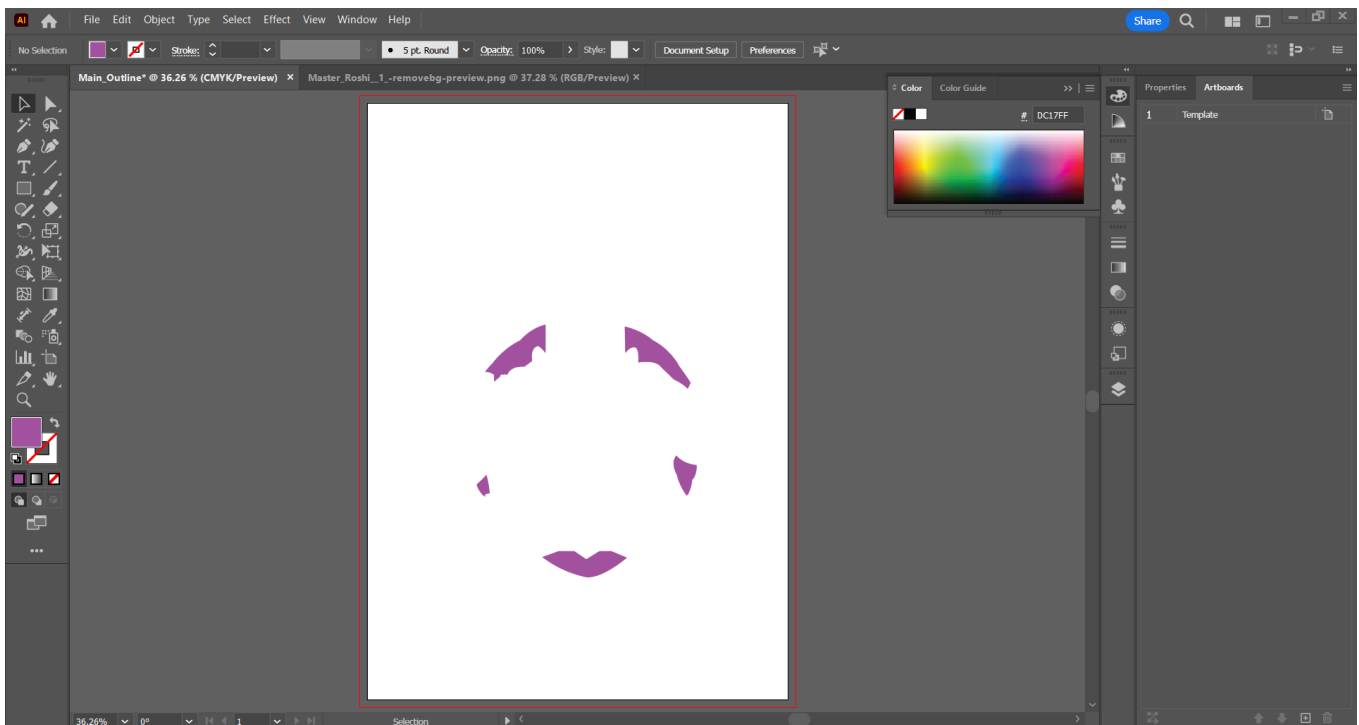
Meeting 25/09/2024

Facilitator Consultation Feedback:

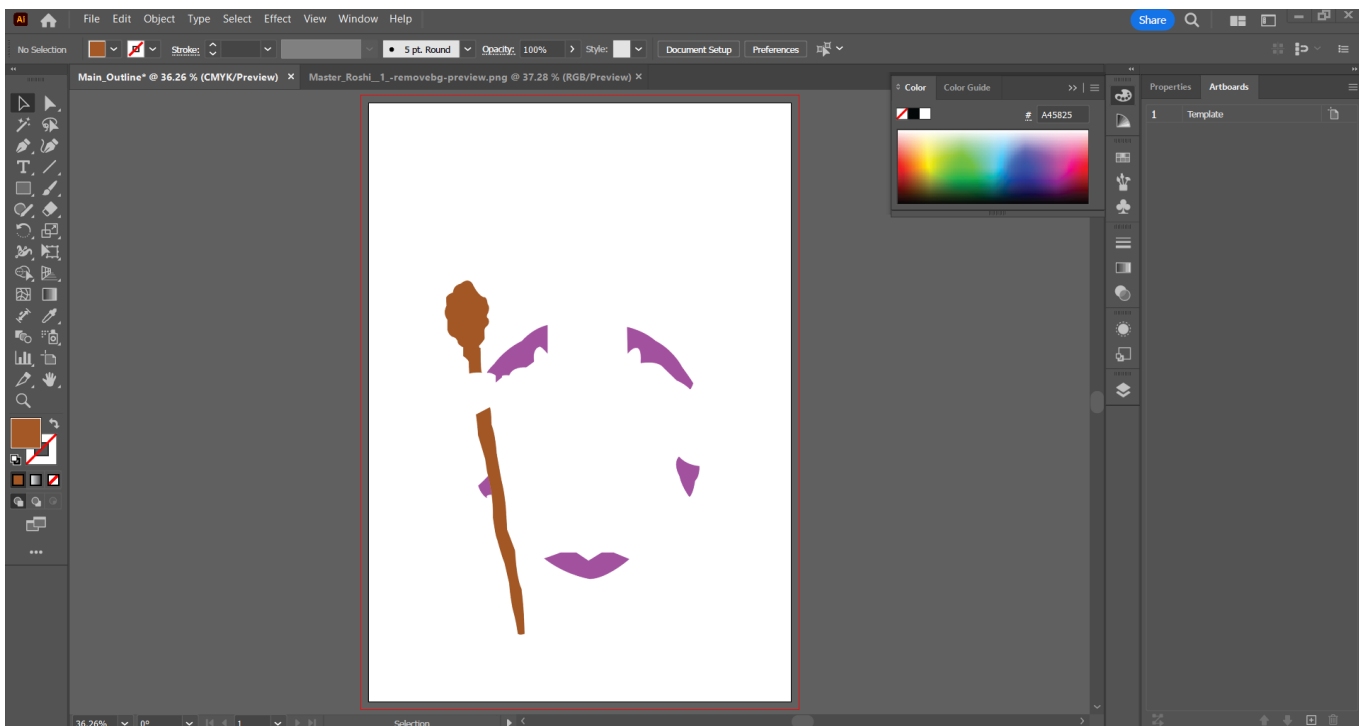
"After reviewing your work, I can confirm that everything looks fine and up to standard. Your adherence to the character's design, the added details, and the overall presentation align well with the project brief."

4. Illustration Process

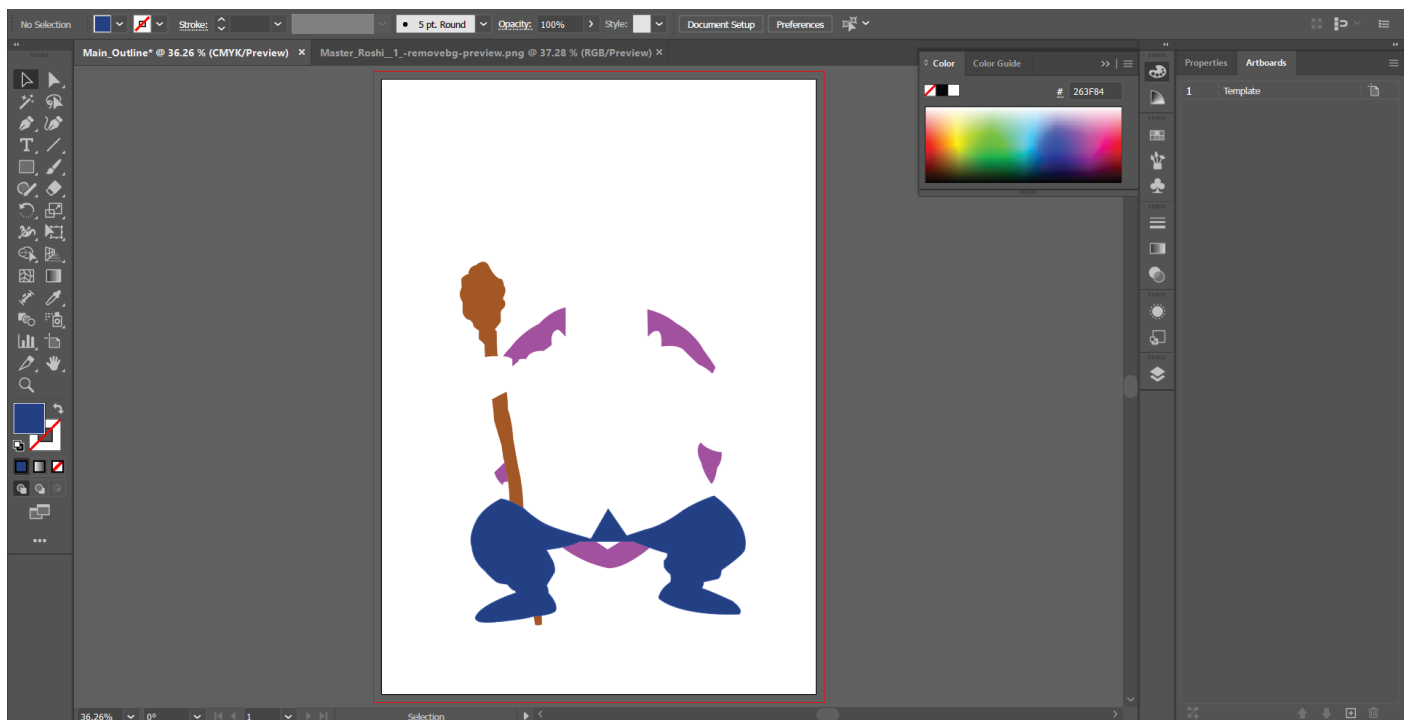
Step 1: Initial Tracing



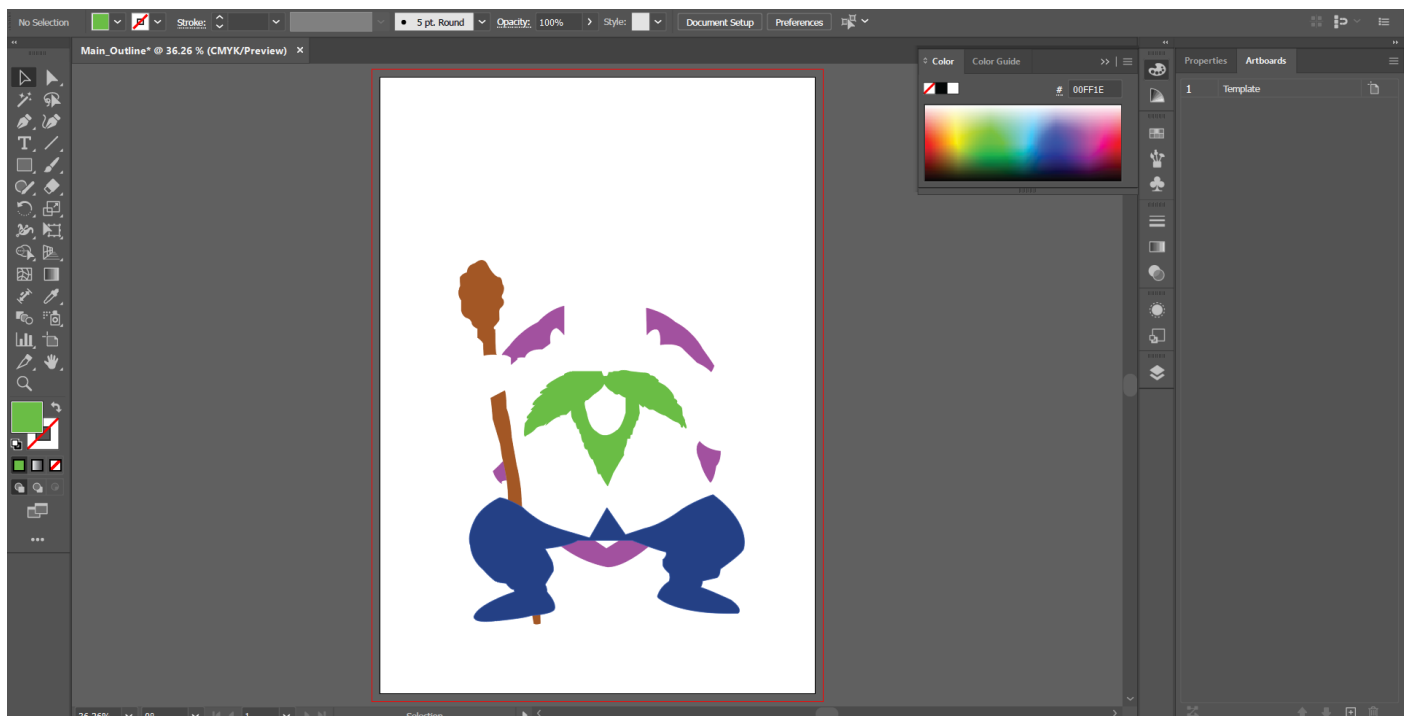
Firstly, I decided to use the pen tool to trace over the pieces of shell that is showing, I coloured It Purple to stand out.



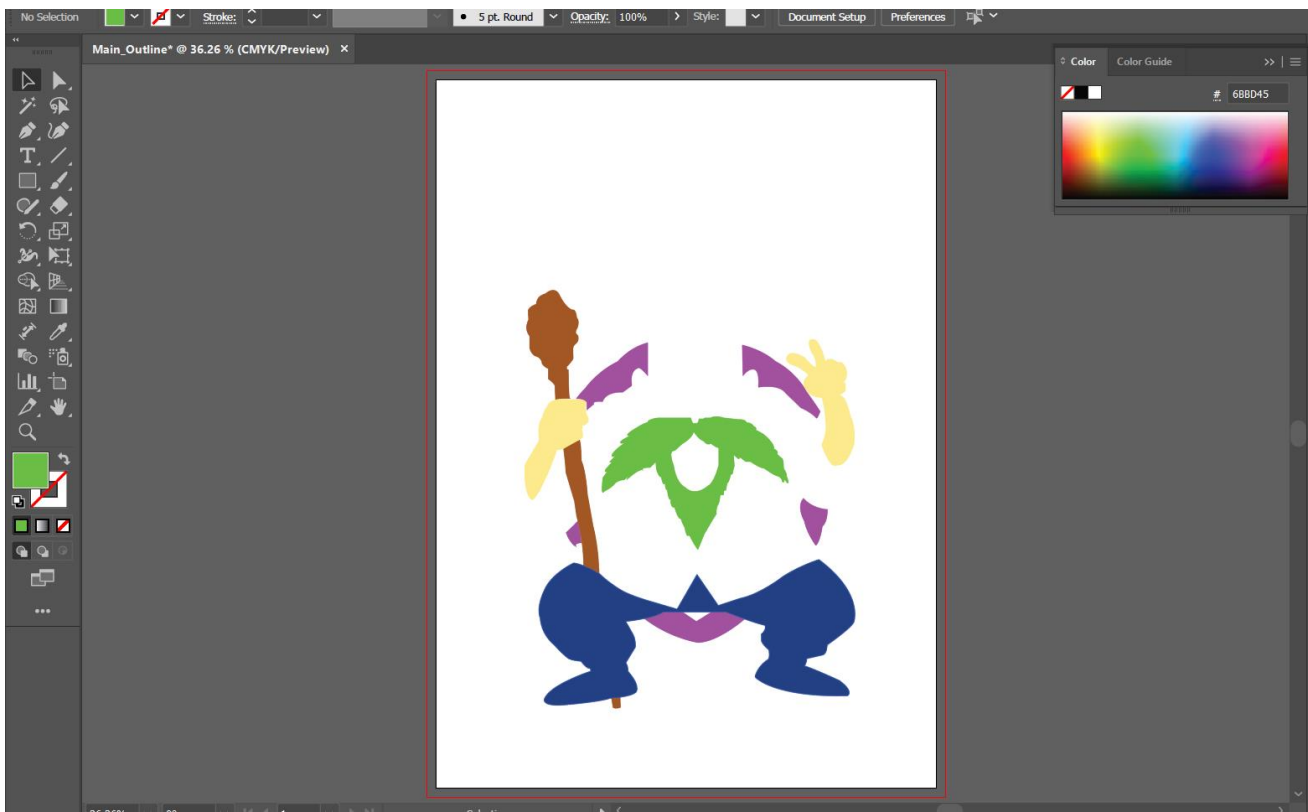
Second, I traced the stick he is holding in his hand. I also used the pen tool to trace the stick and coloured it brown to stand out from the rest of the image.



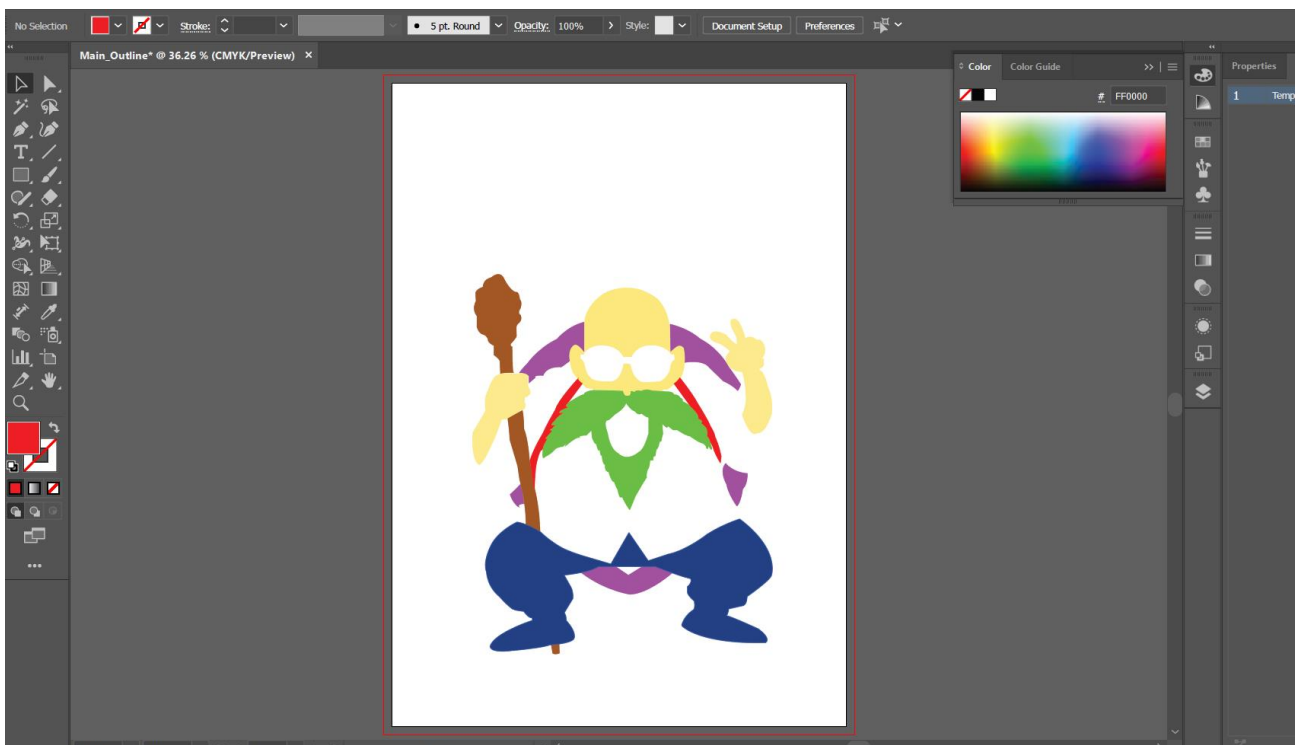
I used the pen tool to trace the bottom part of the character. The bottom part stands with the pants, Legs and feet. I coloured it a blue colour to stand out.



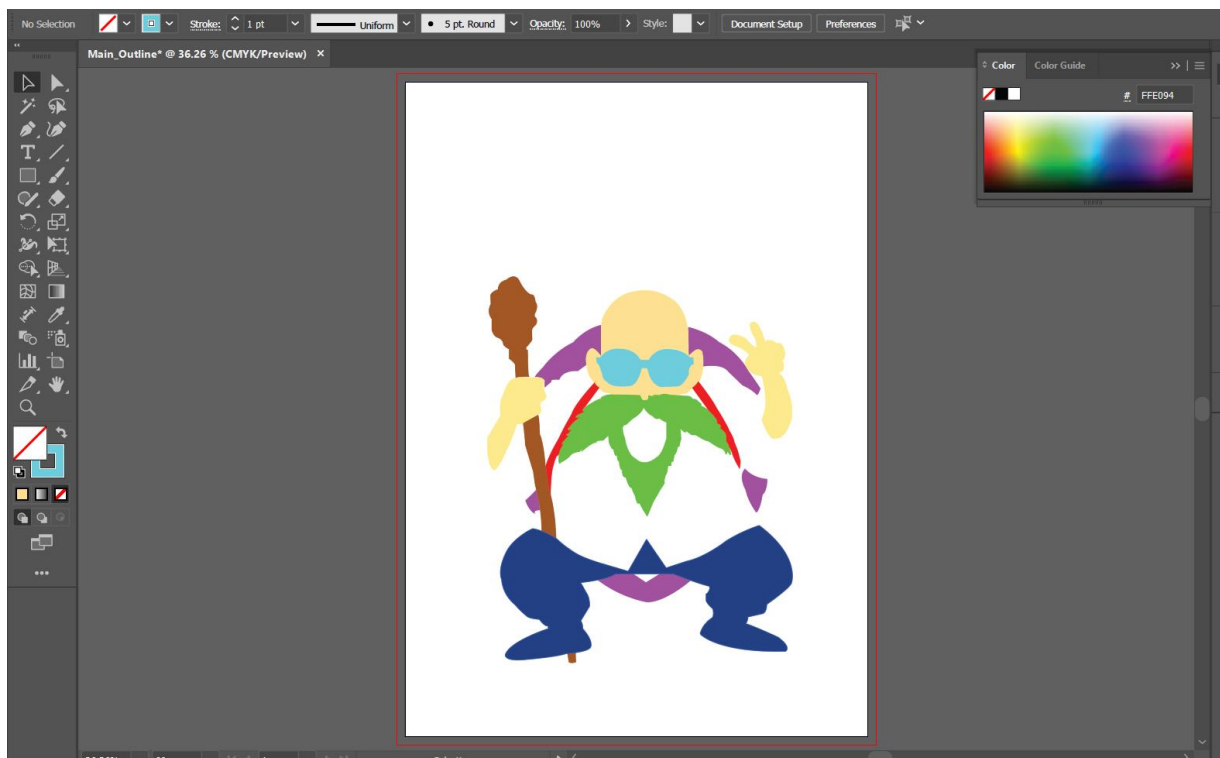
Using the Pen tool, I traced the beard of the Character, both the top and bottom part of the beard. I made sure to give it a bright green colour so it will be easily seen.



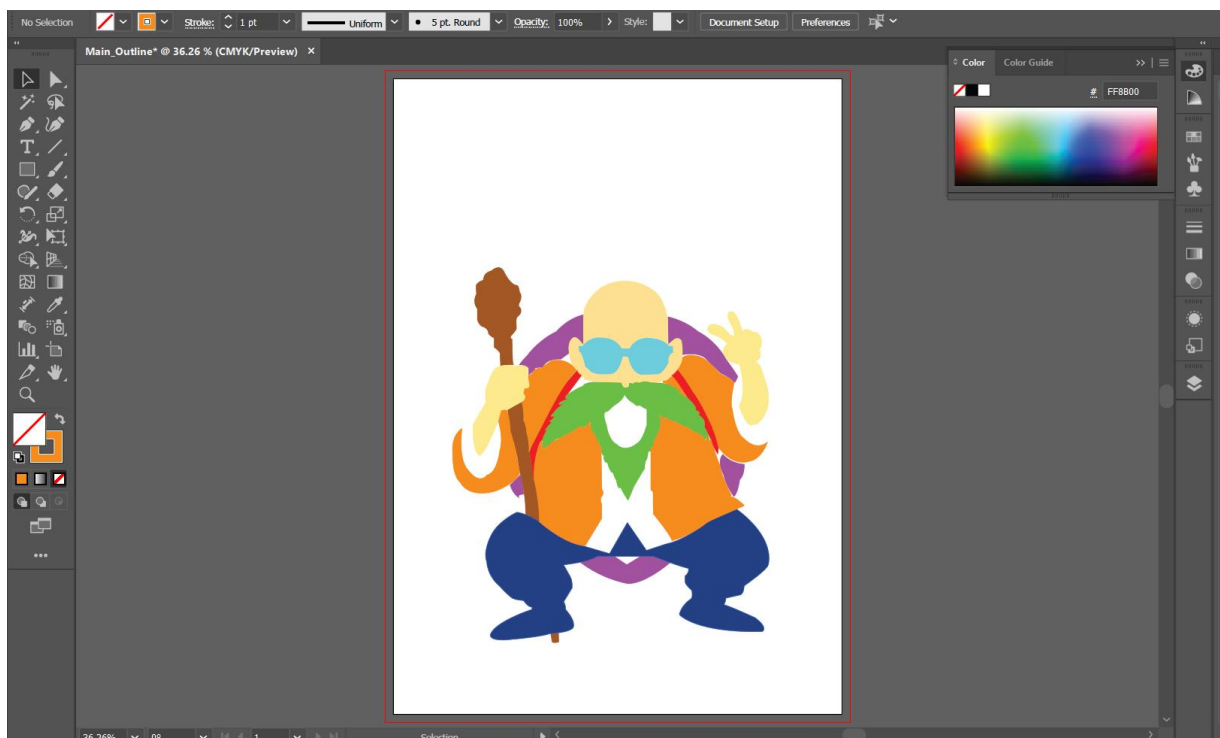
The Pen tool was also used to trace both hands. It only shows the outline without any detail. I coloured it a light colour to match the characters skin tone.



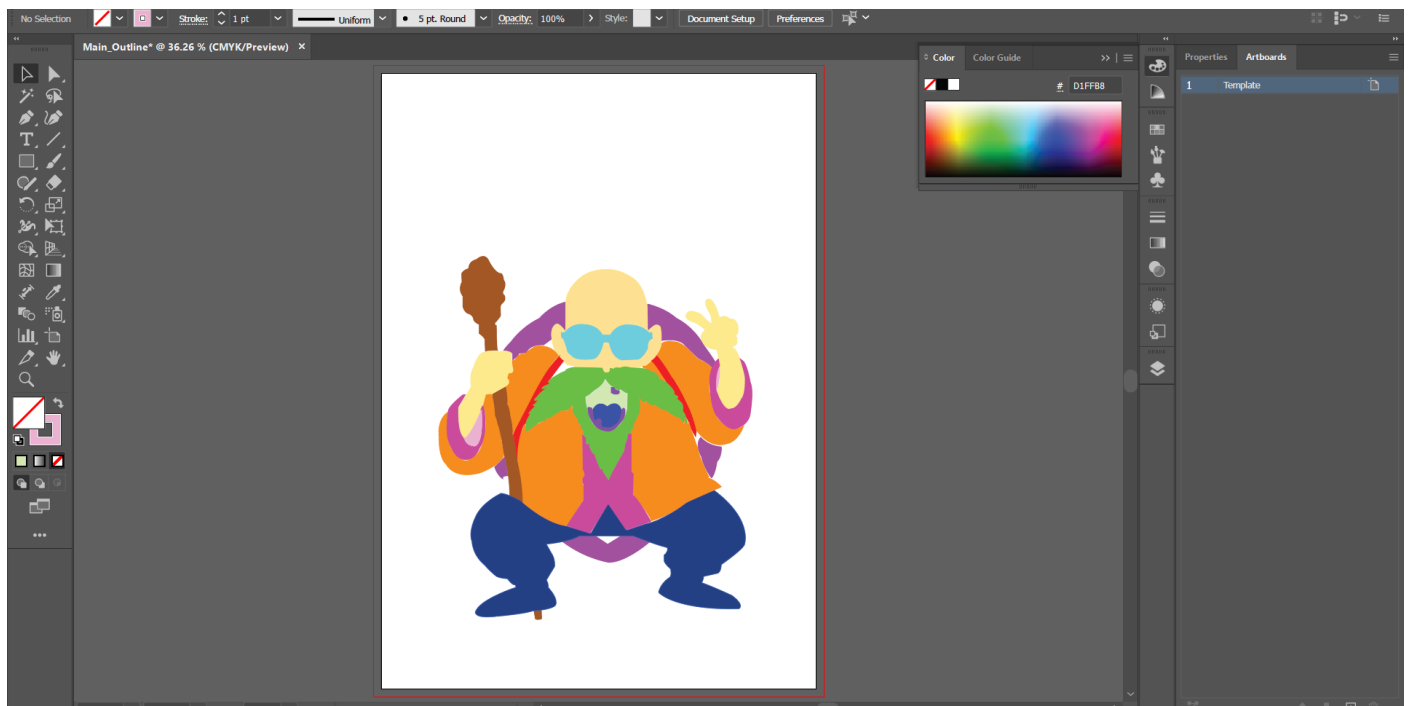
I traced the head and face with the pen tool. Leaving space for the glasses. The top of his head, ears and nose area was traced and coloured a light colour matching his skin tone.



Where I left space for the glasses, I made sure to put it in. I used the Circle shape tool and pen tool to form the glasses as he is wearing them. I gave them a bright blue colour so they would stand out from the face.

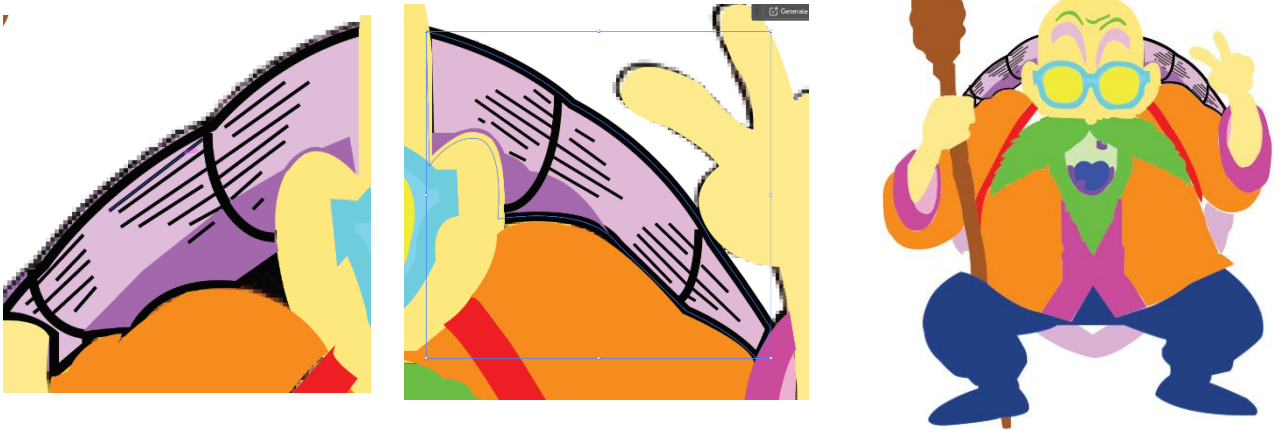


I used the pen tool to trace over the jacket and the straps that go over the jacket. I coloured the Jacket an orange colour and made the straps a bright red to stand out better.



I finished the tracing with the pen tool by doing the mouth, teeth, tongue and sleeves. I made sure to colour them different colours so they would be more noticeable.

Step 2: Enhancement



Firstly started with the top of the shell. I did the lines and Shading. Mostly with the pen tool and Eyedropper tool.



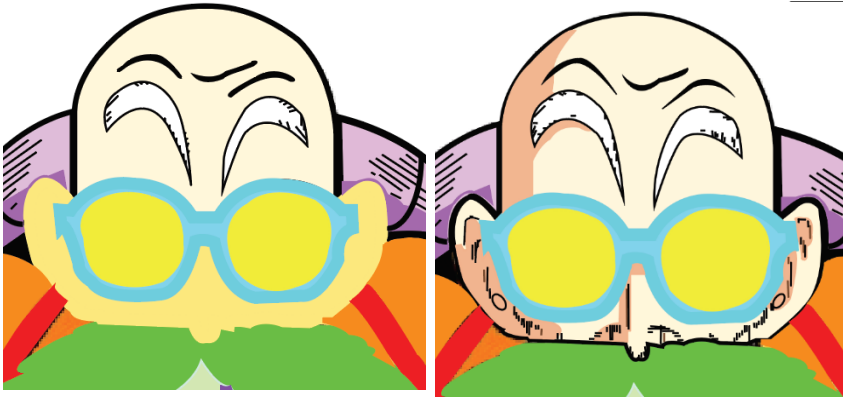
I did the Lines and shading of the whole shell of the character.



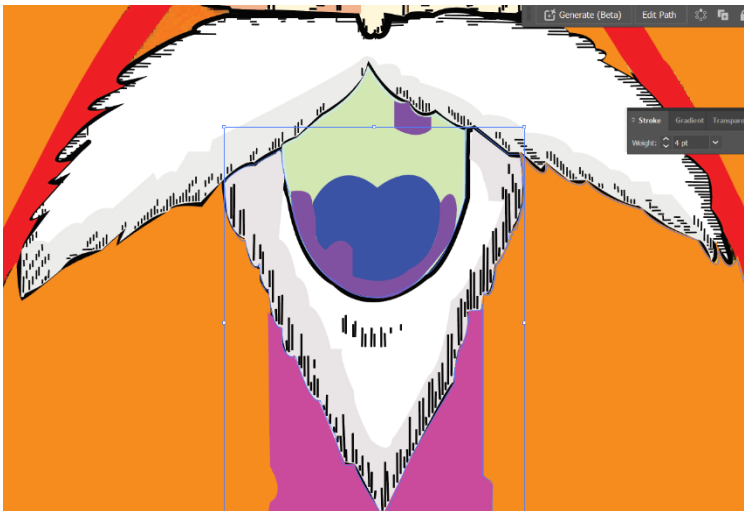
I moved on to the bottom of the character. I did the pants, legs and shoes. I did the pants and the shading and then moved on to the feet and shoes. Making sure of the shading and colour. I also did the shading and lines of the stick he is holding.



I did the shading of the arm and hands. I made sure to do the lines using the line tool. I also used the eyedropper tool to make sure the colour is correct.



Firstly I did the top of his head and the eyebrows. I made sure to do the shading and details of the eyebrows.



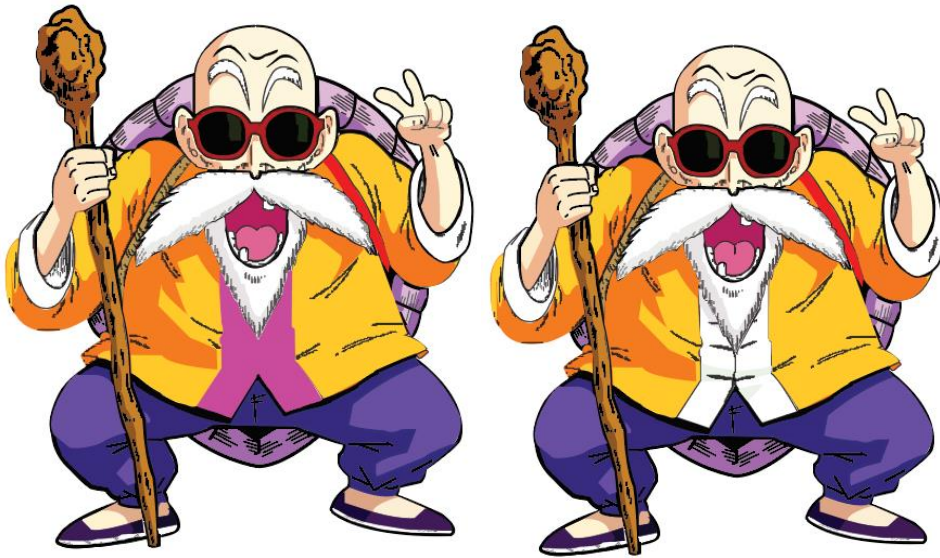
I finished the glasses, making sure to keep the colours in mind and look for the shading in the lenses. Next I did the top and bottom of the beard. Again, with shading and using the eyedropper tool for the colour.



I did the shading and lines of the inner sleeves looking at the lines and colour.



I made sure to do the shading and lines of the sleeve and then the strap on the right shoulder. Keeping the small details in mind. Next, I did the Left sleeve of the jacket. Keeping the colour of the shading the same all around, keeping it the same.



I finished with the Details on the jacket. I made sure for the shading and lines using the line tool and eyedropper tool. Next, I did the inner part of the jacket. The white fur. I paid attention to details like the lines an shading.

Improved sketch

In improving the sketch of Master Roshi, I aimed to stay true to his iconic design while adding subtle details that enhance his character. Roshi's well-known features, such as his bald head, bushy white beard, and sunglasses, were preserved to maintain his recognizable look.

To add more depth, I focused on refining his facial expressions to reflect his wise yet humorous personality. I incorporated more texture into his clothing, particularly the folds and creases in his traditional orange and white martial arts uniform, giving it a more realistic and worn-in appearance.

Additionally, I added shading and highlights to emphasize his muscular build, especially in his arms, to showcase his hidden strength, which contrasts with his otherwise elderly appearance. By carefully balancing these details, the sketch remains true to the simplicity of his original design while bringing out a fresh, more dynamic portrayal of the character.

5. Final Illustration and Detailing

Character



Background



Final Image



Polishing Details

For the final touches on Master Roshi's design, I paid special attention to colour choices, shading, and texture to ensure consistency with the original while enhancing the overall depth.

Colour Choices

I stayed true to Master Roshi's classic palette. His bright orange martial arts uniform, paired with white trim, maintains the recognizable contrast seen in his original design. His signature blue-tinted sunglasses were also carefully coloured to reflect his fun and laid-back personality, while his bald head and white beard were given a slight off-white hue for a more natural look. These choices help ensure that the character remains instantly recognizable.

Shading and Texture

To create more depth, I added strategic shading to his clothing and skin, giving a 3D effect to the folds in his robe and highlighting his muscular build. By varying the shading, particularly around his face and arms, I was able to bring out more of Roshi's hidden strength and character. Subtle texture was added to the fabric of his uniform, especially around the folds, to create a more worn and lived-in appearance, making the sketch feel more lifelike while staying within his traditional look.

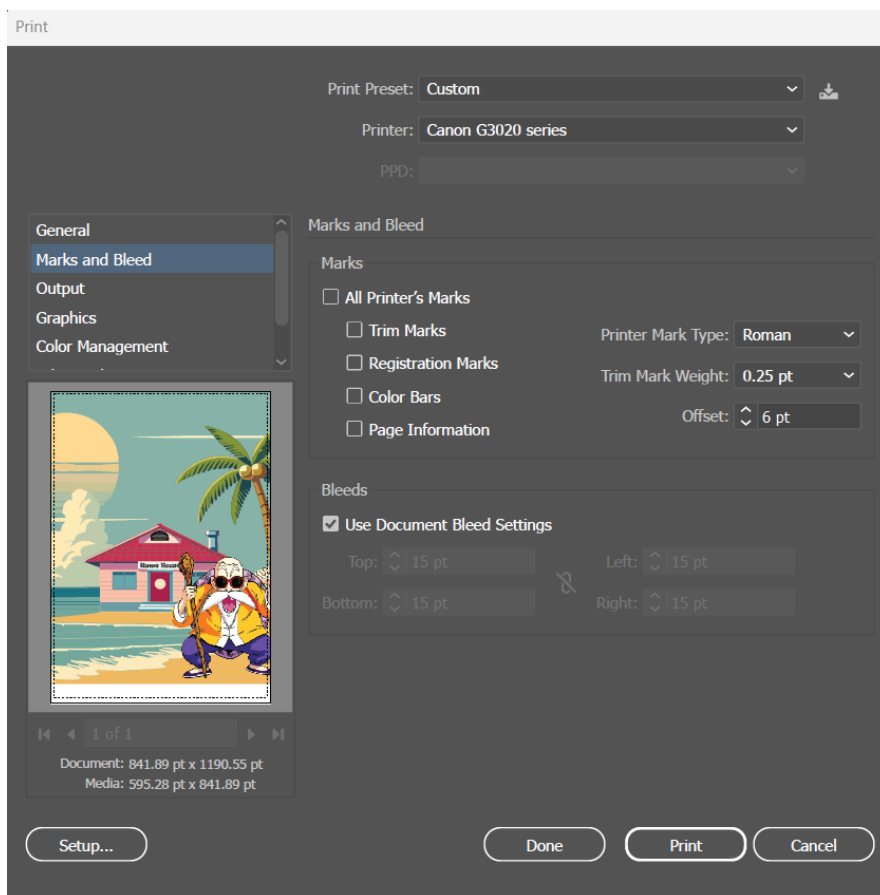
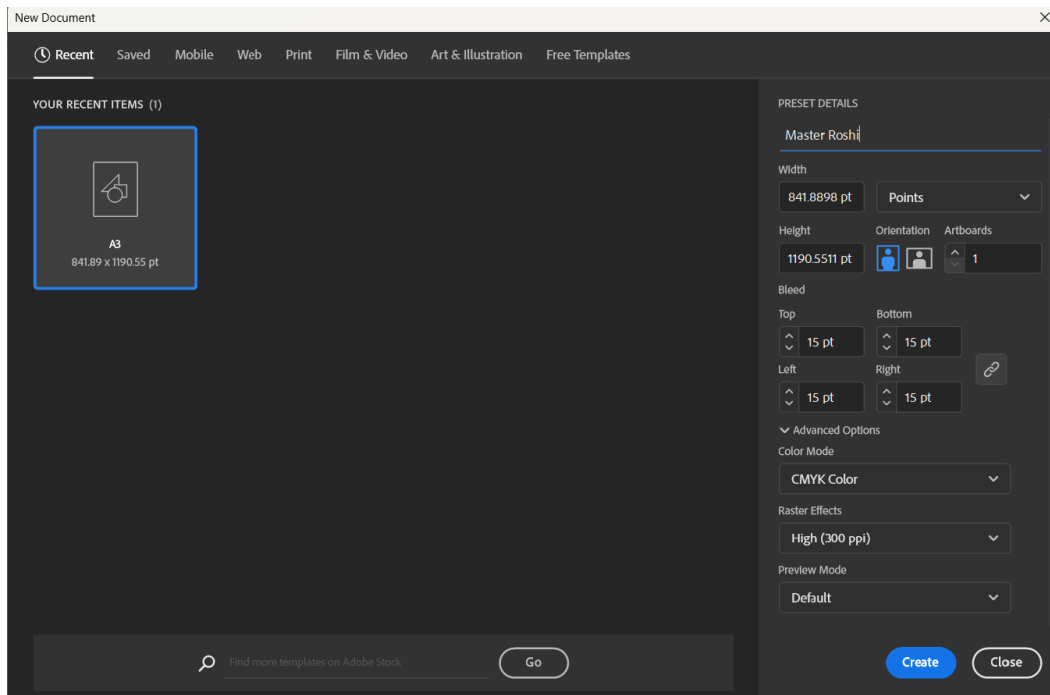
Consistency with Original Sketch


Throughout the process, I made sure to maintain consistency with the original sketch. The final version adheres closely to Roshi's iconic silhouette, and none of the alterations take away from his original charm. The additional details complement rather than overwhelm, staying faithful to the simplicity of his original design while enhancing the visual richness through shading and texture.

6. Print Settings


The final digital illustration for this project is prepared with the following print specifications to ensure a professional and high-quality output:

- Document Size: A3 paper size.
- Colour Mode: CMYK, optimized for accurate print reproduction.
- Bleed: 15mm bleed on all sides to account for trimming after printing.
- File Format: The final illustration is saved as a PDF for print, adhering to the specified document format.
- Layer Structure: The Adobe Illustrator file includes all necessary layers (Template, Background, Outline, Details, Colour, Shadows, and Highlights) to demonstrate the detailed creative process and ensure flexibility in editing and printing.



Print Preset: Custom 


Printer: Canon G3020 series

PPD: 

Color Management

Print Method

Document Profile: U.S. Web Coated (SWOP) v2


Color Handling: Let Illustrator determine colors 

Printer Profile: sRGB IEC61966-2.1

Rendering Intent: Relative Colorimetric

☐ Preserve RGB Numbers


Description




1 of 1

Document: 841.89 pt x 1190.55 pt
Media: 595.28 pt x 841.89 pt

Setup... Done Print Cancel

Print Preset: Custom 

Printer: Canon G3020 series


PPD: 

Output

Mode: Composite

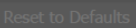
Emulsion: Up (Right Reading)






Image: Positive


Printer Resolution: 

☐ Convert All Spot Colors to Process

☐ Overprint Black

Document Ink Options 


	Document Ink	Frequency	Angle	Dot Shape
	Process Cyan			
	Process Magenta			
	Process Yellow			
	Process Black			




1 of 1

Document: 841.89 pt x 1190.55 pt
Media: 595.28 pt x 841.89 pt

Setup... Done Print Cancel

Print Preset: Custom 

Printer: Canon G3020 series


PPD: 

General





Copies: 1 ☐ Collate ☐ Reverse Order

Artboards: ☒ All ☐ Range:

☐ Ignore Artboards ☐ Skip Blank Artboards


Media Size: Defined by Driver 


Width: 595.2756 pt Height: 841.8898 pt




Orientation: ☒ Auto-Rotate    


☐ Transverse

Options


Print Layers: Visible & Printable Layers 

Placement:  X: -138.3071 Y: -189.3307

Scaling: Do Not Scale  Overlap:  0 pt 

Scale: W: 100  H: 100

☐ Tile Range:



Document: 841.89 pt x 1190.55 pt
Media: 595.28 pt x 841.89 pt

1 of 1

Setup... Done Print Cancel

7. Final Submission and Presentation

I adhered closely to the project brief by maintaining Master Roshi's iconic design while incorporating more detail to enhance his character. I kept his recognizable features, such as his orange uniform, white beard, and sunglasses, ensuring consistency with the original. Additional shading, texture, and subtle facial expressions were added to create depth without straying from his established look. All submission requirements were met by refining the sketch with accurate colours, textures, and shading, while staying true to Roshi's style, as outlined in the brief.

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