

Zisis, the witch

A character that I have started developing for a comic book

She was vectorized with Microsoft PowerPoint and animated with Unity Engine

This document contains the steps of her creation and her assets.





First step: hand drawing



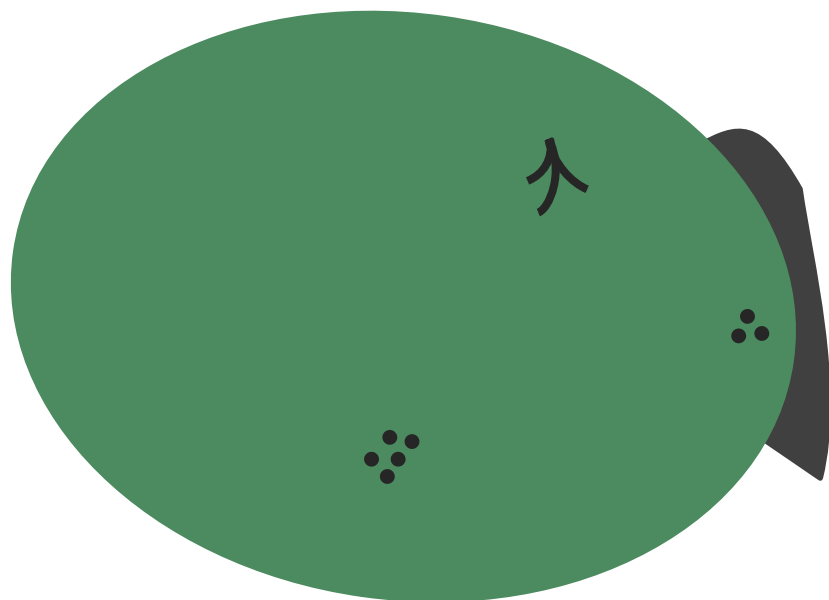
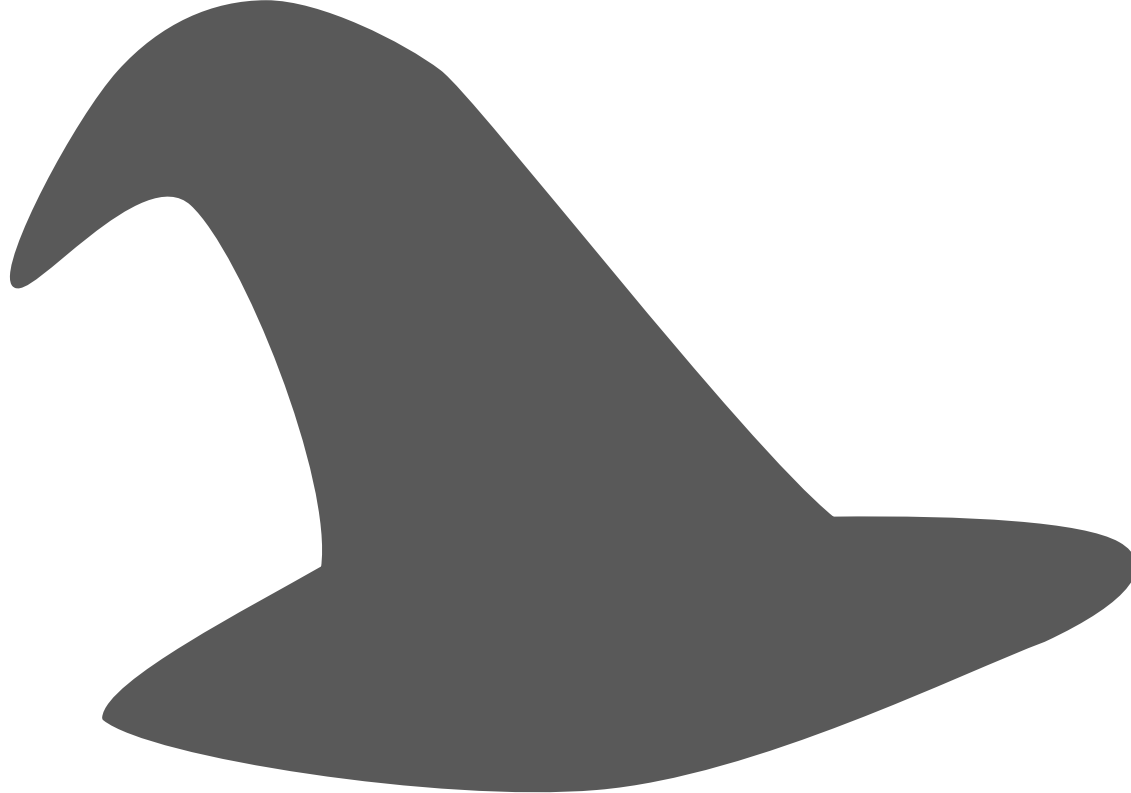
Second step: digital drawing – dismissed



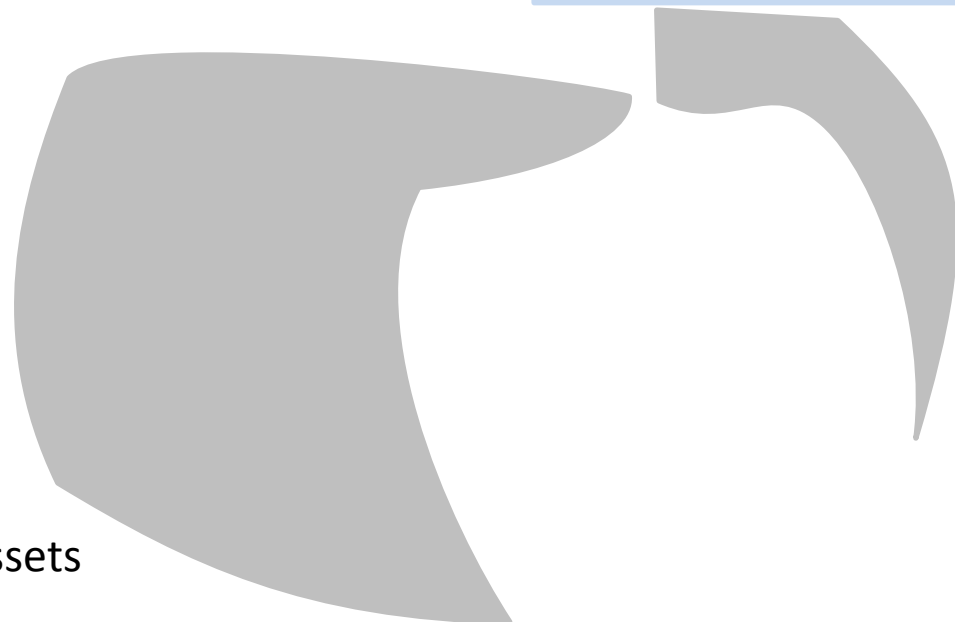
Third step: vectorizing



Vectorizing process



Assets





Zisis smiling



Zisis angry

Zisis animation demo is in GitHub:
<https://github.com/cesargaspfer/Zisis>