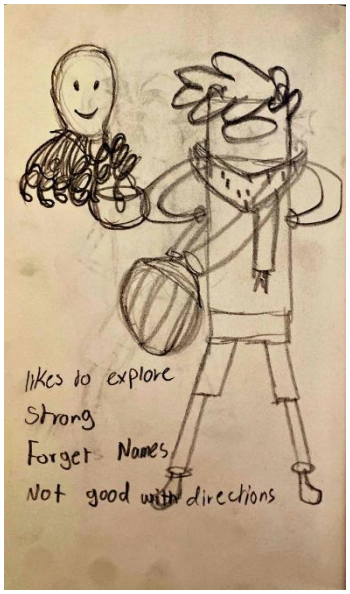
Character Design

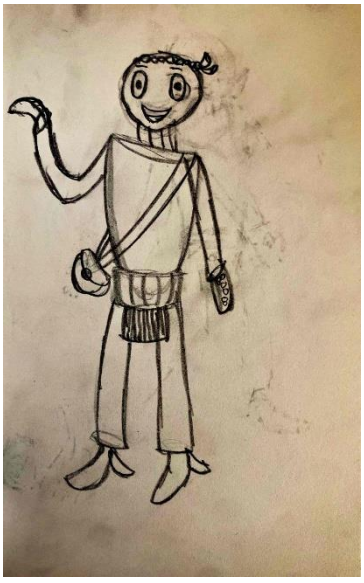
My 2D character animation project started with an octopus doll my friend bought. We named it 'اخطبوط Pulpo,' combining the Arabic and Spanish names for octopus. During a solo trip, my friend entrusted me with the doll, and I captured its photos at iconic landmarks. When I returned, my friend was thrilled with the pictures. Later, when I took a 2D character animation course, I thought, 'Why not bring this doll to life as a character?' That idea became the foundation for my project.

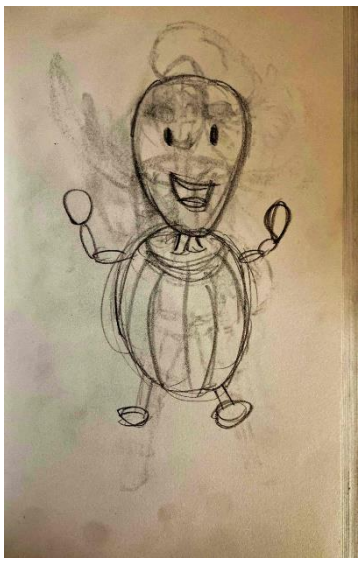
As I developed the character, I wanted it to feel alive, so I gave it traits that resonate with me: a love for exploration, curiosity about the world's secrets, and a passion for connecting with friends from diverse cultures. For a name, I chose 'Samir'—simple, easy to pronounce, and friendly—perfect for a character that embodies adventure, curiosity, and approachability.

For Samir's story, I imagined a quest where he seeks to uncover the secrets of an erased city—an advanced civilization where all sea creatures once lived in harmony. Along the way, Samir befriends representatives from every sea tribe. His dream is to unite them all and host a grand dinner gathering for every sea creature from all tribes.

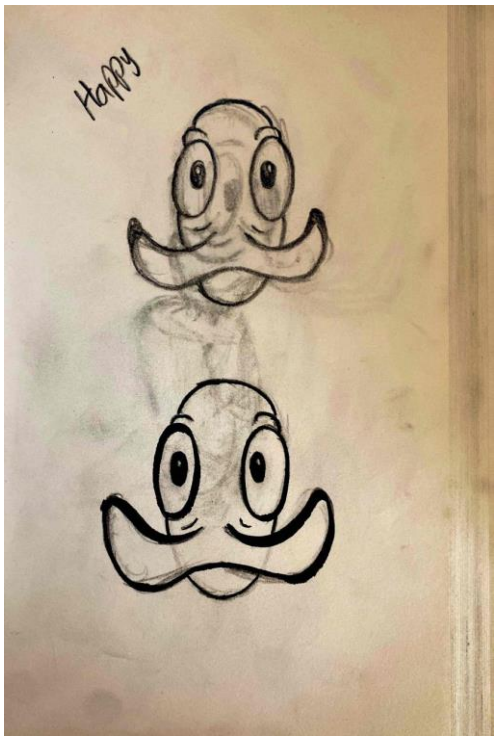
I also started thinking about how Samir should look, exploring various design attempts to bring his character to life visually.

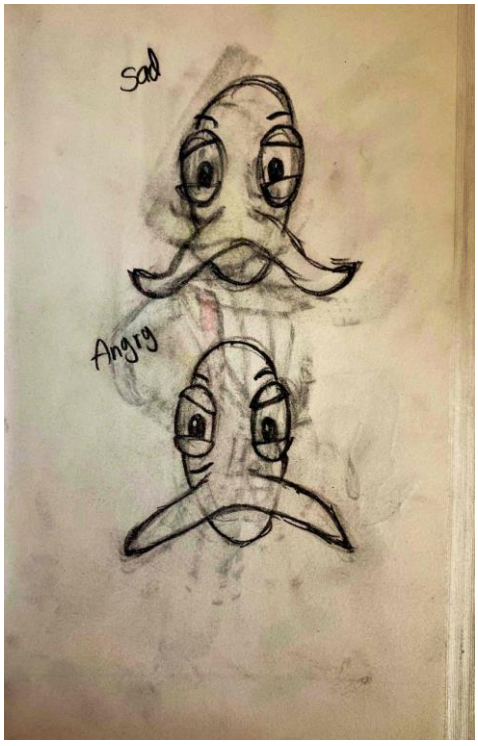






I went through several attempts but felt unsatisfied with the results. One day, while watching my brother eat Pringles chips and browsing Mickey Mouse for inspiration, an idea struck me. I combined the Pringles mustache with stylistic inspiration from Disney characters, and that led to the final design of Samir.





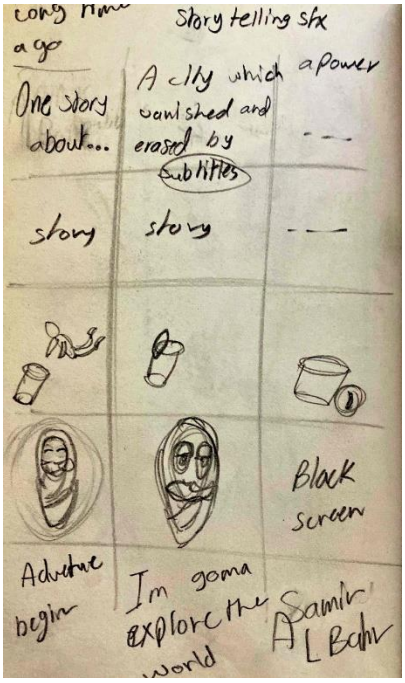
For Samir's clothing, I drew inspiration from characters like Sinbad and Aladdin. I also added a shoulder bag, something I personally enjoy wearing often, which gave the character a unique touch and made him feel more like me.

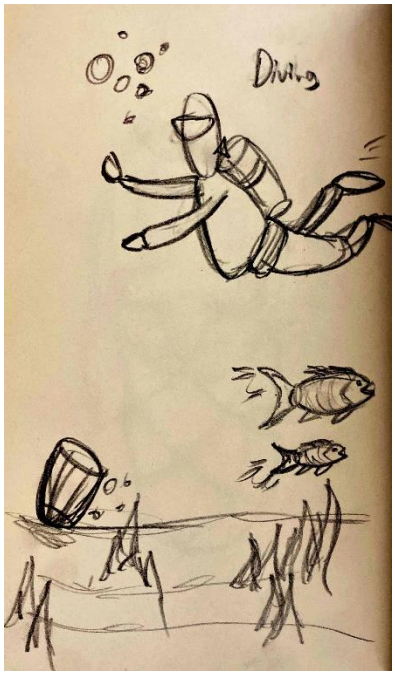
When it came to picking the character's colors, I chose a turquoise shade, combining both green and blue, as I felt it would perfectly match Samir's personality and the overall design.

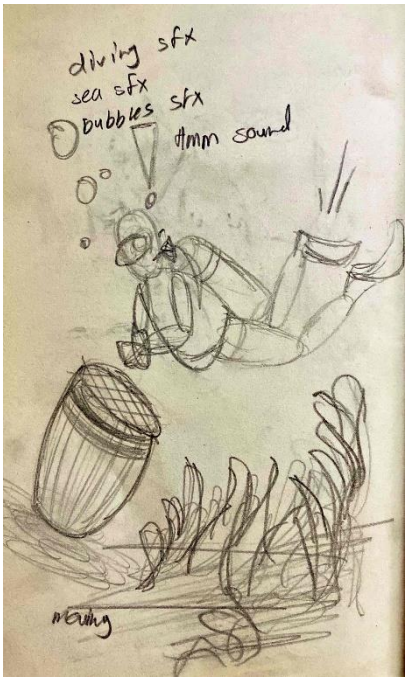
To fully imagine and connect with the character, I created Samir in different poses, which helped bring his personality and dynamic nature to life.

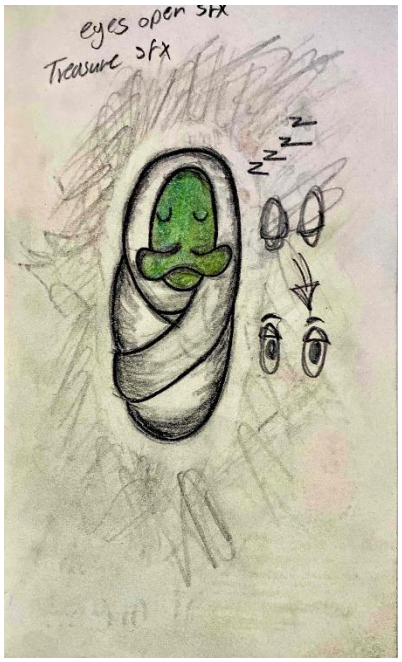
Storyboard

The first storyboard introduces the origin story of Samir, showcasing how he was found. A diver is seen swimming deep underwater when they notice a wooden barrel mysteriously shaking in the ocean depths. Curiosity drives the diver to approach and open the barrel, revealing baby Samir inside, marking the beginning of his incredible journey.

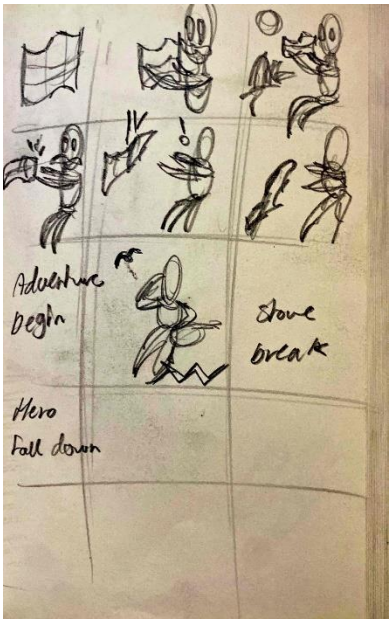


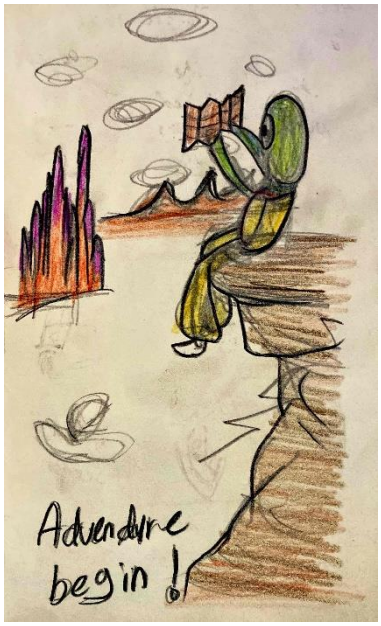


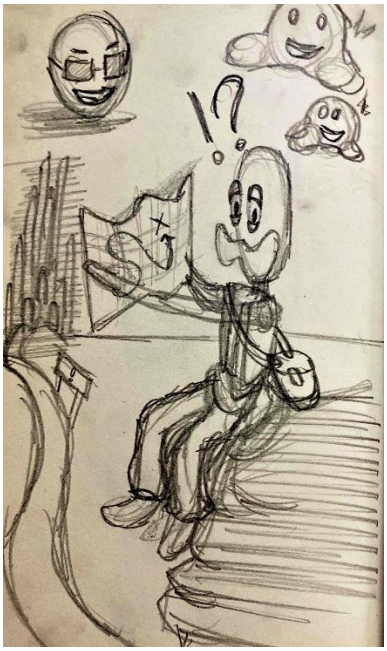


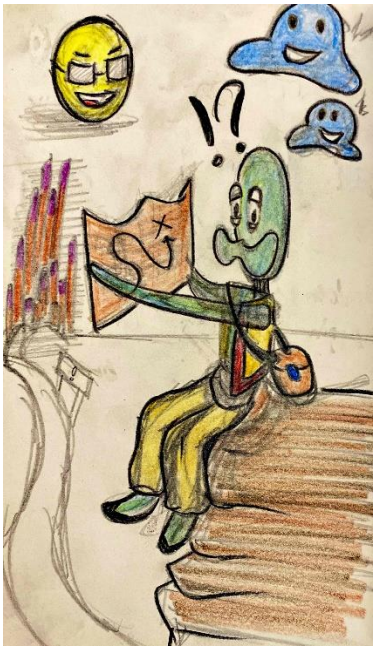


The second storyboard introduces a time skip where the narrator describes Samir as a hero destined to uncover the secrets of the erased city. Samir is depicted sitting on a cliff, intently holding a map. Suddenly, the map flies away, and in his attempt to catch it, the cliff collapses beneath him, showcasing Samir's humorous and silly side.

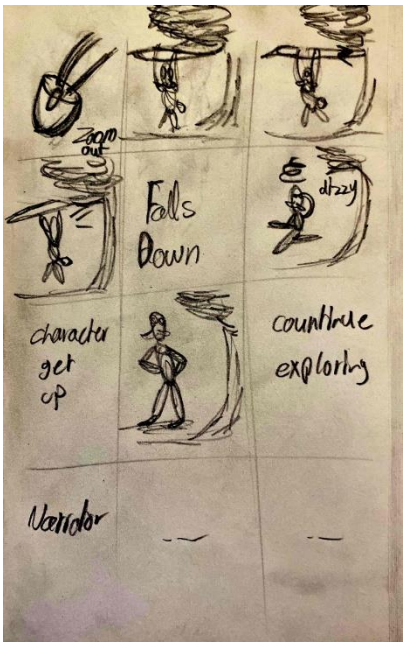


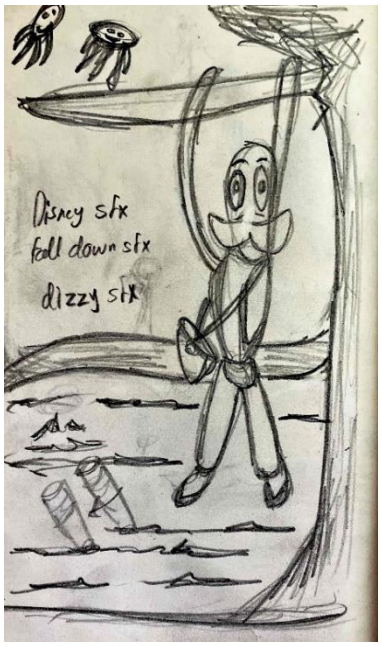


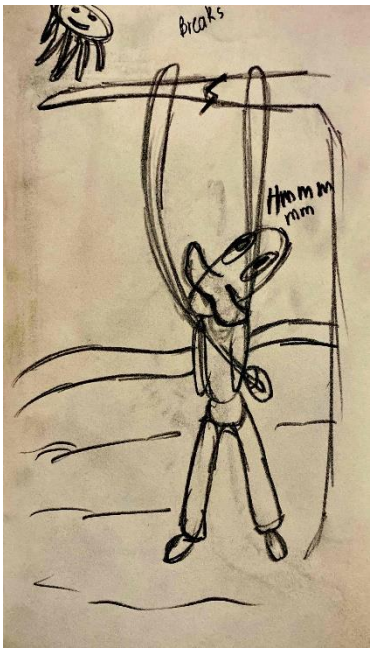


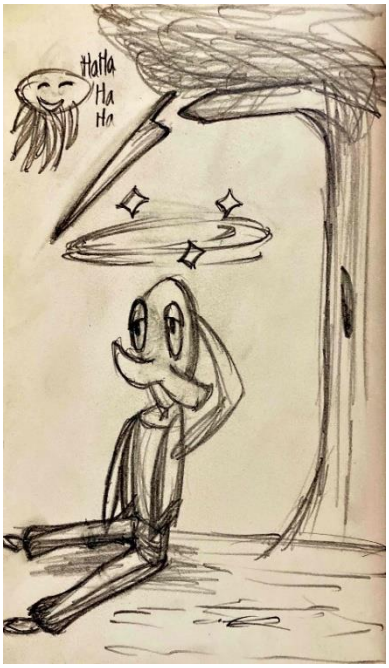


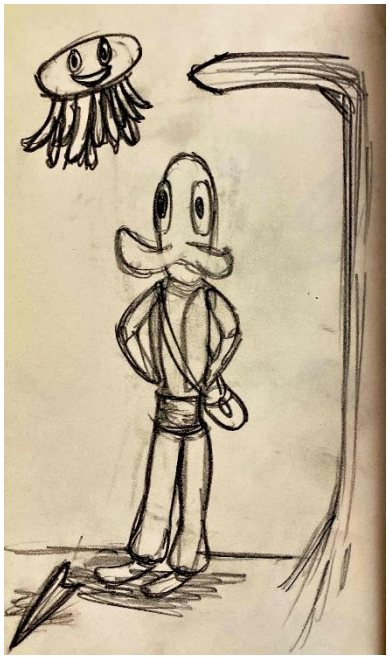
The third storyboard showcases another moment in Samir's journey. In this scene, Samir is hanging on a tree trunk to get a better view of the path ahead. Suddenly, the trunk breaks, causing Samir to fall in a comical way. After a moment of dizziness from the fall, he quickly gets back up and continues his journey, highlighting his resilient and lighthearted personality.

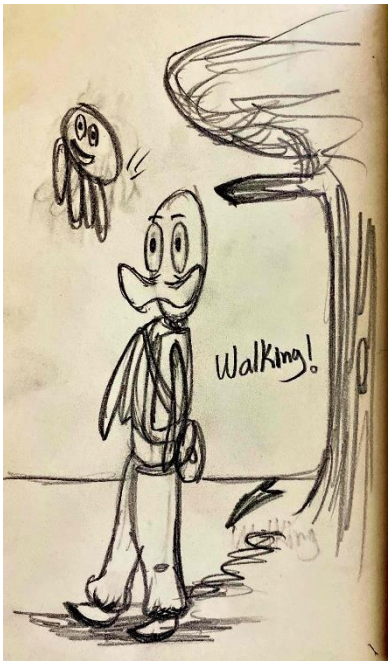












Visual Dictionary

I have created a visual dictionary for Samir, encompassing key elements that define the character. It includes his vest, sirwal, sandals, shoulder bag, along with sources of inspiration and the environment that shapes his world.

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