Animation Request Document

This Document includes any Concept Art, Mood Boards and Animation Trees relevant to the required Model and Animations

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# Model: Main Character

Description: A Male of athletic build from Ancient Greece dressed fully in armour, the character will always be wearing a helmet and therefore facial features aren’t not a crucial aspect of the model. The Character will wield a spear as the main weapon, a Bow, a Kopis Blade as a side arm and a circular shield (all of which are pictured in the images below)

# Concepts

## Character Concepts:

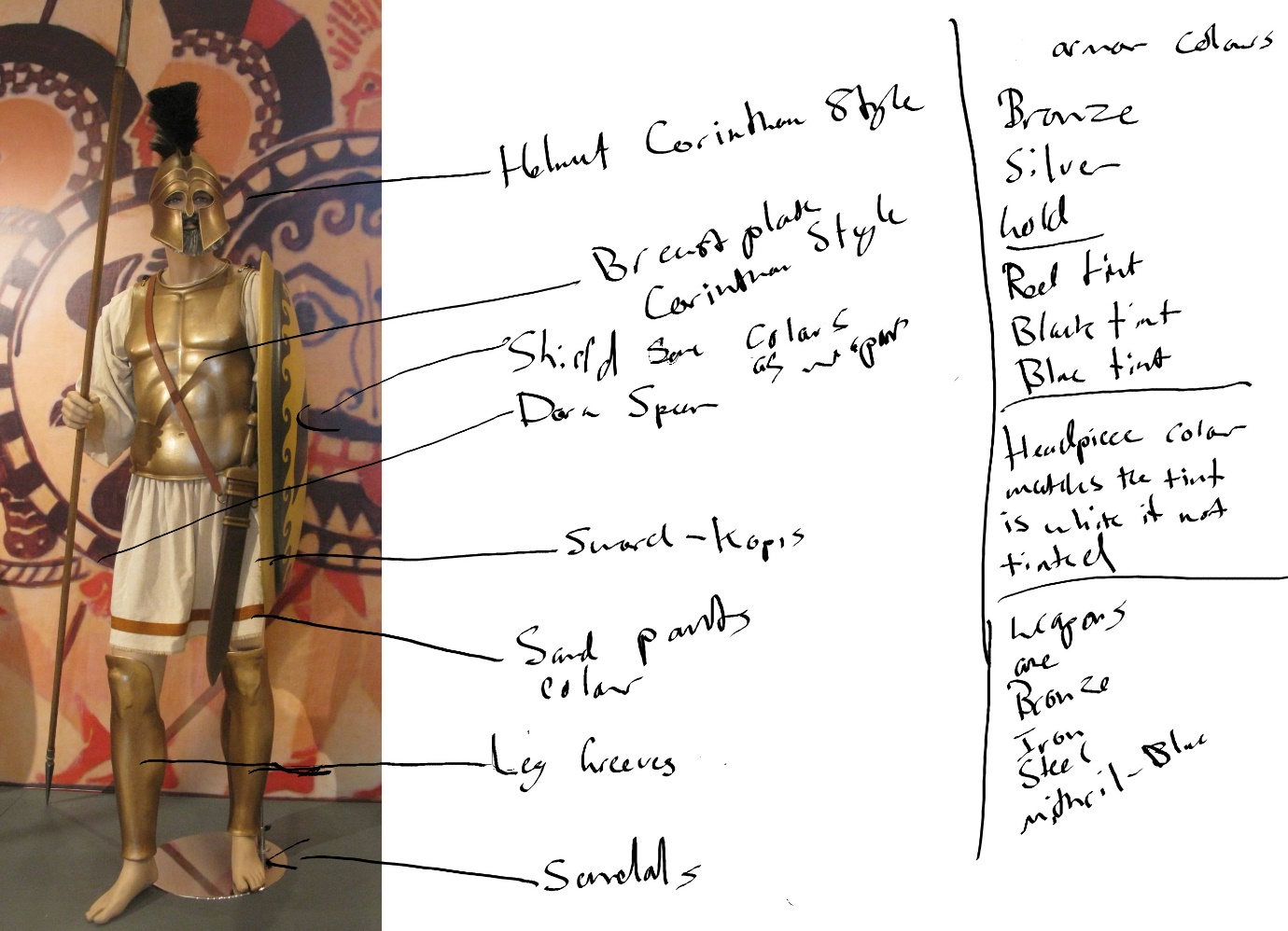


Figure 1 Base Concept of Character Design with Notes

## Kopis Concepts:

## Spear Concepts:

## Shield Concepts:

## Range Concepts

# Character Animation Trees:

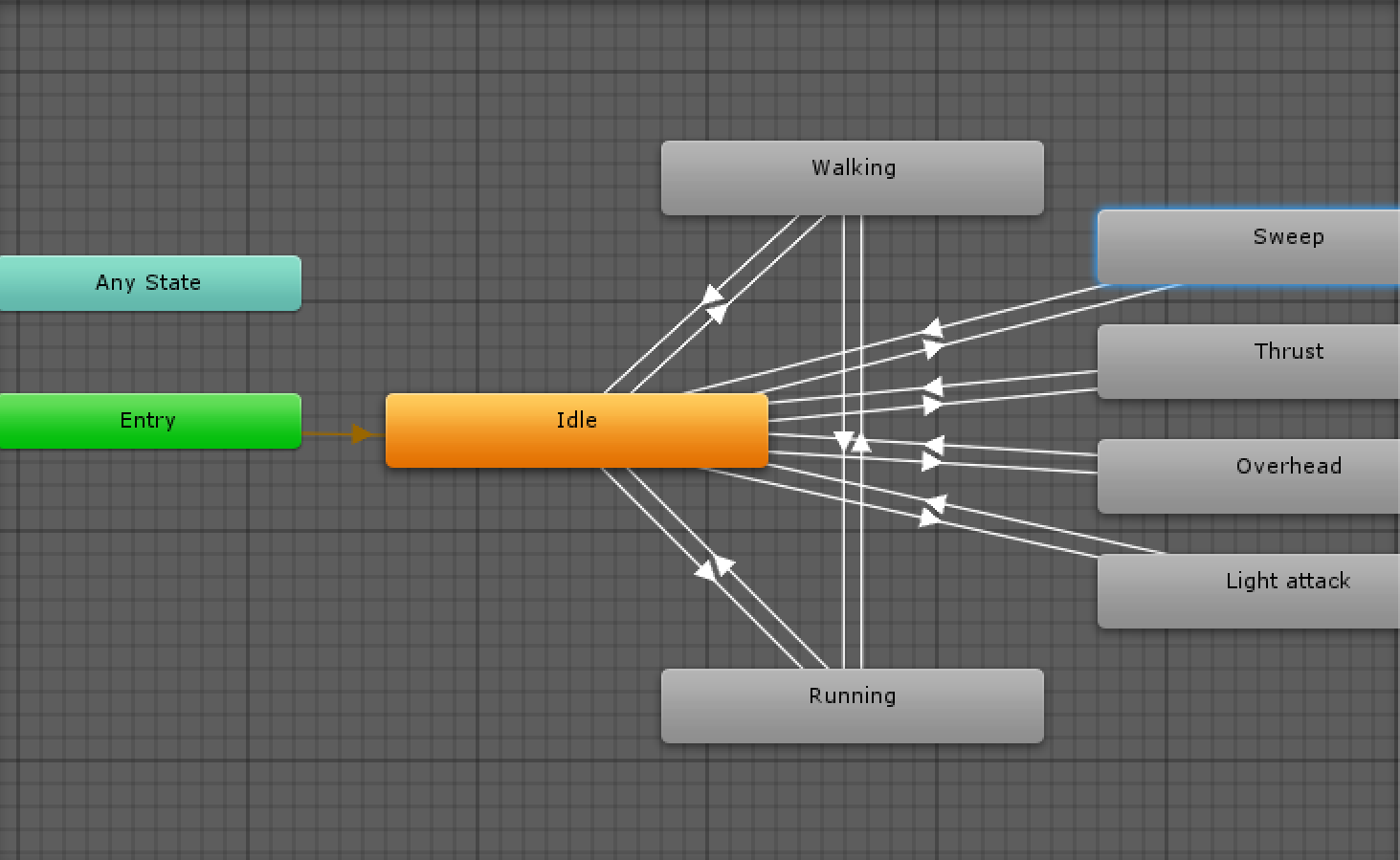
Spear:  


Figure 2 Spear Animation Tree

## Sword:

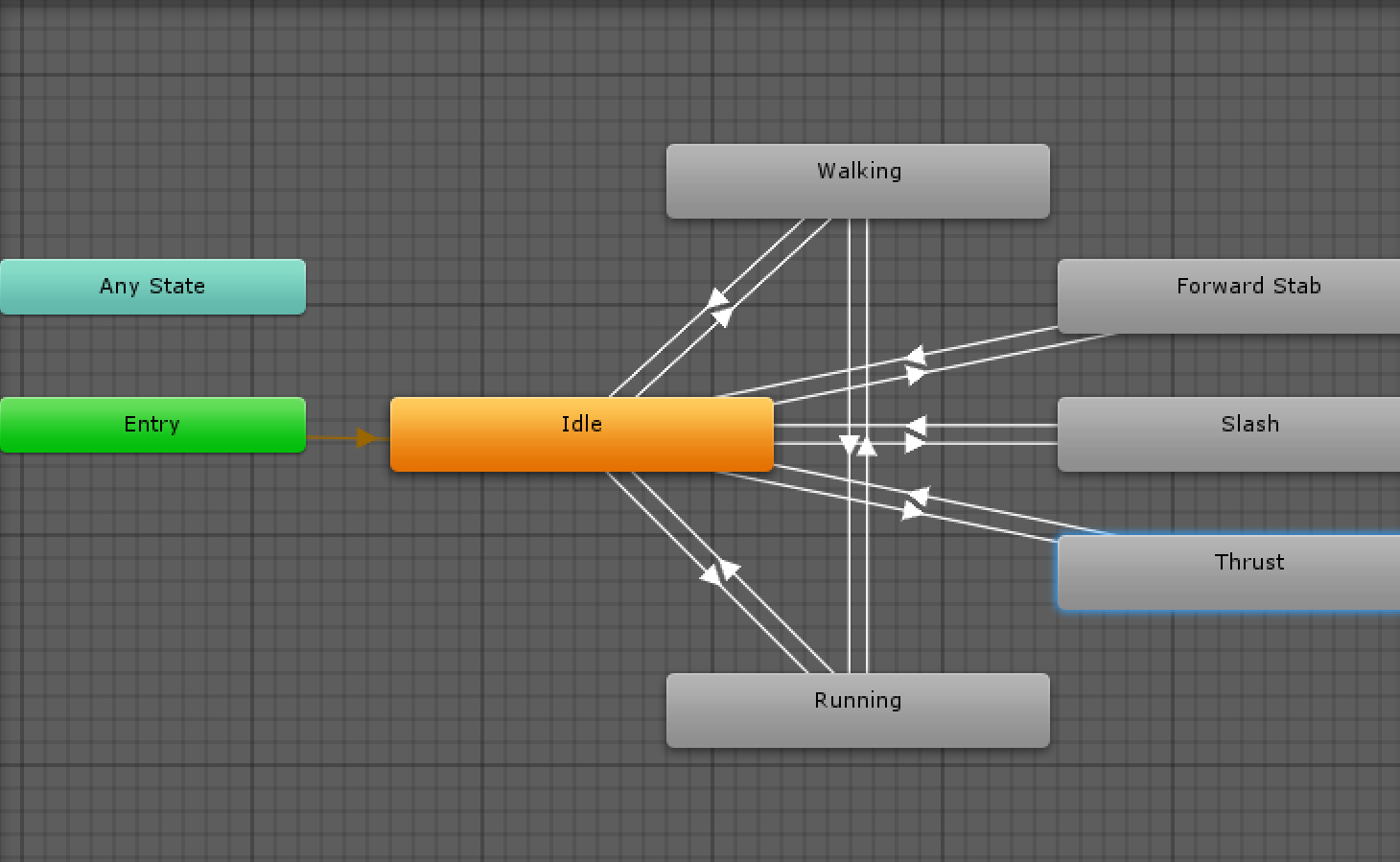


Figure 3 Sword Animation Tree

## Bow

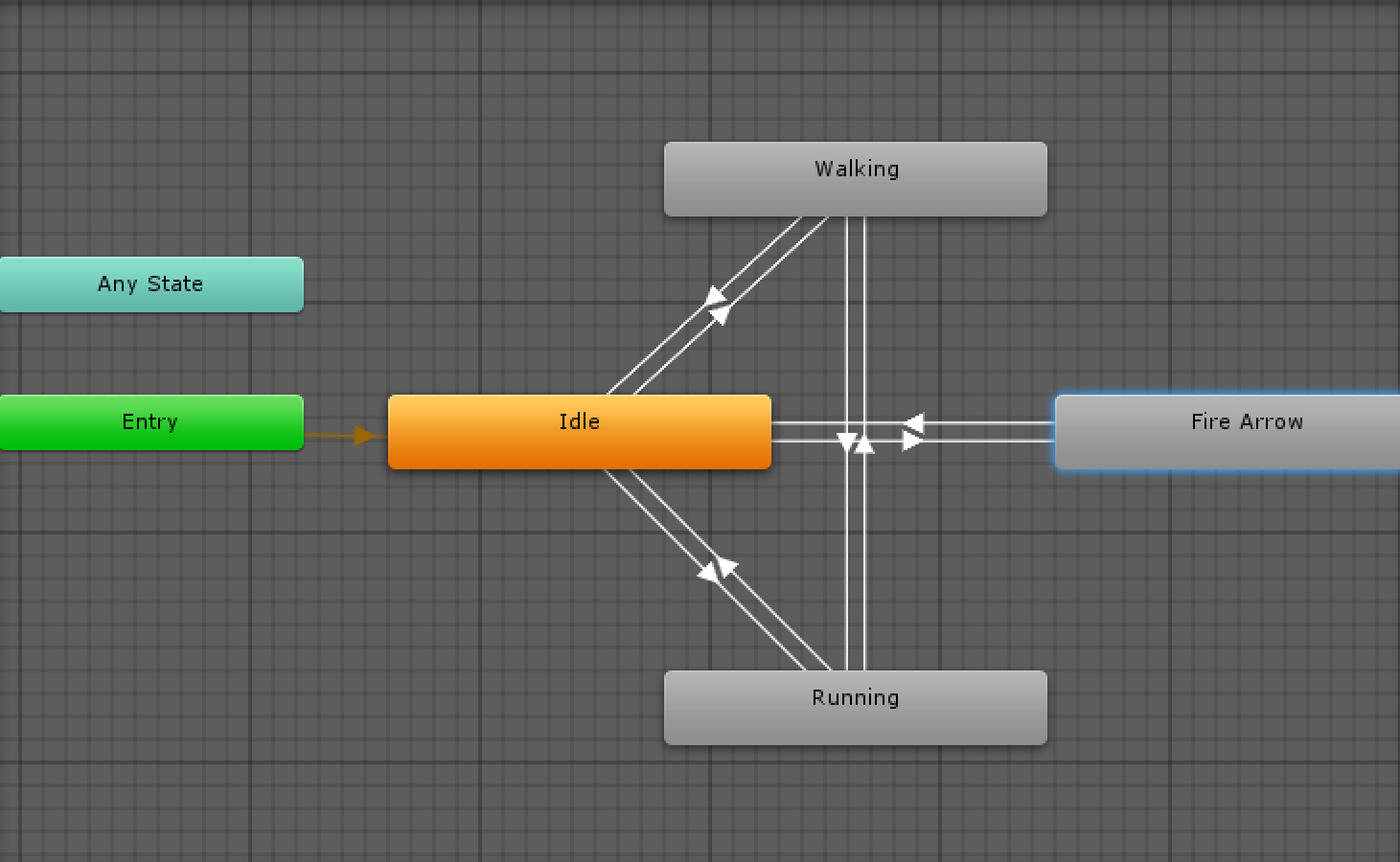


Figure 4 Bow Animation Tree