

# CHARACTER DESIGN AND ANIMATION

DOROTA SZYMANSKA



# STYLE TILE

Inspiration from the style of Liza Vertudaches.

Contour line:

Either there is no line or the line is thin and looks smoothly and geometrical.

Characters/background relation:

Everything is in similar, pastel mood, so it doesn't contrast by the colour, but the background contrasts with character's size.

Shapes:

Shapes of the background and characters are very simple and geometrical. Even though animation is simple, it's a bit odd, but you can still easily recognize characteristic natural details.

Typography:

Abstract Thing.

## COLOUR PALETTE



#F0969B



#FBD6BF



#000000

## EXAMPLE OF A CHARACTER



## THE STORY:

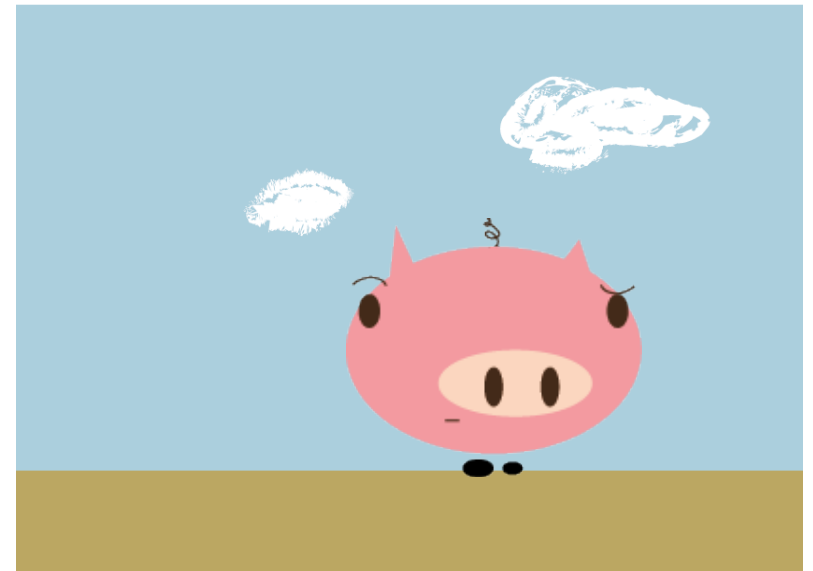
The story is about a Pig who wanted to become a king. Pig abandoned its family with a package of lunch and great belief that it will become a king. Through its adventure it meets 2 sad, elderly and rather poor old men who faced some problems. Pig helped all of them without knowing them and asking too many questions, it just wanted to solve their issues. After it helped the 2nd it occurs that those 2 men have been wizards looking for a right person to take a throne. Because of pig's good and brave heart it proved that Pig is a perfect candidate they were looking for. That's how Pig's dream came true.

## MESSAGE:

You should always follow and try to full-fill your dreams even though some may not believe in you, and if you're chasing your dreams with pure intentions and won't always put yourself in the first place you will succeed.

## GENRE / MOOD:

Humorous, loving, hopeful!

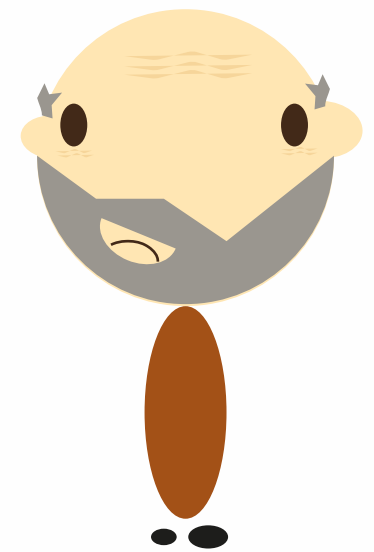
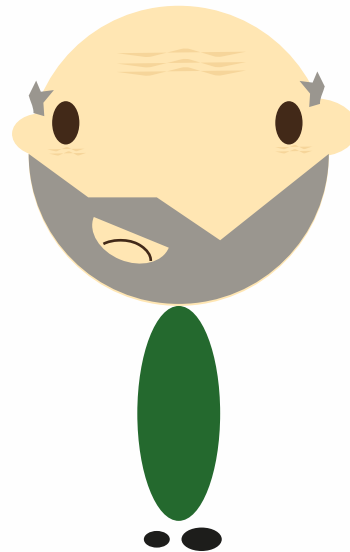
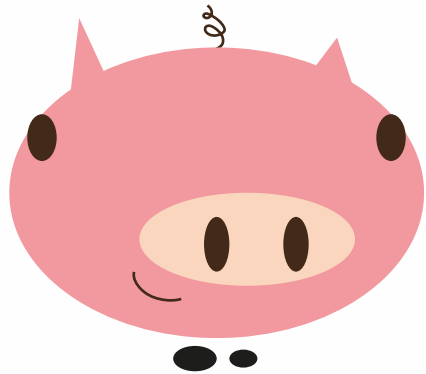


# Work sheet

## Character sheet

Story name: THE PIG WHO WANTED TO BECOME A KING

Character names: THE PIG, THE WIZARD NO.1, THE WIZARD NO.2



2-3 characters (front) side by side

Your name: DOROTA SZYMANSKA

# Work sheet

## Model sheet

Story name: THE PIG WHO WANTED TO BECOME A KING

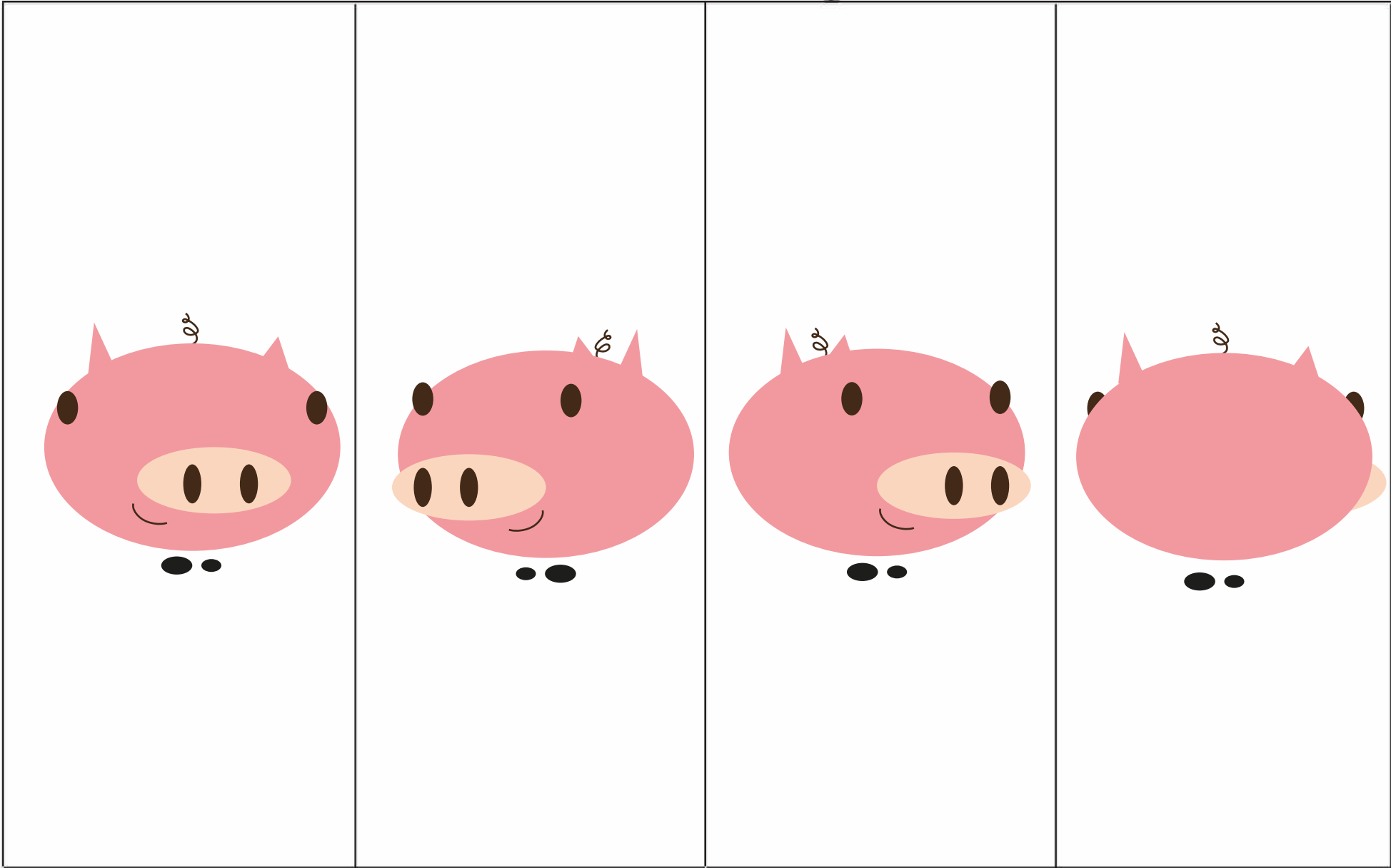
Character name: THE PIG

Front

Left side

Right side

Back



Your name: DOROTA SZYMANSKA

# Work sheet

## Pose sheet

Main character: THE PIG WHO WANTED TO BECOME A KING

Core situations incl. props: THE PIG

Situation 01

Situation 02

Situation 03



Your name: DOROTA SZYMANSKA

# Work sheet

Story name: THE PIG WHO WANTED TO BECOME A KING

Character name: THE PIG

What drives the main character:

(Choose one: survival, safety and security, love and to “belong”, need to know and understand, selfworth and selfesteem, God and the noble cause, selfrealization)

LOVE

Character's main goal:

THE PIG WANTS TO BECOME A KING

What is at stake for the character:

IT'S BELIEF, GOOD NAME AND ABILITIES

Character's friends and enemies:

FRIENDS: MOM, 2 WIZARDS;  
ENEMIES: NONE / THE ISSUES IT HAS TO DEAL WITH

What the character needs to fulfill the goal/ mission:

HELP 2 WIZARDS WITH THEIR PROBLEMS

Your name: DOROTA SZYMANSKA

# Work sheet Physical - Psychological - Sociological 01

Main Character name: THE PIG

Gender(s) NONE

Age UNKNOWN

Height RATHER SMALL

Weight RATHER BIG

Eye color BLACK

Hair color NO HAIR

Distinguishes marks (tatoo, piercing, scars) NONE

Illnesses VERY HEALTHY

Enhanced features BEAUTIFUL

Strengths HIS PASSION AND GOOD HEART

Handicap -

Weakness IT'S A PIG

Build (basic shape) OVAL

## Social/family

Parents WE KNOW ONLY ABOUT ITS MOM

Siblings UNKNOWN

Marital status UNKNOWN

Relationship UNKNOWN

Pets UNKNOWN

Friends ITS MOM AND LATER 2 WIZARDS

Enemies ONLY THE ISSUES IT HAS TO DEAL WITH

Ethnicity UNKNOWN

Eating habits IT'S A PIG, BUT LEFT TO THE IMAGINATION

Main mode of transportation WALKING

Workspace UNKNOWN

Important items NONE

Weakness ITS GOOD HEART

Accent FRENCH

Living space FIRST SMALL VILLAGE HOUSE, LATER A CASTLE

Your name: DOROTA SZYMANSKA



# Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: THE PIG

Beliefs THERE'S NO LIMITS WHEN IT COMES TO FULFILL DREAMS

Superstitions -

Fears NONE

Prefers groups or solitary life -

Planned-out or spontaneous -

Hobby -

Prejudices -

Stressors -

Ambitions TO BECOME A KING

Addictions -

Journal entries(keep diary) -

Leader or follower -

Music & book preferences -

Sleeping habits -

How does x relax -

Recreation -

What excites THE WORLD

Your name: DOROTA SZYMANSKA

Obsessions -

As seen by others KIND-HEARTED, BRAVE, MAYBE A BIT SILLY

As seen by self HAPPY, UNSTOPPABLE

Special memories -

Nightmares -

## Clothes

Costume -

colors PINK

style -

uniform/specific outfit -

Rank -

Embroidery -

Belt, hat -

Decoration LATER, A CROWN

# Work sheet

## second character

Story name: THE PIG WHO WANTED TO BECOME A KING

Character name: THE WIZARD NO.1

Characters role/part in the story:

THANKS TO HIM THE PIG BECOMES A KING

Characters main goal:

LOOKING FOR A RIGHT PERSON TO TAKE THE CROWN

What is at stake for the character:

WELL-BEING OF THE KINGDOM HE'S LIVING IN

Characters friends and enemies:

WE DON'T KNOW, LATER THE PIG

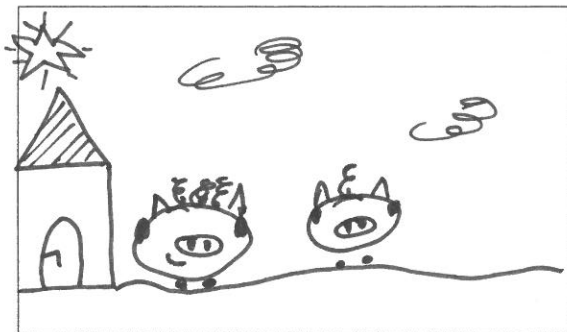
What the character needs to fullfill goal/ mission:

FIND THE RIGHT PERSON TO TAKE THE CROWN

Your name: DOROTA SZYMANSKA

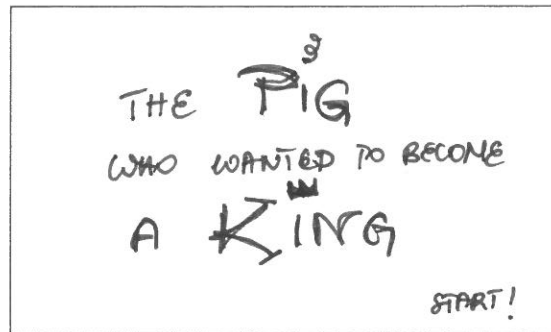
# STORYBOARD

Title Frame 2 !



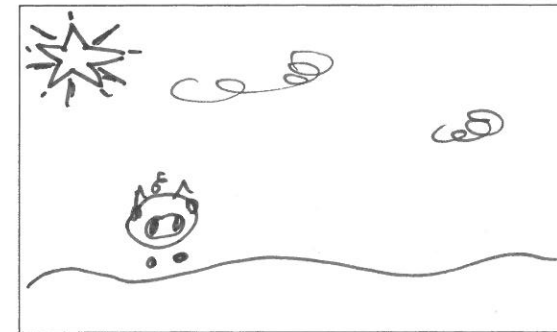
Action/Plot ~~At the start~~ Pig says bye to his mom.  
 Sound happy, adventurous music  
 Interaction click the pig to move!  
 Time around 5 sec

Frame 1 !



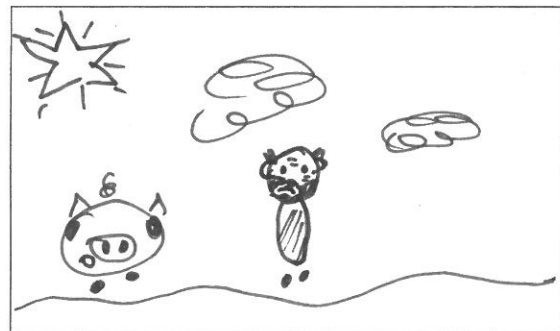
Action/Plot START PAGE with title  
 Sound happy, ~~adventurous~~ music, fairytale  
 Interaction click the start button to start animation  
 Time around 5 sec

Frame 3



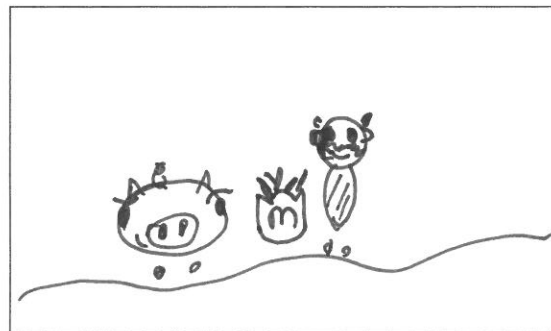
Action/Plot Pig is travelling the world  
 Sound adventurous music  
 Interaction you can click the sun so it changes into moon  
 Time around 9 sec

Frame 4



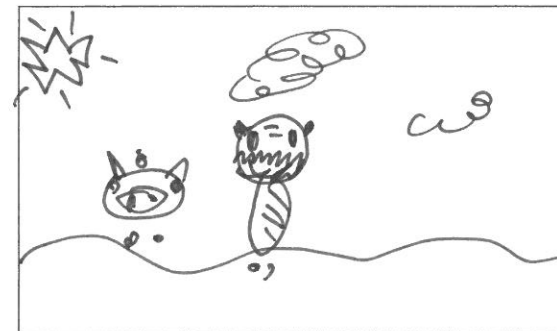
Action/Plot The pig meets the Wizard No.1, the dialogue begins  
 Sound not decided - either change or not  
 Interaction none  
 Time around 5 sec

Frame 5



Action/Plot Pig shares it fries with him  
 Sound happy music  
 Interaction none  
 Time around 5 sec

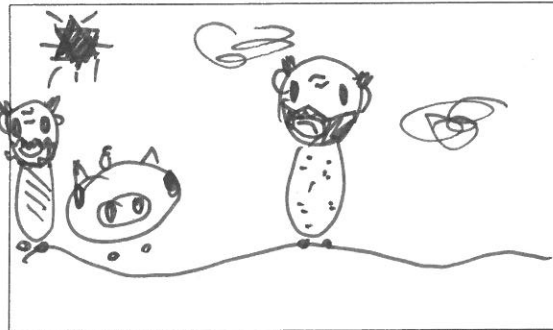
Frame 6 = 3



Action/Plot same as FRAME 3 + Wizard No.1 goes with the pig  
 Sound  
 Interaction  
 Time

# STORYBOARD

Frame 7



Action/Plot

The Pip meets the Wizard No.2

Sound

probably changed

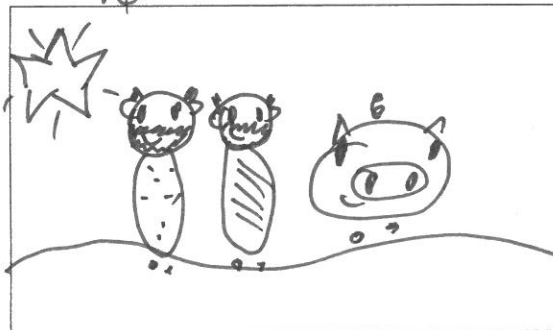
Interaction

Time

maybe click one the man to speak?

around. 5 sec

Frame 10



Action/Plot

All 3 travelling together

Sound

adventurous

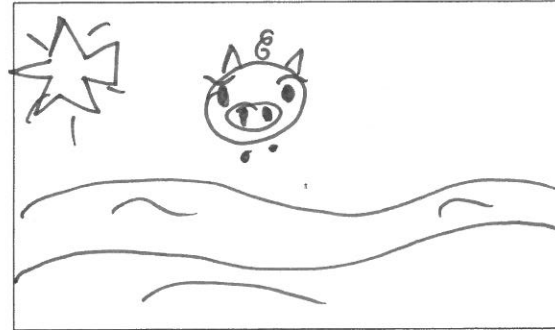
Interaction

Time

some with the clicking gun

3 sec

Frame 8



Action/Plot

Pip dives into water for the book

Sound

adventurous

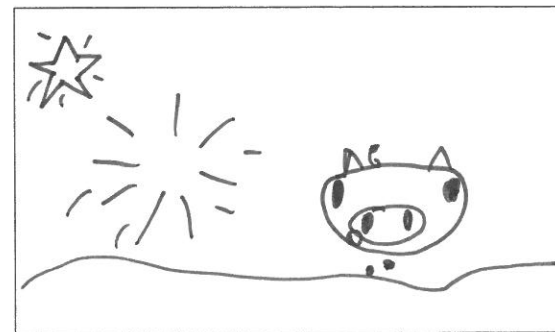
Interaction

Time

none

5 sec

Frame 11



Action/Plot

somehow 2 wizards disappear

Sound

changed

Interaction

Time

you can click on the 'shining' stuff

3 sec

Frame 9



Action/Plot

Pip gives the book to Wizard 2

Sound

happy music

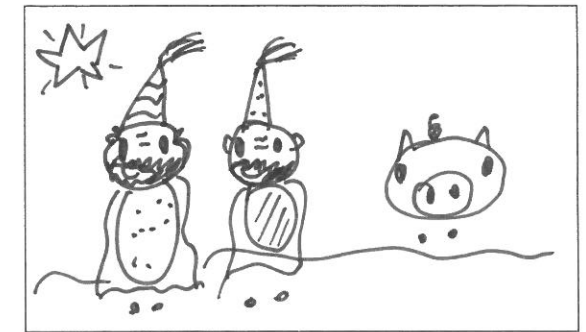
Interaction

Time

none

3 sec

Outro/ Credentials 12



Action/Plot

when clicked on the shining Wizards appear

Sound

changed

Interaction

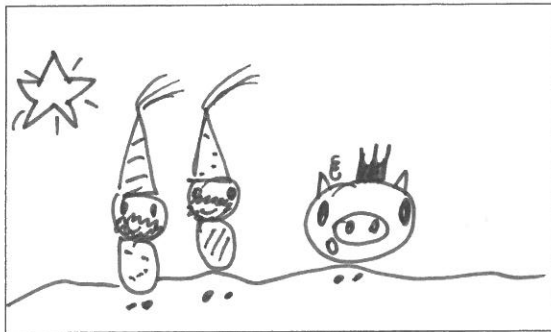
Time

none

3 sec

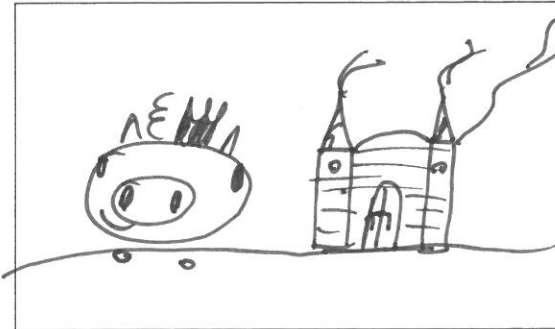
# STORYBOARD

Frame 13



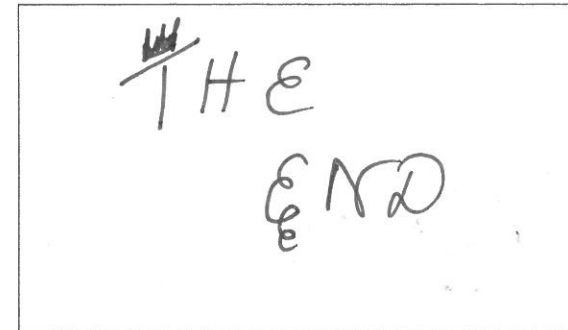
Action/Plot	Sound
Worms tell the pig that it becomes a king	happy music
Interaction	Time
none	5 sec

Frame 14



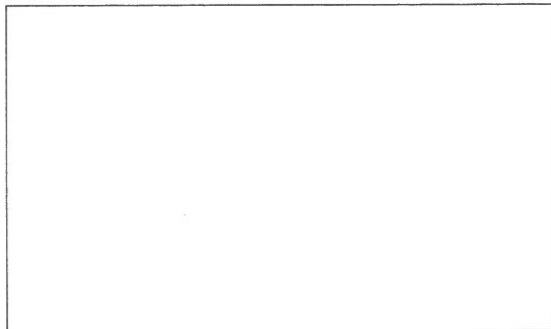
Action/Plot	Sound
The pig becomes a king	Happy
Interaction	Time
none	5 sec

Frame 15



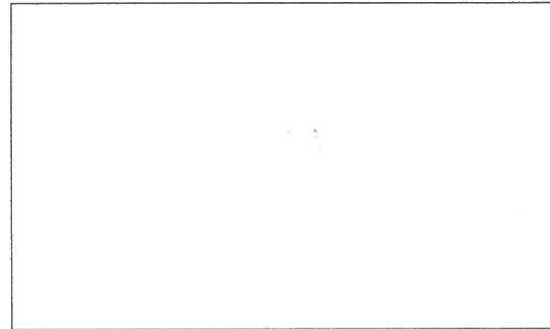
Action/Plot	Sound
The End	Fairy tale
Interaction	Time
none	3 sec

Frame



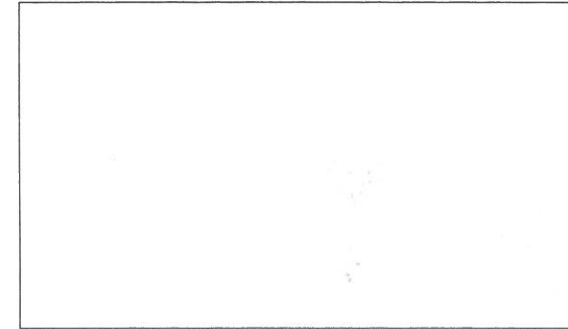
Action/Plot	Sound
Interaction	Time

Frame



Action/Plot	Sound
Interaction	Time

Frame



Action/Plot	Sound
Interaction	Time

LINK TO THE ANIMATION: [HTTP://DORSZY.DK/KEA/01-WEB/MOBILE/PIG.HTML](http://dorszy.dk/KEA/01-WEB/MOBILE/PIG.HTML)