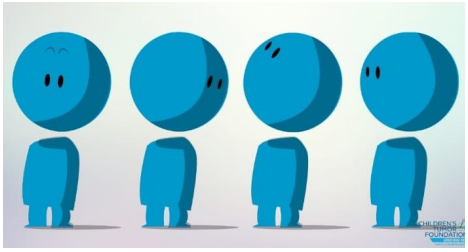
Character Design:

In the first brainstorm session the team was focussing on the main Idea of raising awareness and effective methods of leaving impact on users, it was agreed on by all members that using graphs to show data will not leave the desired impact.
One of the many presented Ideas was using a character to show the effects of smart mobile usage on the general state of the user.
Example:
using the phone for long time before sleeping will result into bad sleeping quality then the character will be tired and sleepy.
Continuously checking the phone by locking and unlocking for short times will show stress on the character.
The famous Tamagotchi gave this Idea general acceptance by the team members and mentors so the team decided to research and validate this Idea further *please refer to the duo research reports.*
The results of the research regarding the character Idea were positive and it was met with a great deal of enthusiasm so the team decided to adopt this Idea.

Sketching it up:

First thing that would identify the char was a name after brainstorming the name was decided to be “MI” that would sound like “me” because the main goal of using the char was to reflect the state of the user himself.
Next several sketches were made and multiple references were looked at to come up with a general overview of the char how would it look like and the possibilities of creating a char.

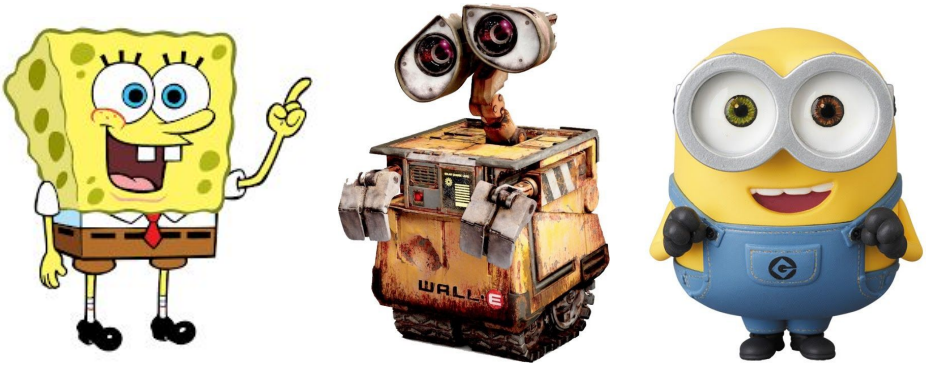





The char needed to had to represent a large target group “ students at fontys” since the target group was broad designing the character must consider several conditions for users to identify themselves in the char:

- Genderless.
- Raceless.
- Ageless.
- Matches fontys color ID.
- Likable.
- Advance expressions.
- Low body details.

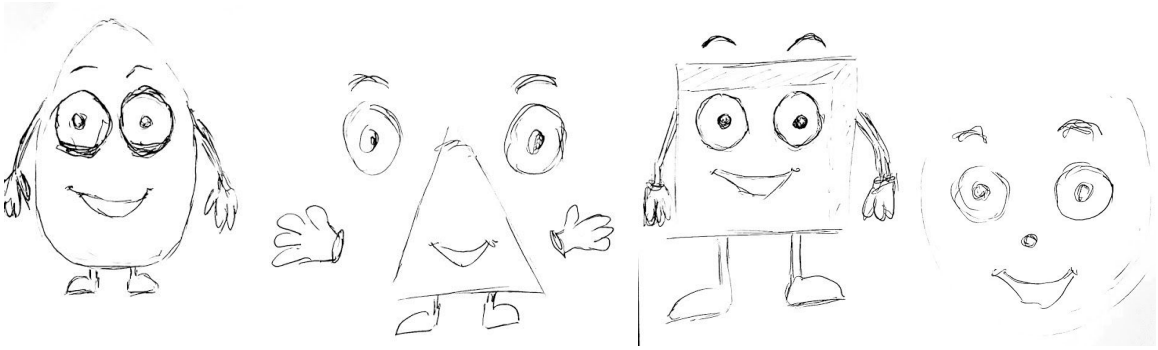
Several famous characters listed below were studied in the design process



Inorder to achieve those conditions team decided to create a 3d character so it was important to invest in the character and dedicate a major part of the resources to learn how to create 3d characters in order for our char to come to life.

The Birth of MI:

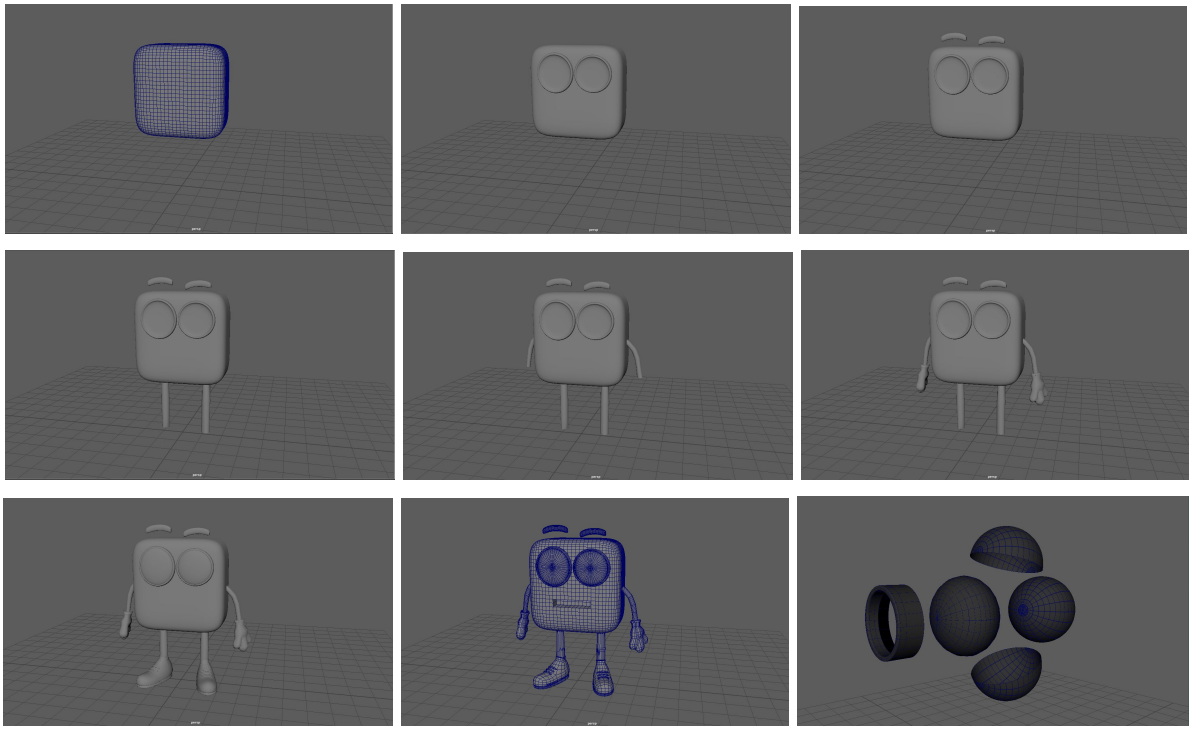
This part will explain multiple stages of the creation process including pictures to show the development and changes in each stage of the design.
sketches :
The process started with multiple sketches to have the first overview of the characters and the cubic body char 3rd from left was selected to be made in 3d.



Modeling:

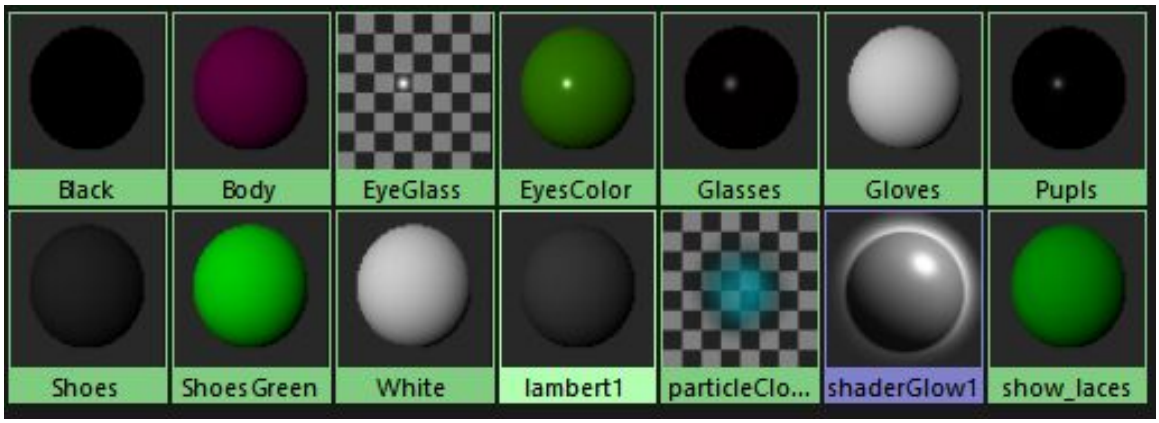
The char consists of main parts:

- Head: was modeled using a cube as a starting point with beveled edges with two cylinders to simulate eye sockets.
- Arms:cylindrical simple shape with cartoon style gloves.
- Legs:cylindrical simple shape with shoes.
- Eyes:consist of multiple parts to simulate eye lens , eyeball, and eyelids.
- Eyebrows: sculpted from a simple cube as a start.



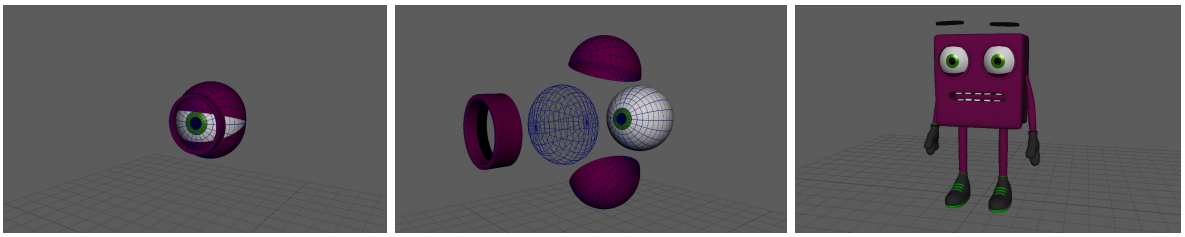
Shading:

Several materials were created in order to shade this character taking into consideration colors used in the application itself and fontys color ID.



The materials used to shed the char were tested in staging light conditions to see reflection and lighting effects.

Below are some pictures to show results of the shaders:

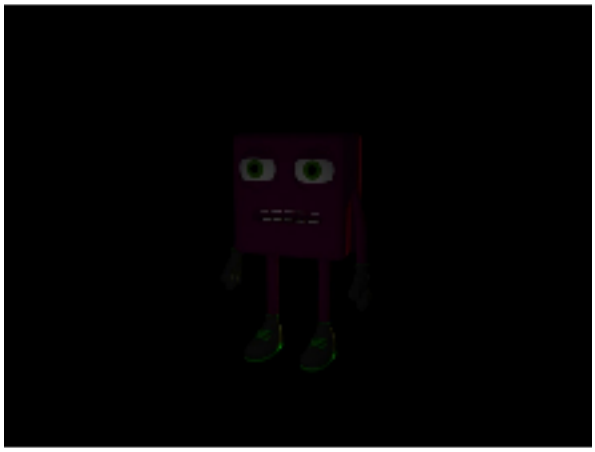


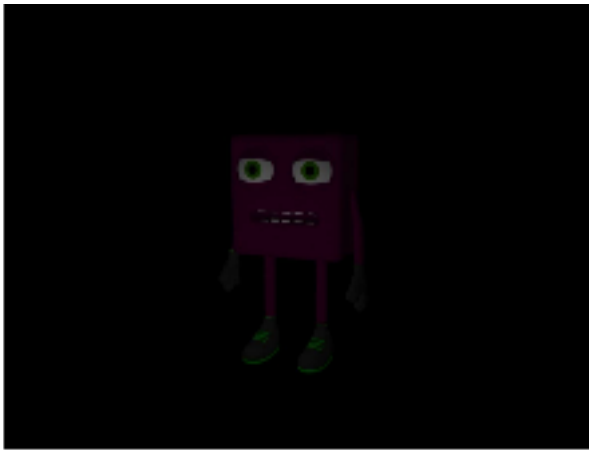
Lighting:

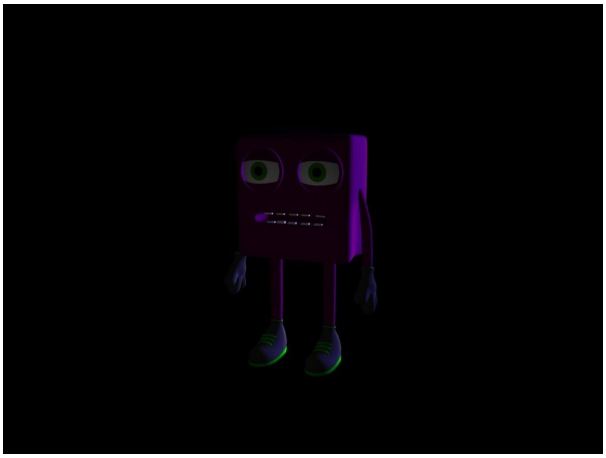
The lighting system used in maya consists of 5 lights.

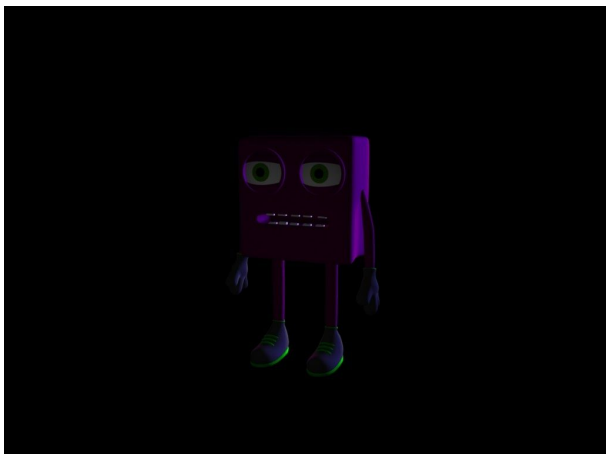
- Ambient: Lights up all the scene objects by setting the minimum light rays.
- Rim_L: cast a purple tone light from the character left side.
- Rim_R: cast a blue tone light from the character right side.
- Back light: creates a riem around the character visible from foreground.
- Direct light: simulate main light source and shadows.

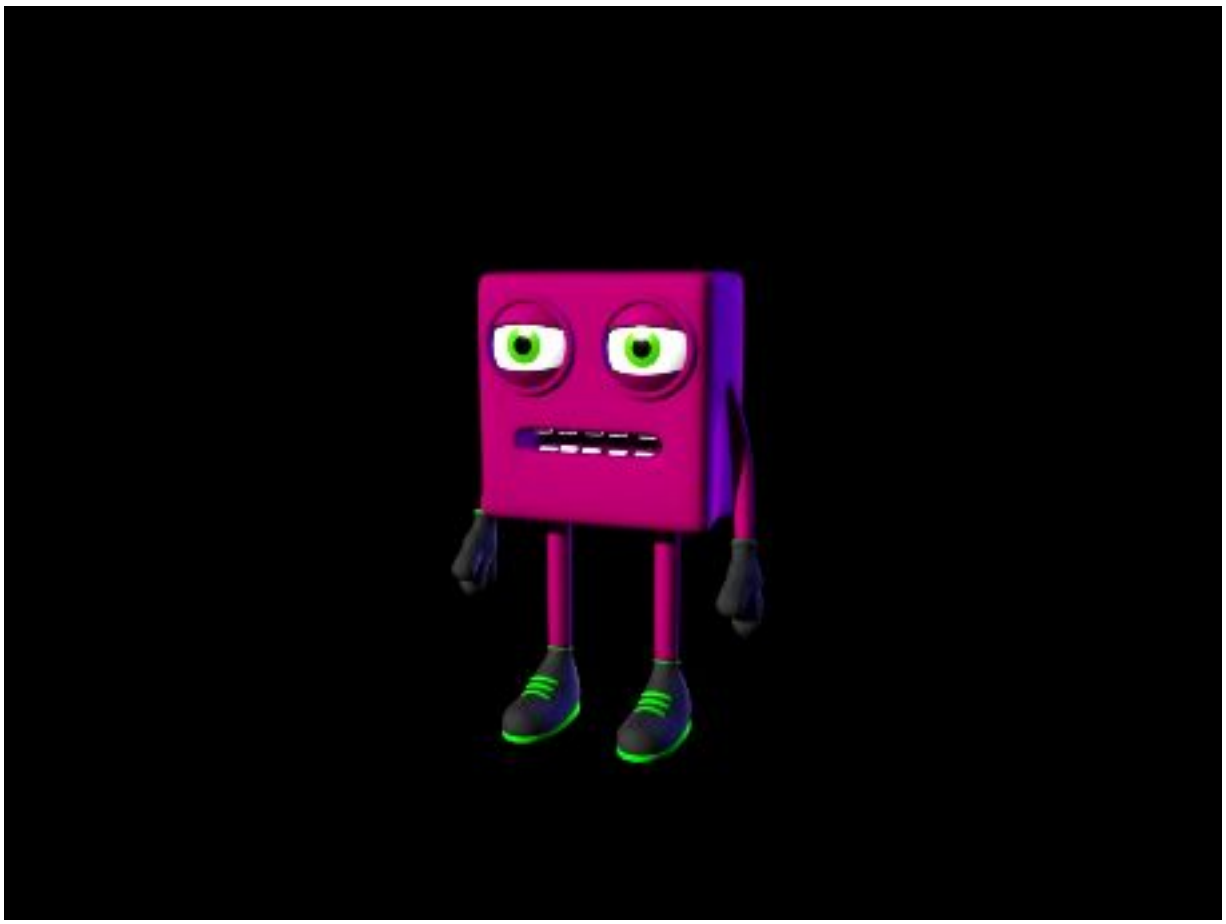
Below are the results of adding light sources as mentioned above:





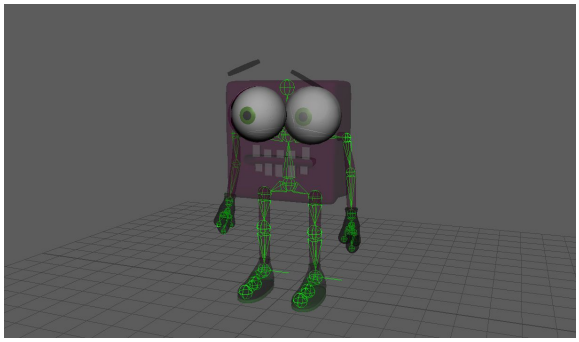
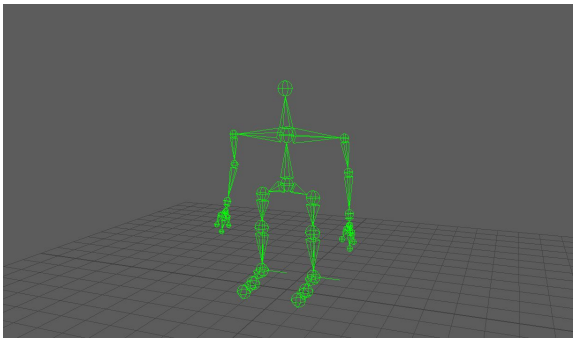




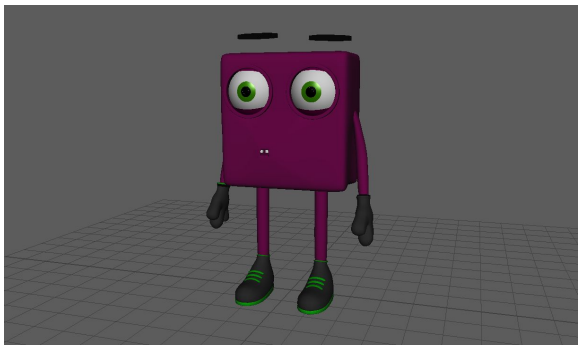
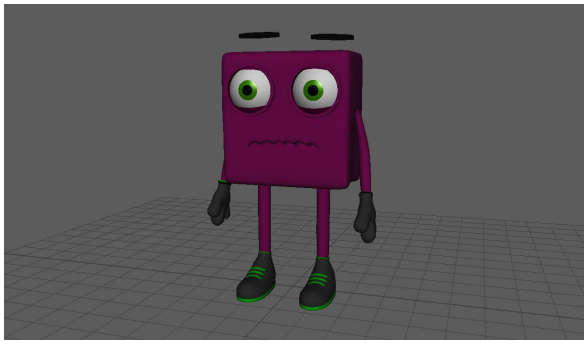
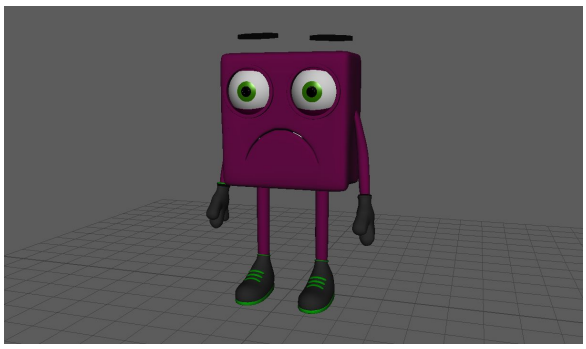
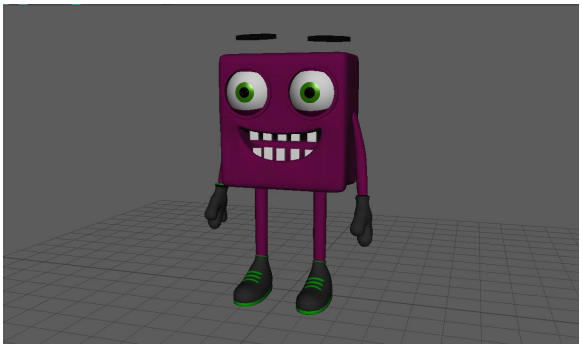


Rigging:

In order to animate the char a skeleton was created and bind to the geometry :

Further to animate expressions shapes were created :

Animation and Render:

The char was animated and 4 videos were created to be used in the application.
The animation videos are simple and created while looping was in consideration.
The videos can be found at: Google Drive.