

CREATING AN ANIMATION

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FINDING INSPIRATION

Hello Kitty has a very simple style.

The character is drawn flat. The details are very simply highlighted with primary colours. The lines are thick and black.

I love how simplicity can make a cartoon so imprinted in people's minds. Hello Kitty has been around for generations, and has become a classic.



KITTY'S JOURNEY

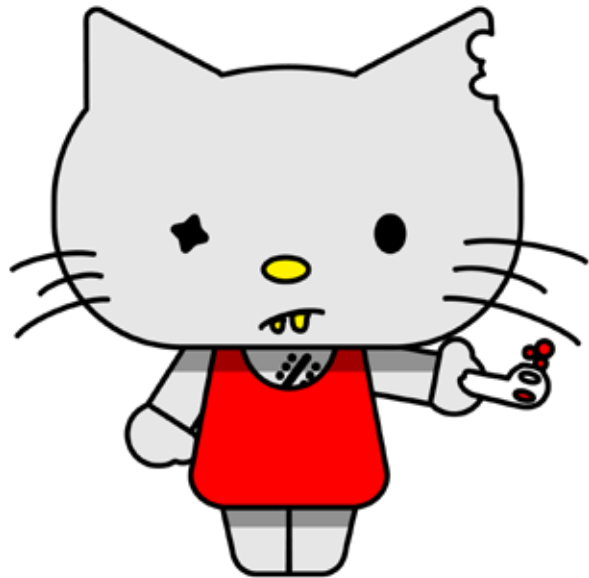
Hello Kitty is a fictional character produced by the Japanese company Sanrio. The character is a female anthropomorphization of a cat with a red bow. According to her backstory, she is a perpetual 3rd-grade student who lives outside London.

With this background as a start, I decided to imagine Kitty's future. In the 4th-grade Kitty was introduced to music. 'Oh, how marvelous!' -she thought. As she grew up, she practiced the flute every day. With her parents support, she became a very known flute player. Kitty did not realise that at such a professional level playing the flute would become a stressful experience.

She had barely enough time for school anymore, not to mention her friends. She had lost most connection to her social life, to herself.



KITTY BECOMES KATTY

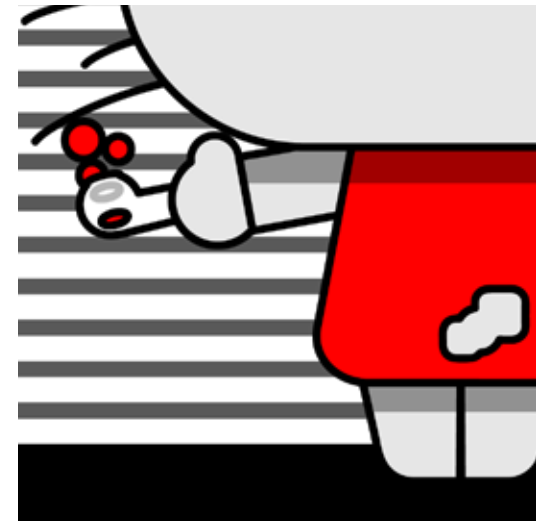
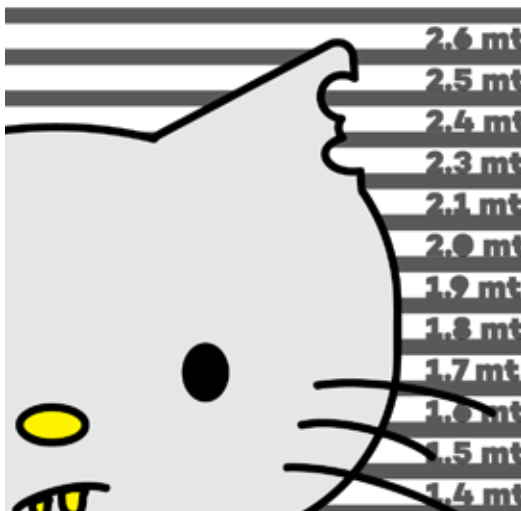


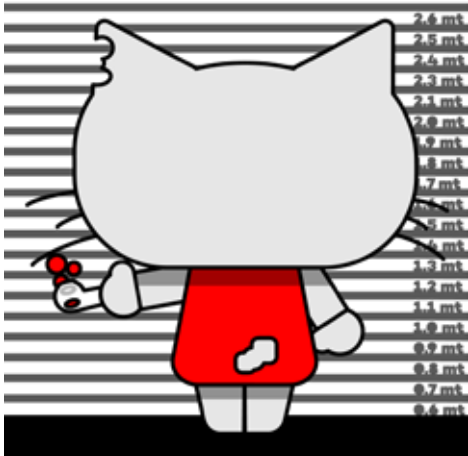
One day, after a flute concert, a bunny offered her Crystal Meth. She became almost instantly addicted to this drug and stopped playing music. She left her home and wandered the streets as a regular junkie.

Classic misunderstood teenager story, Kitty changed her name to Katty so no one could find her and struggled with her inner demons for years before she found Addicted Anonymous.

Along the way Katty made some tough decisions that she would later regret. She could not always follow her good consciousness.

KATTY SHOWS HER TRUE COLOURS





Colours:

The colours are kept simple, based on the original cartoon. The white that Kitty had has turned gray now though, and some dropped shadow makes her look more sombre.

Outline:

The outline is thick, black, very defined.

Textures:

As well as the colours, the texture is kept to a minimum.

Shapes:

Many rounded squares in combination with circles. It makes this character quite lovable. Only 2 triangles were used, and they are not sharp. Soft appearance.

HELL NO KATTY

Katty is always accompanied by her two sidekicks.

A typical cartoon imagery, an angel and a demon, one on each shoulder.

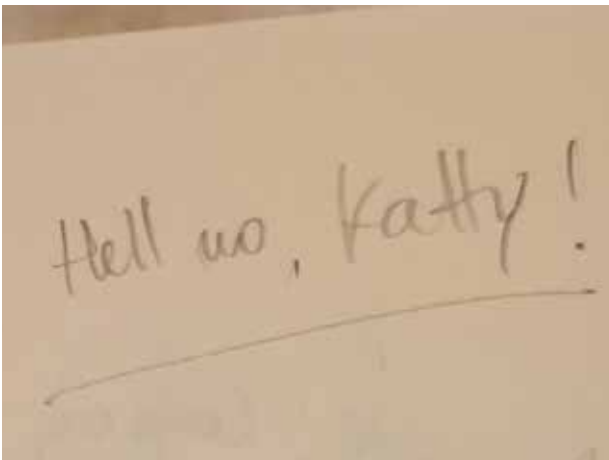
The eternal fight between good and evil. The sidekicks have yet to be named, but their characteristics are very clear.

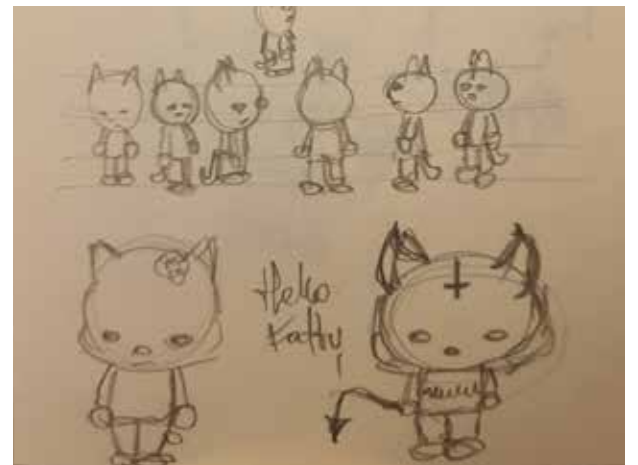
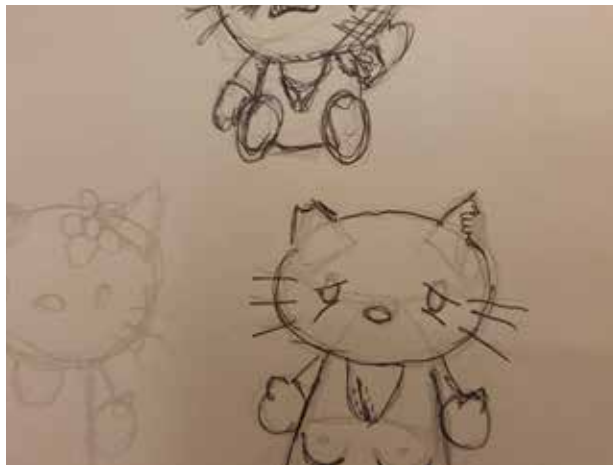
They both look like her, with some add-ons and difference in colours.

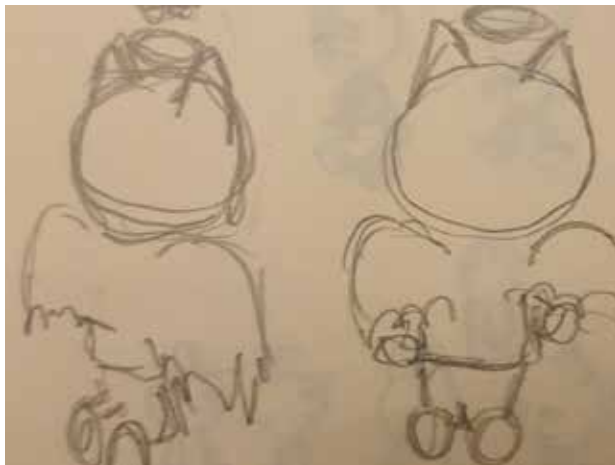
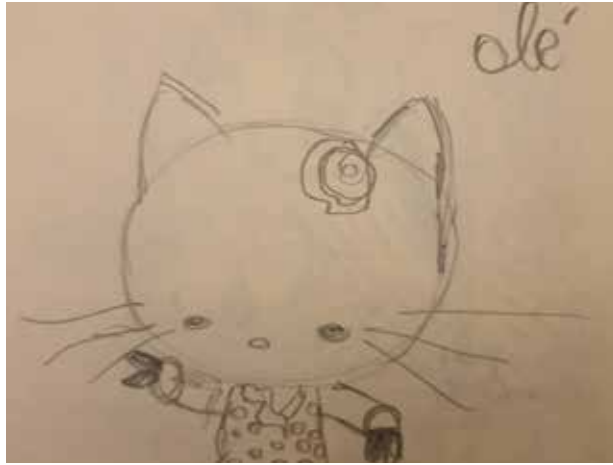
The good will be presented with horns and red garments, as well as a devilish tail. Hooves instead of feet might also be an upgrade. ITS INSTRUMENT: a crack pipe.

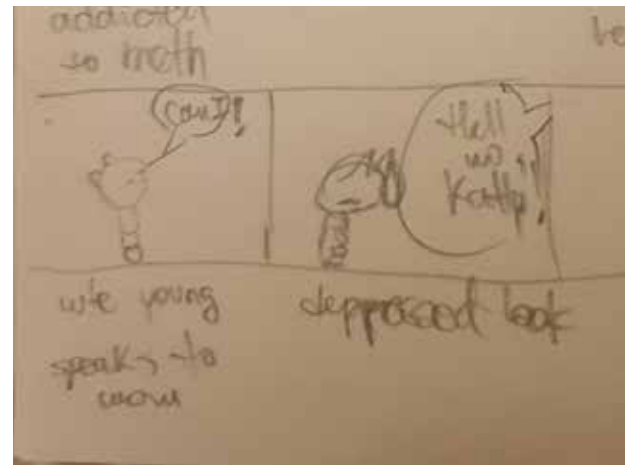
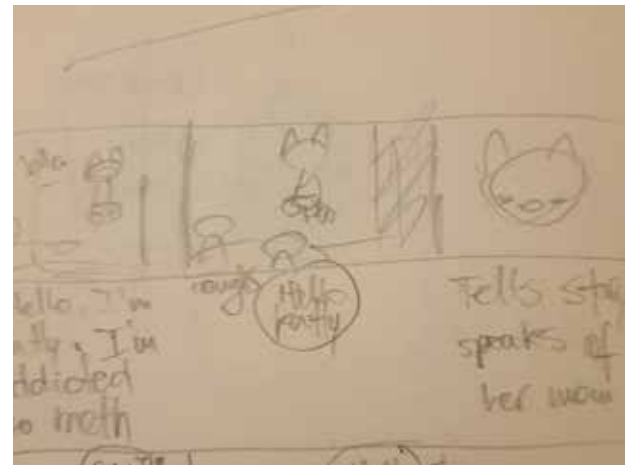
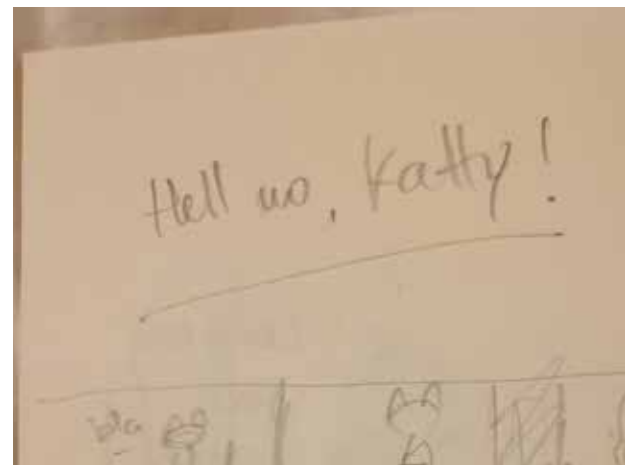
The good will have heavenly features, white feathers in its wings, a halo. ITS INSTRUMENT: a flute.

The comic stripe from the sketches represents a memory, when Katty was younger, she was denied of love and pleasures. Her mother neglected her, despite being very encouraging involving music.









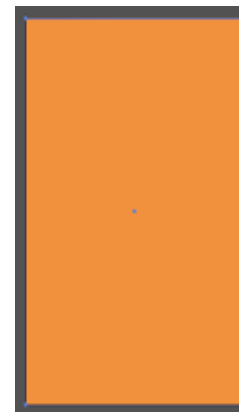
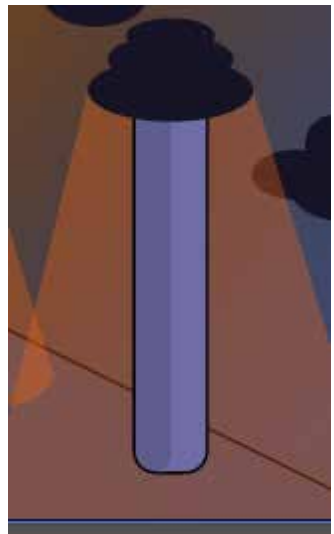
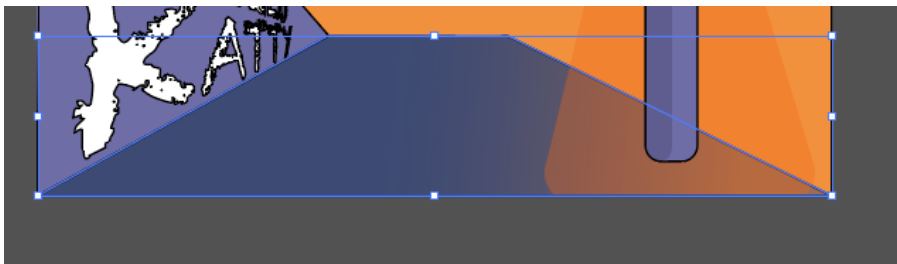
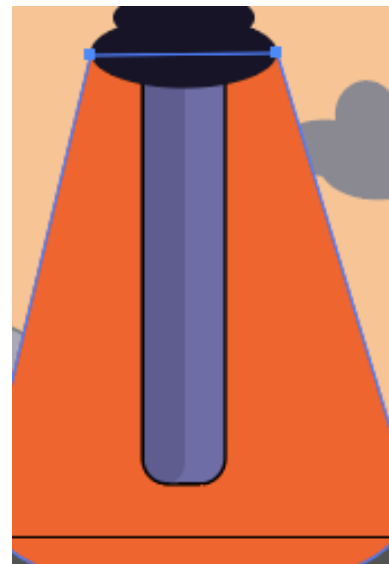
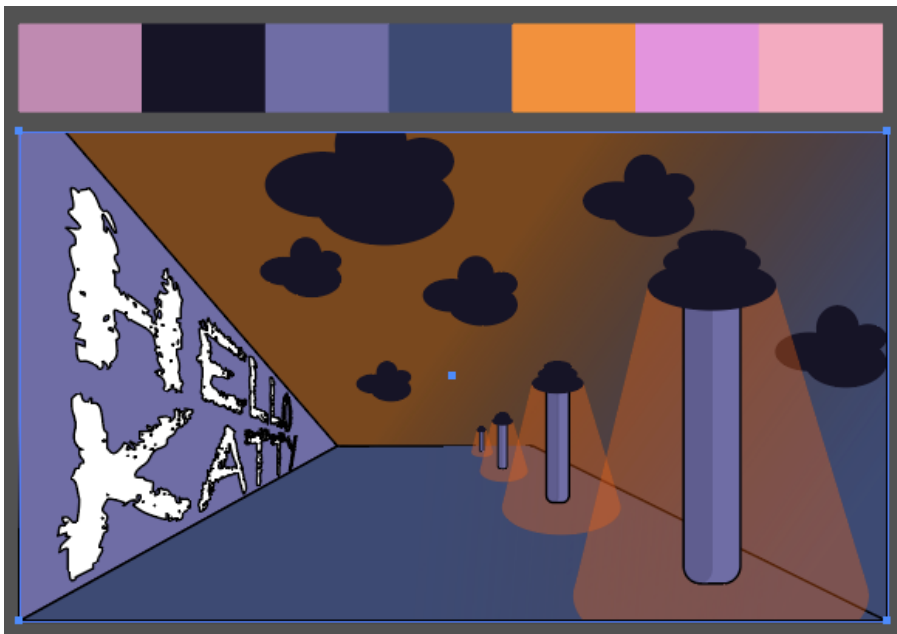
DARK ALLEYS

As Katty is a dark character, I sketched backgrounds that involved smokey places. Big shadows, sombre facades.

The first idea was to make her stand in front of an audience. The other narcotic anonymous would be listening to her tell her story. Ambitious.

I decided for the dark alley where she could walk alone. The night lamps light. A shady sky. And Katty. Alone.





ANIMATION SPRITE

Katty roams the streets at night.

She has been homeless for a while.

She smokes.

See her decay by following the link.

<http://aderrosas.dk/kattyindex.html>

